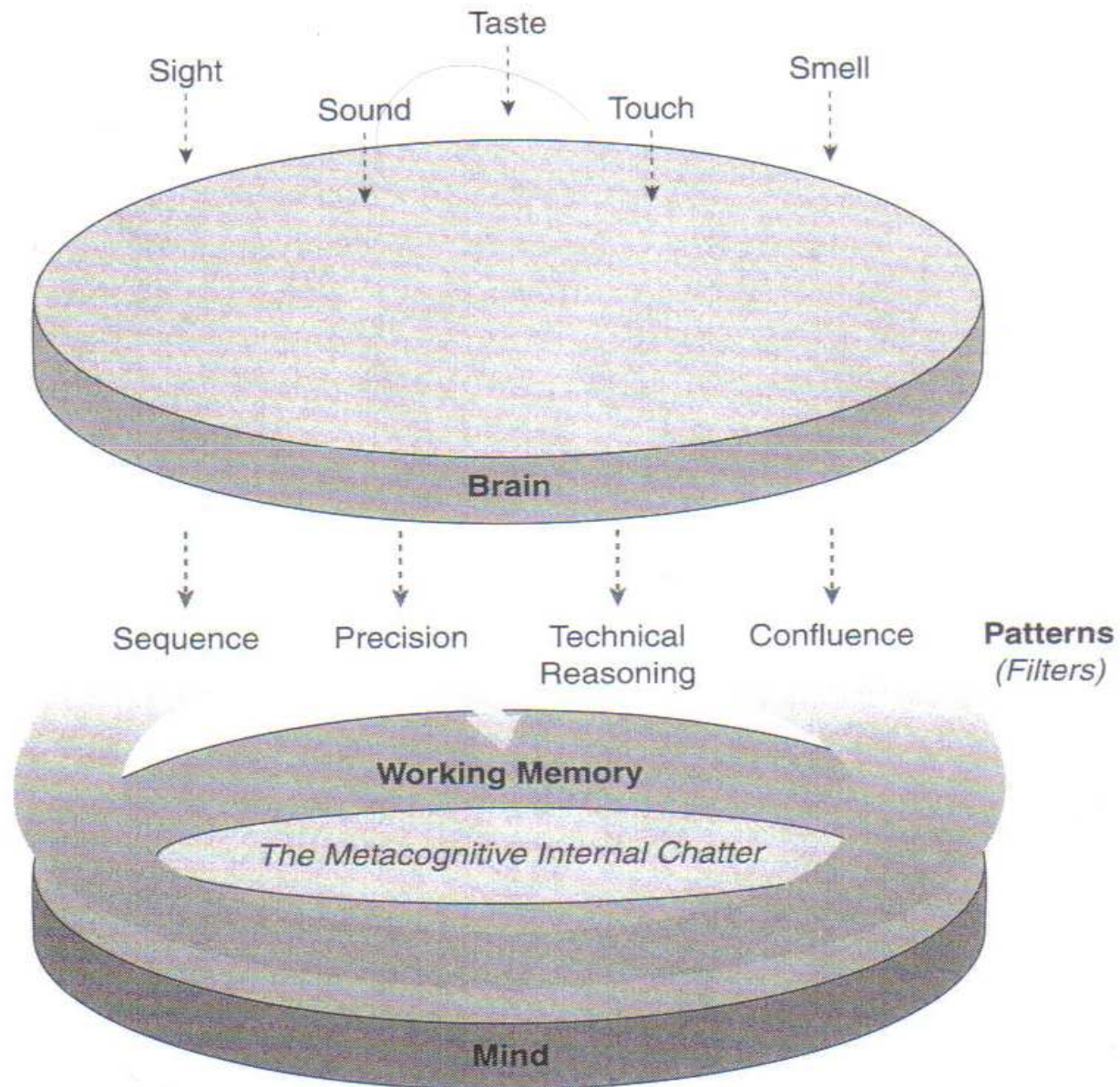
