PLACES for Learning

P**ersonalized **L**earning **A**nd **C**ommunity **E**cosystem**S

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"LEARNING ARCHITECTURE"

- **ECOSYSTEM**
- **DEVELOPMENTAL PLACES**
- **PEOPLE**
- **GROWTH**
- **DESIGN**
- **FLOW**
- **POWERMAKER LEARNING**
- **ACCOUNTABILITY**
- **KAIZEN**

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- ***ECOSYSTEM***

PLACES for Learning

If schools and classrooms had never existed, what would we design today for children, youth, and adolescents growing up with Human Intelligence + Artificial Intelligence?

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• *Developmental PLACES*

Three Developmental PLACES

Core Learning Spirals	*Exploratory Learning Studios*	*Real-world Learning Spaces*
		
Children Ages 4-9	**Youth Ages 9-14**	**Adolescents Ages 14-18**

Three progressively different PLACES where learners develop and apply Learning Powers as they grow.

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• People

Learners



Ages 4-9



Ages 9-14



Ages 14-18

PowerMakers

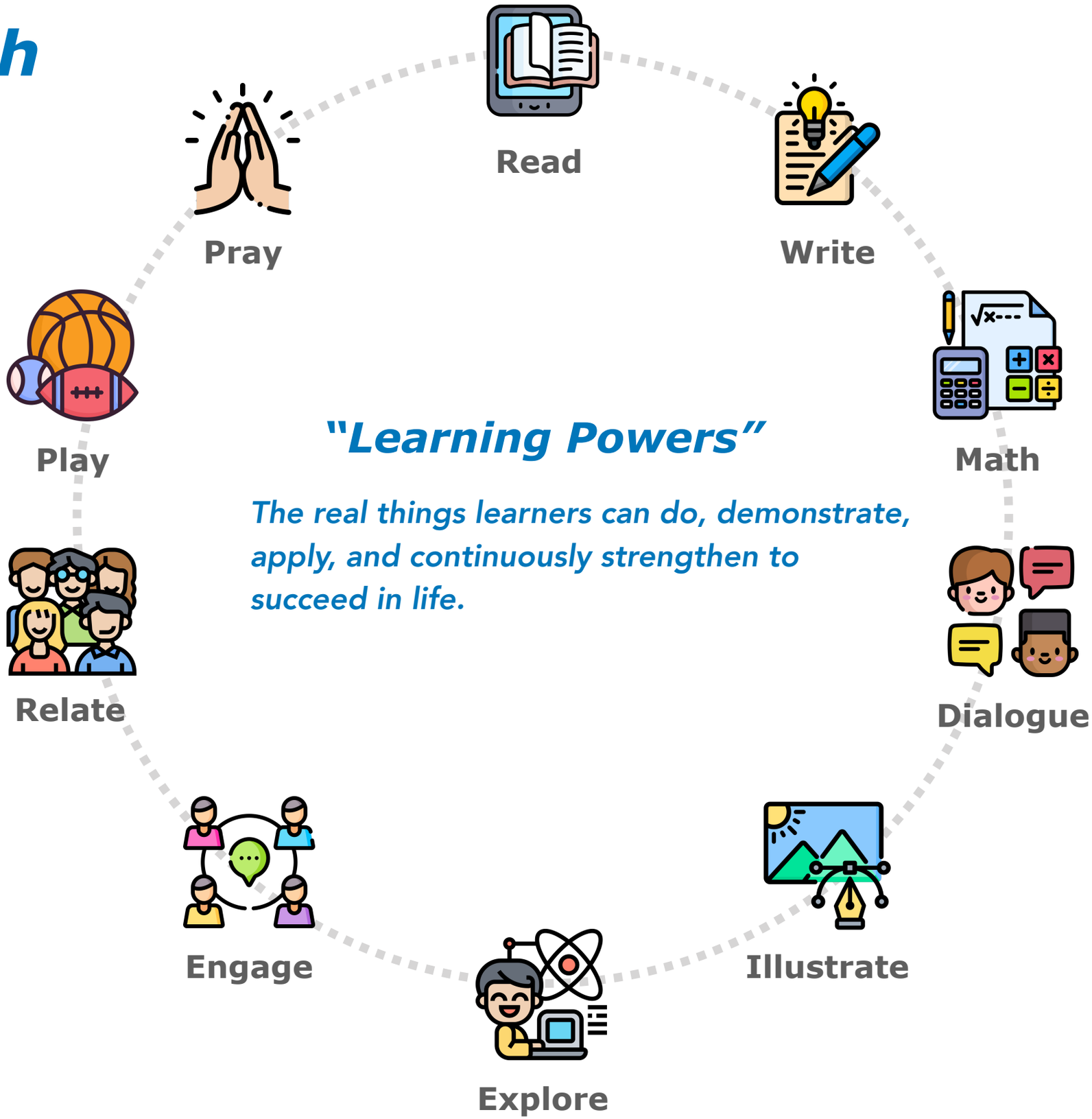


Parents & Partners



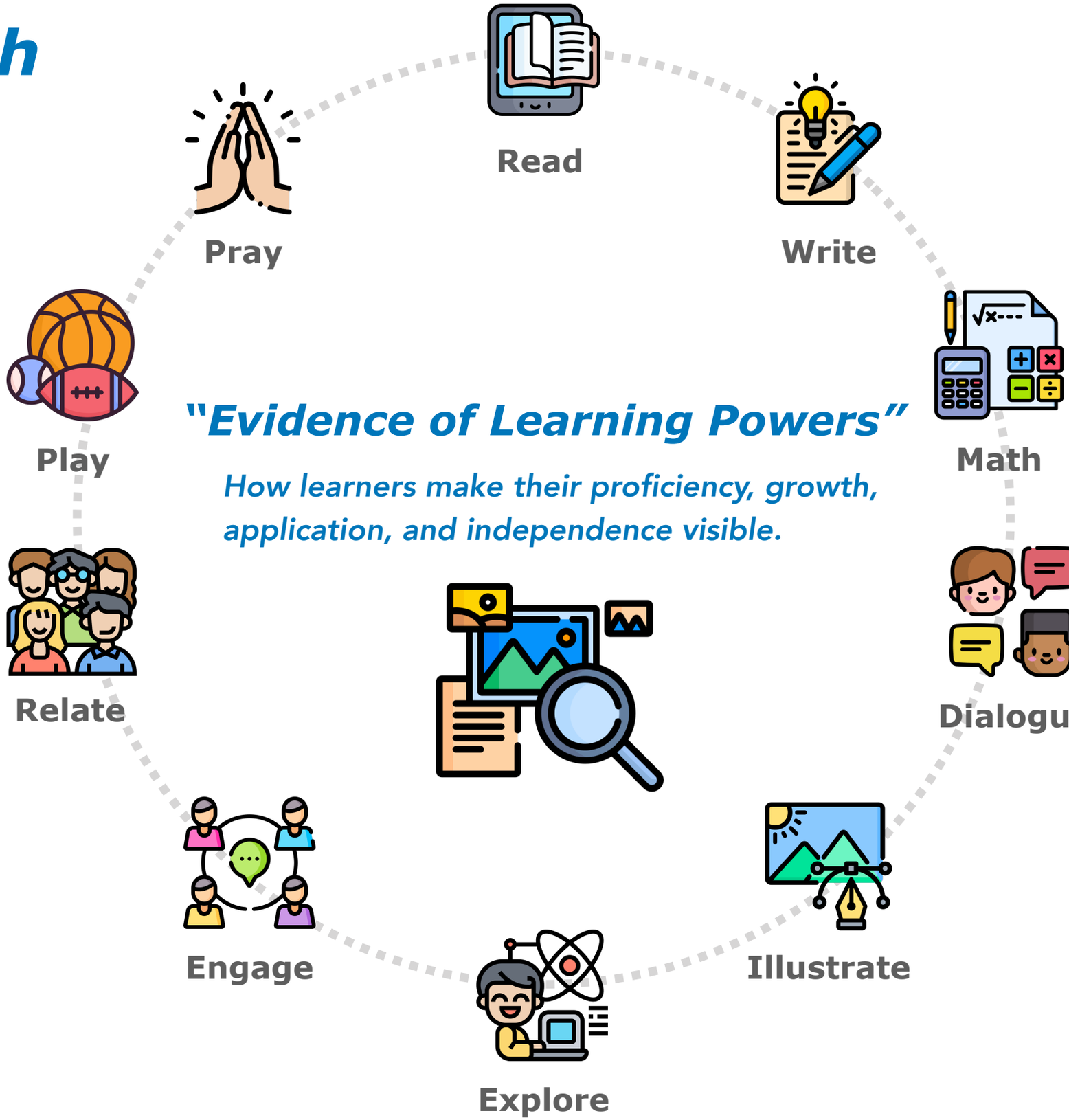
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- ***Growth***



