

## Replicating a Learning Environment that makes visible the learning attributes of Millennials

1

### 1. **Sharism:**

- Prefer co-creation over individual construction and personal elaboration
- Mingle before they meet
- Share before they think
- Go public before it's ripe
- Borrow/address/pass it along before being in it together

### 2. **Plural identities & fluid selves:**

- Live in a physical, digital and virtual world
- Rapidly shift boundaries between me/not me
- They have new ways of being and changing identities

### 3. **"Knowmads":**

- Expand territorial borders
- Learn anytime, any place, anyhow
- Learners who are sometimes at the center of learning, sometimes on the periphery
- Continuously expanding circles of acquaintance.
- They can learn, work, play, and share in almost any configuration
- Their home is where they are

### 4. **Literacies beyond print:**

- New ways of saying: from notating to annotating
- They reconfigure and repurpose writing to accommodate their purpose.
- They mix and match media
- They close the gap between reading and writing

### 5. **Gaming and simuling:**

- They simulate. (simuling is meant as the creation of an alternative world either in physical or virtual world that is true in its own right)
- They have expectations that the tools at hand be responsive and forgiving
- They like taking risks because they use tools that give them a second chance (a typewriter doesn't allow you to change things easily)

### 6. **"Bricoleurs":**

- French word for "Makers"
- Make things and make things do things. Repurpose, mend, trade things
- DIY (Do It Yourself) culture, maker fairs, digital crafts
- Makers fail forward. They invest in the creation and revisit the final product many times

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