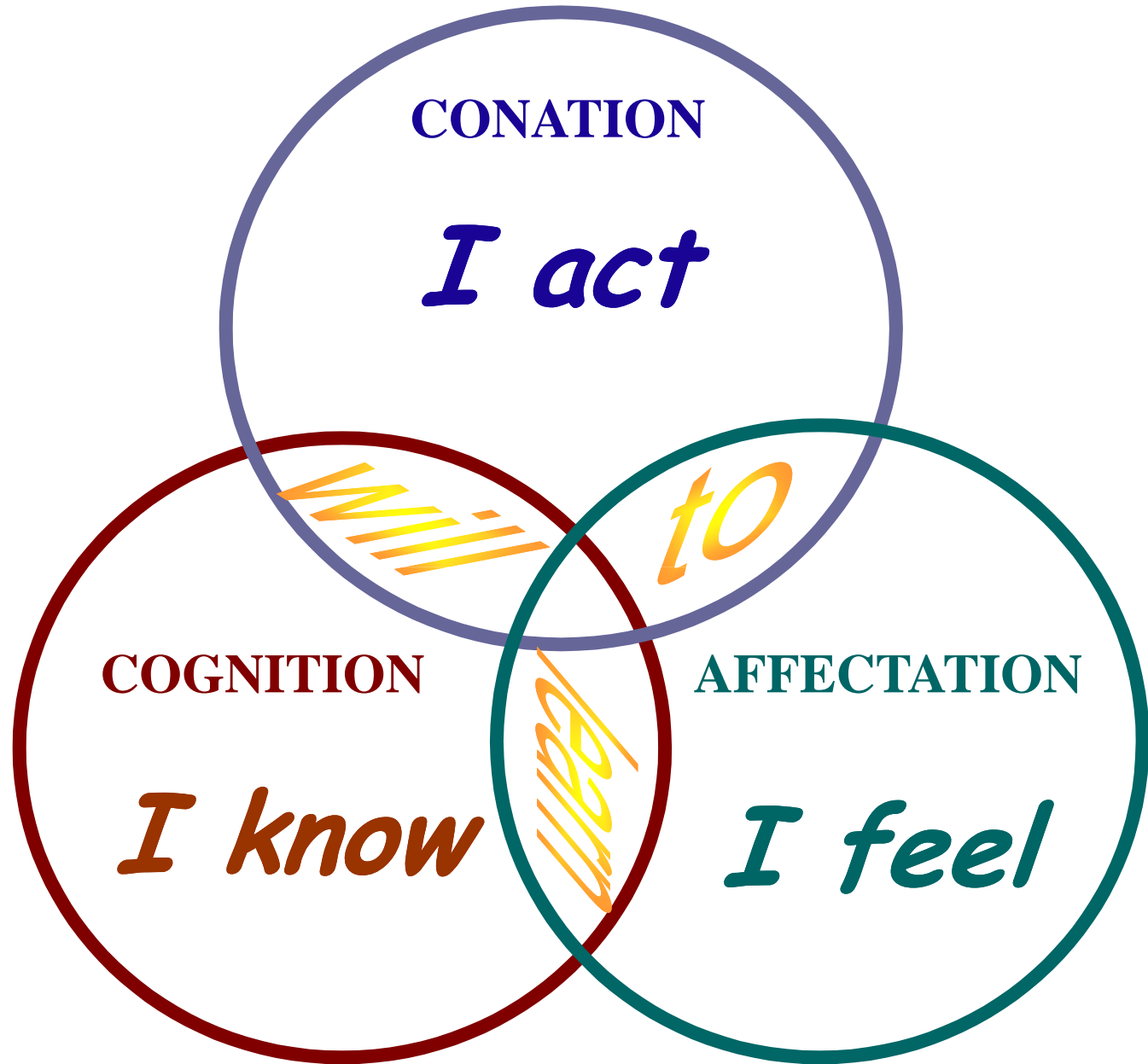