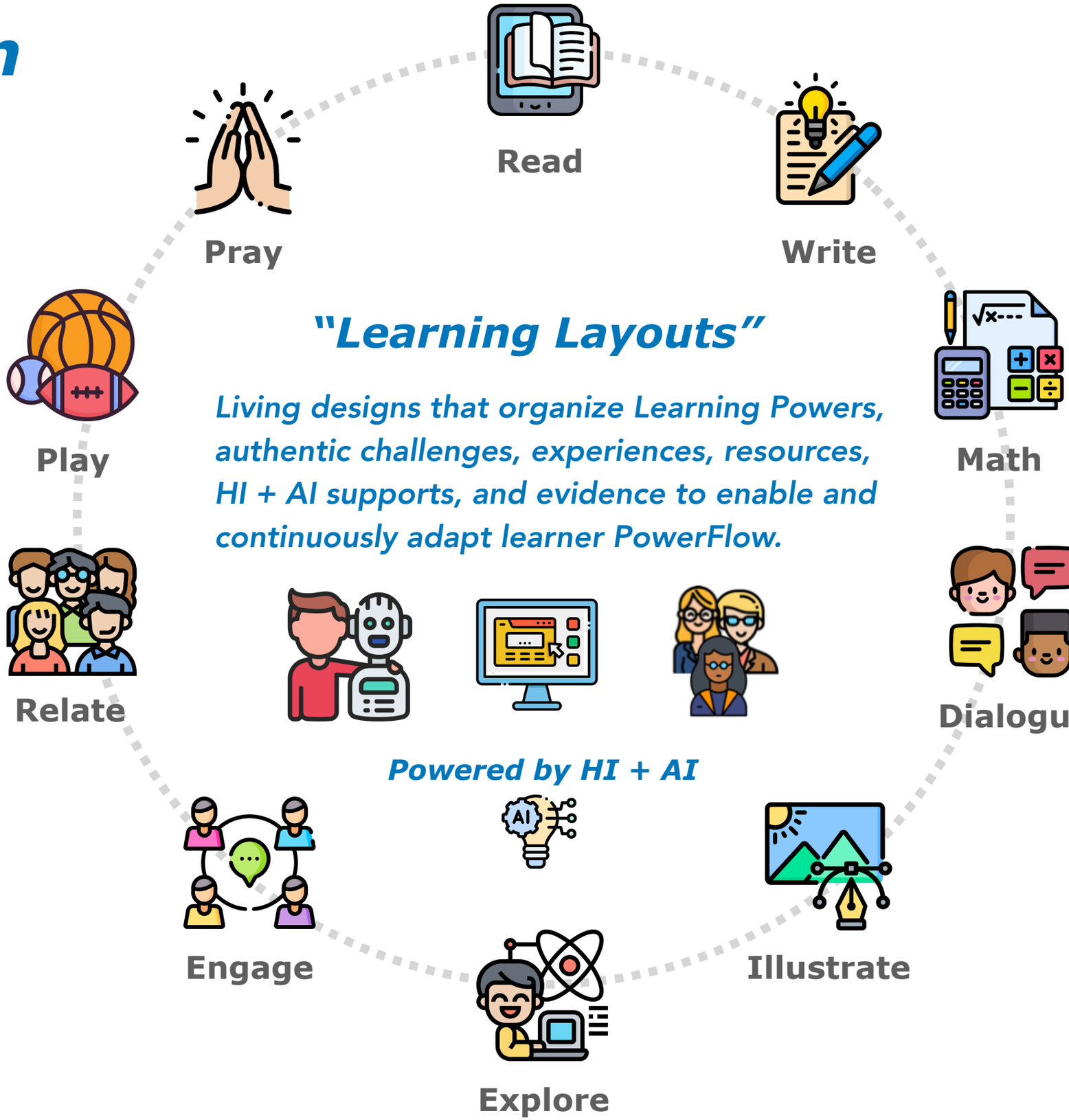
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- ***Growth***