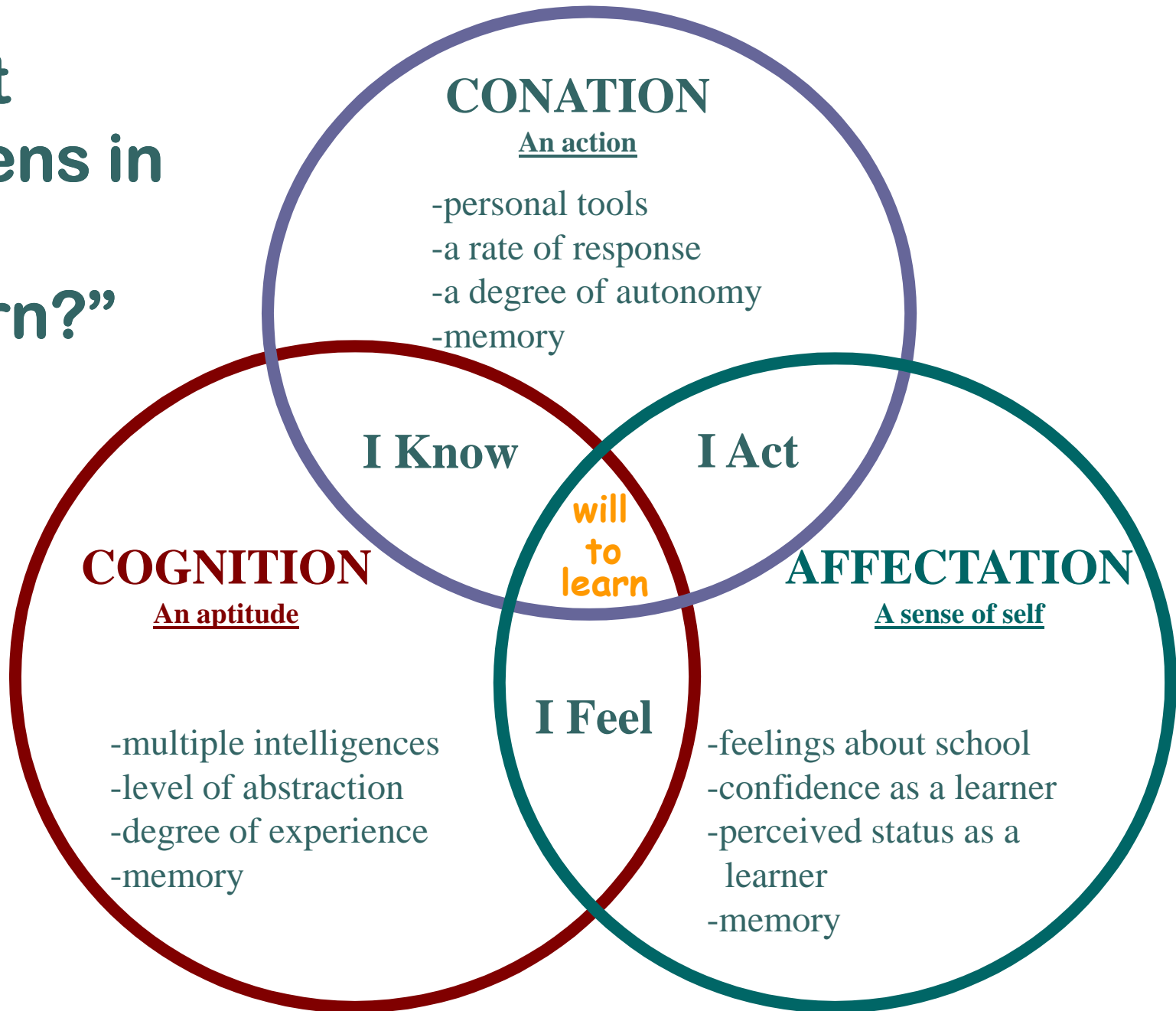
The Interactive Learning Model

The LML representation of the architecture of the Brain and Mind





“What happens in each pattern?”





Activity

Task requirements:

1. Invent a system which allows African women and children to get water right in their villages without having to spend countless hours finding the next closest water source.
2. Construct a scaled model mirroring your invention.
3. Fit in the three basic requirements of this project: **practicality, functionality and originality.**

Time : 20 minutes



Discuss activity in relation to

- 1. What were the learning patterns required by the task? Did all team members have the necessary patterns to meet the requirements?**
- 1. How did the selected group of learners function as a team? What were the reasons behind its success or failure in the light of learning patterns?**

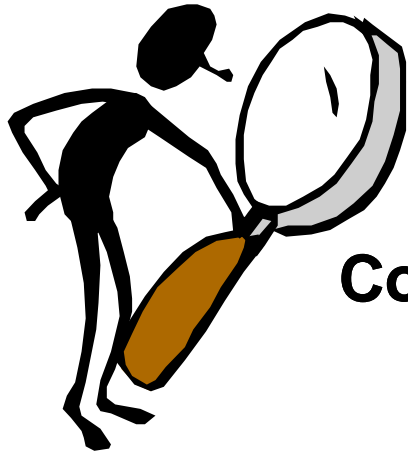


Sequence

Cognitive: I do mental computer matches and organise information in my head.

Conative: I list, organise and plan.

Affective: Consistency and dependability make me feel good.

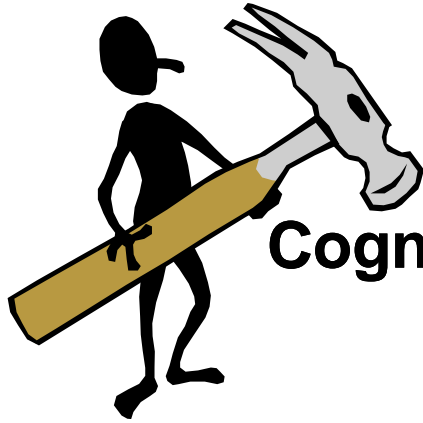


Precision

Cognitive: I challenge, seek proof and want to know more.

Conative: I document, test and prove I am right.

Affective: I enjoy knowing and feel proud in obtaining and providing correct information.



Technical

Cognitive: I seek concrete relevance and need enough information and the right tools to solve the problem.

Conative: I tackle tough jobs and get them done.

Affective: I am absorbed in finding out what makes things tick. I am self-sufficient.



Confluence

Cognitive: I read things between the lines and see connections that others do not see.

Conative: I risk, dare and venture into many things without finishing anything.

Affective: I take failures in stride as part of my learning. I do not like my ideas being criticised.