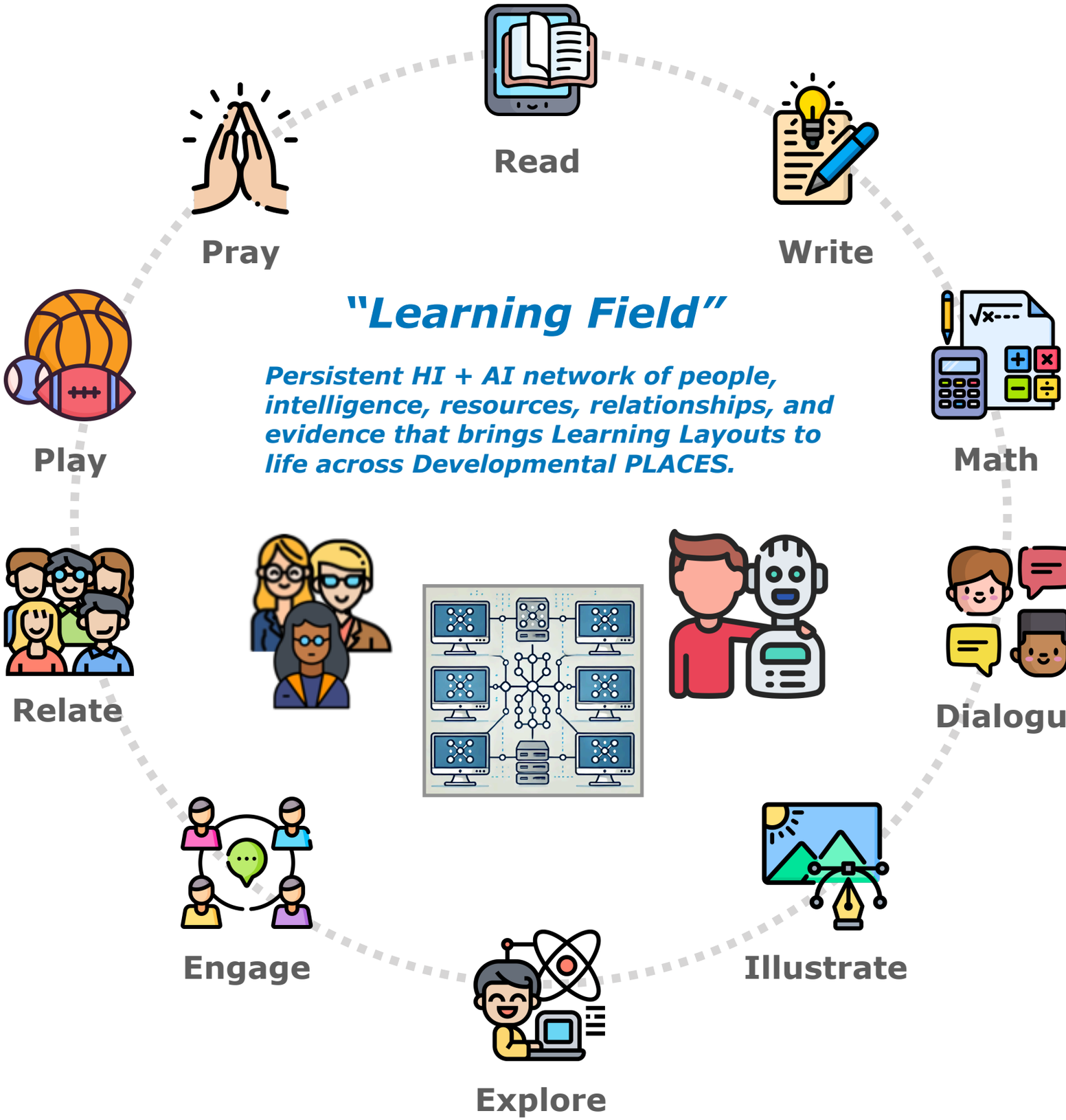
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• Design



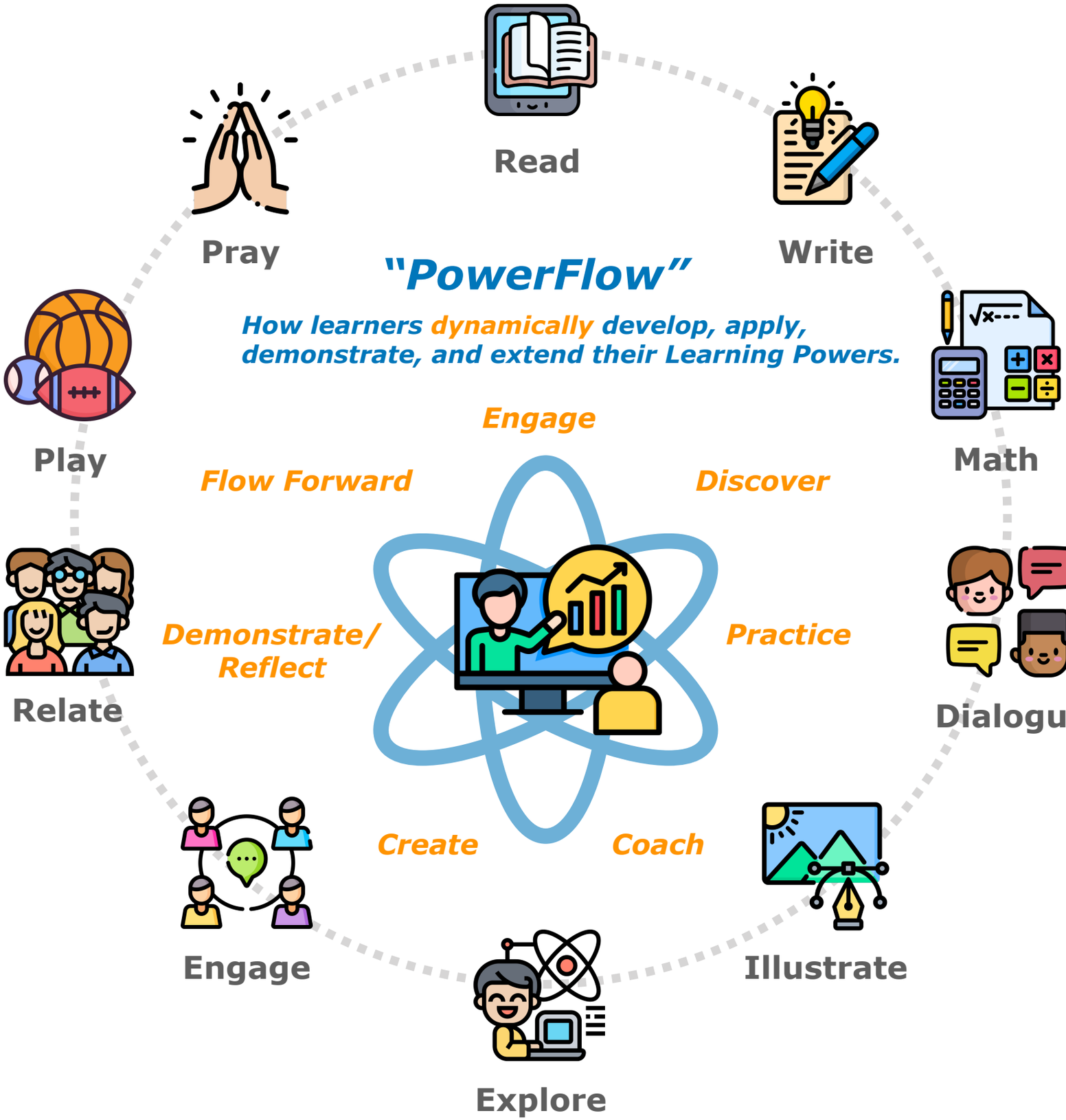
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- ***Flow***



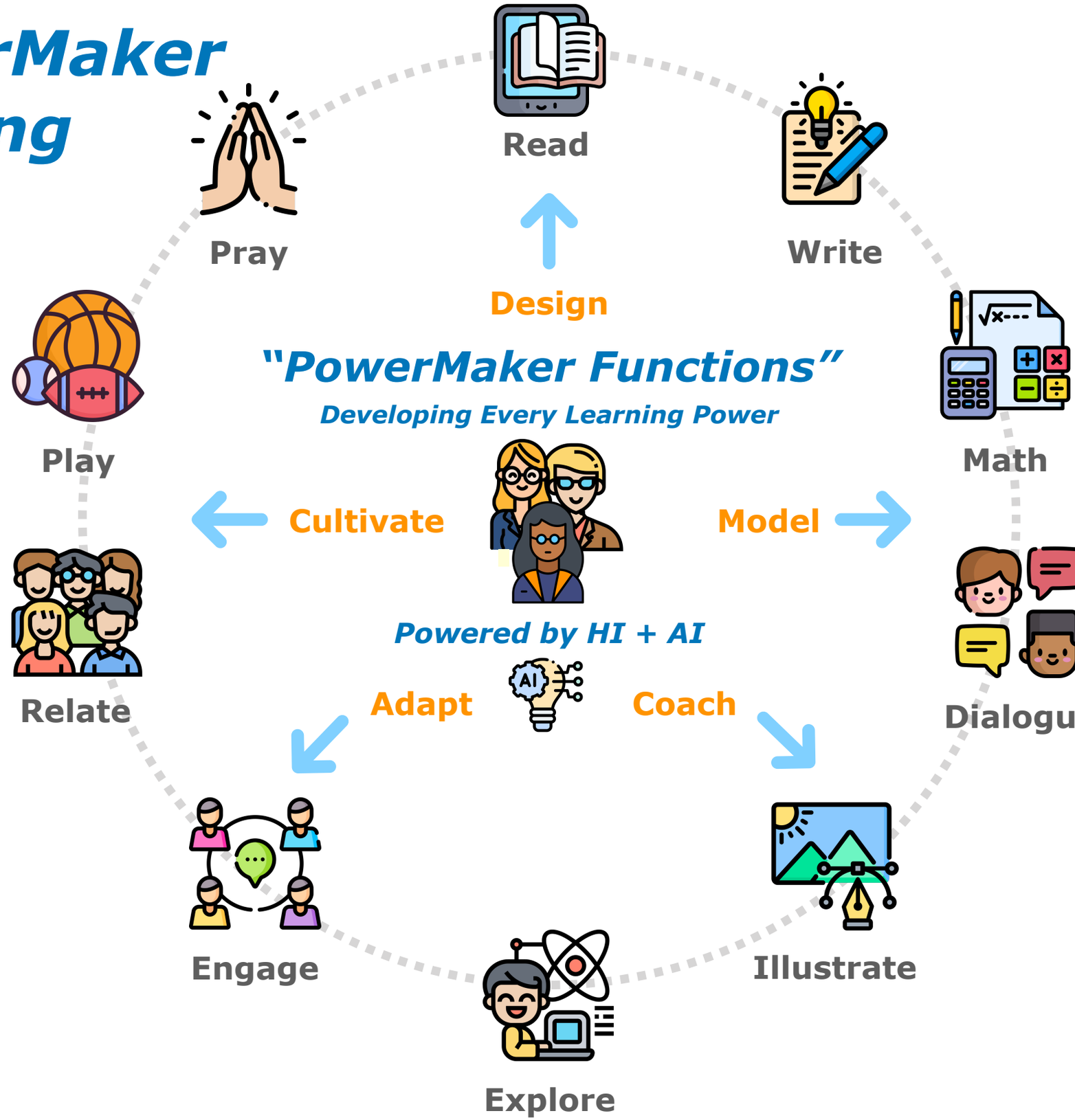
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- ***Flow***



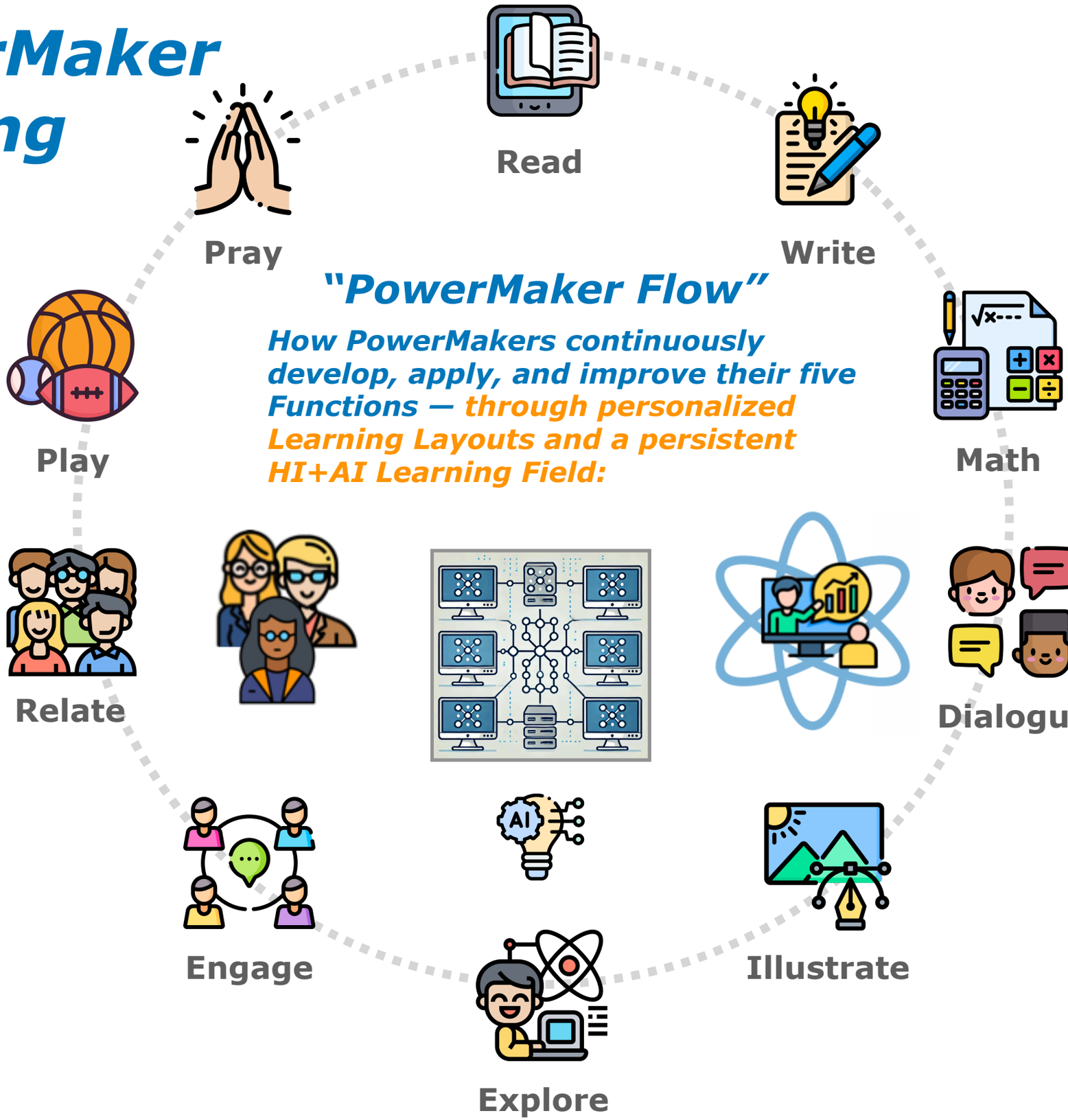
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• *PowerMaker Learning*



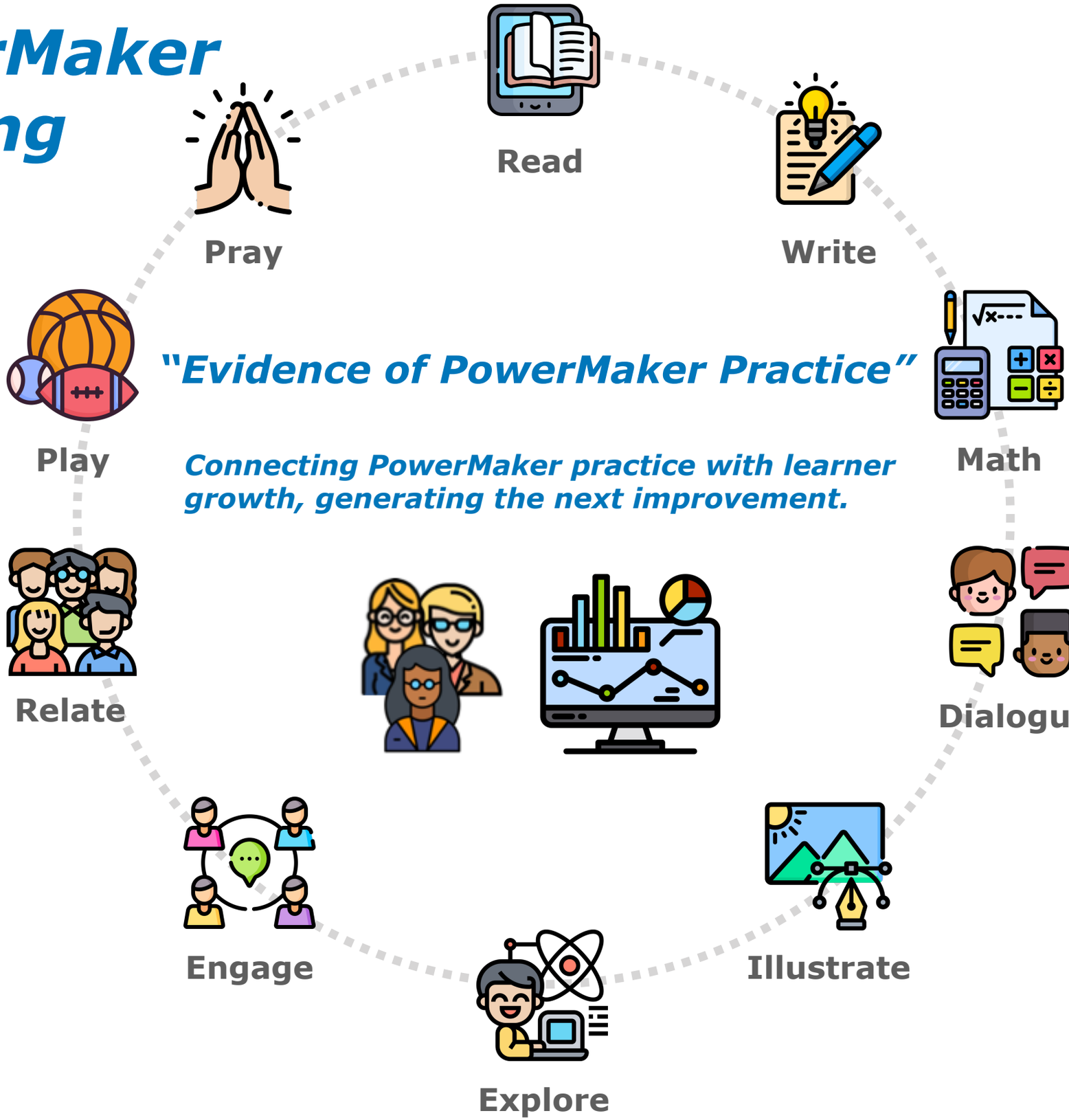
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- ***PowerMaker Learning***



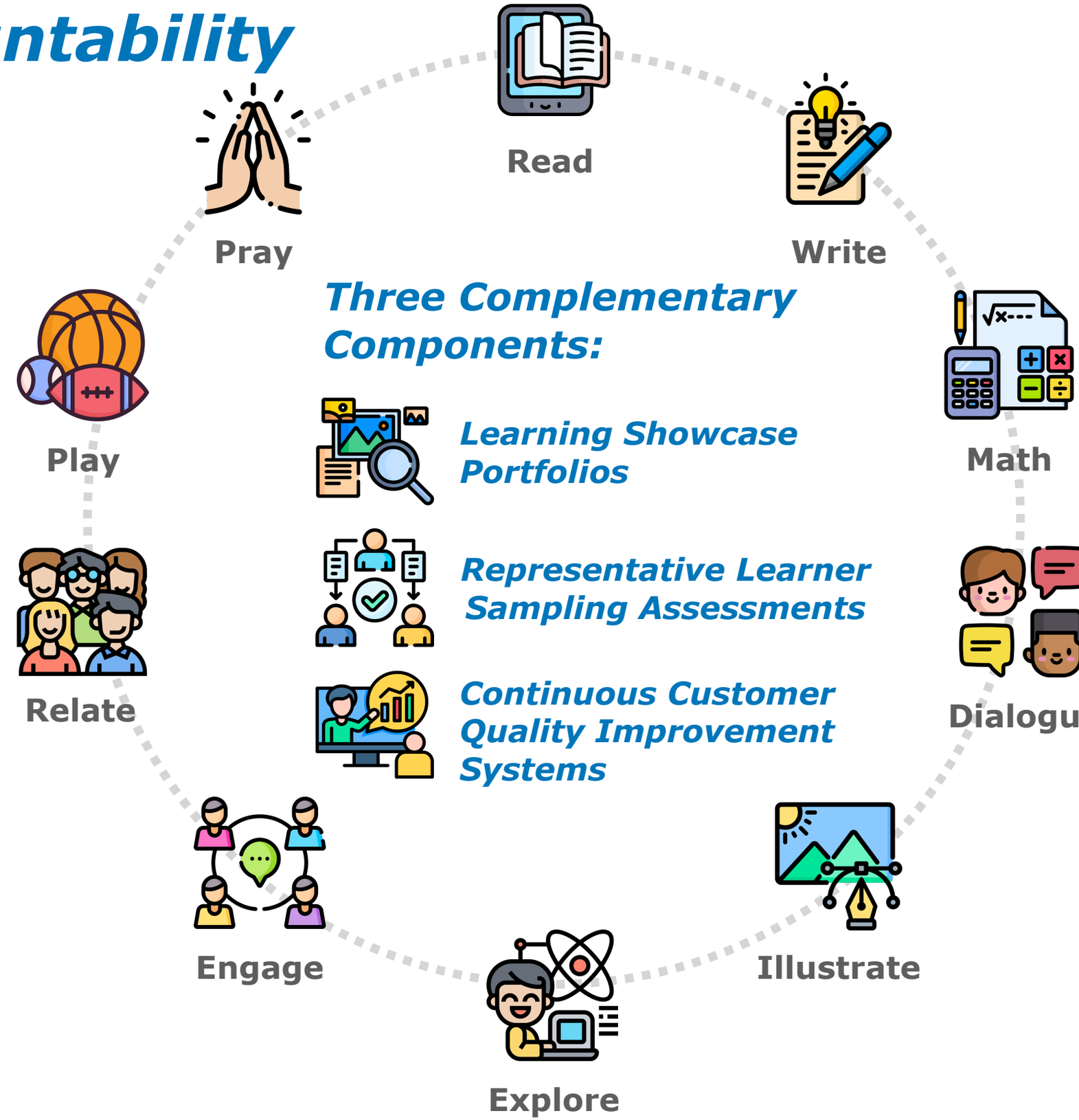
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- ***PowerMaker Learning***



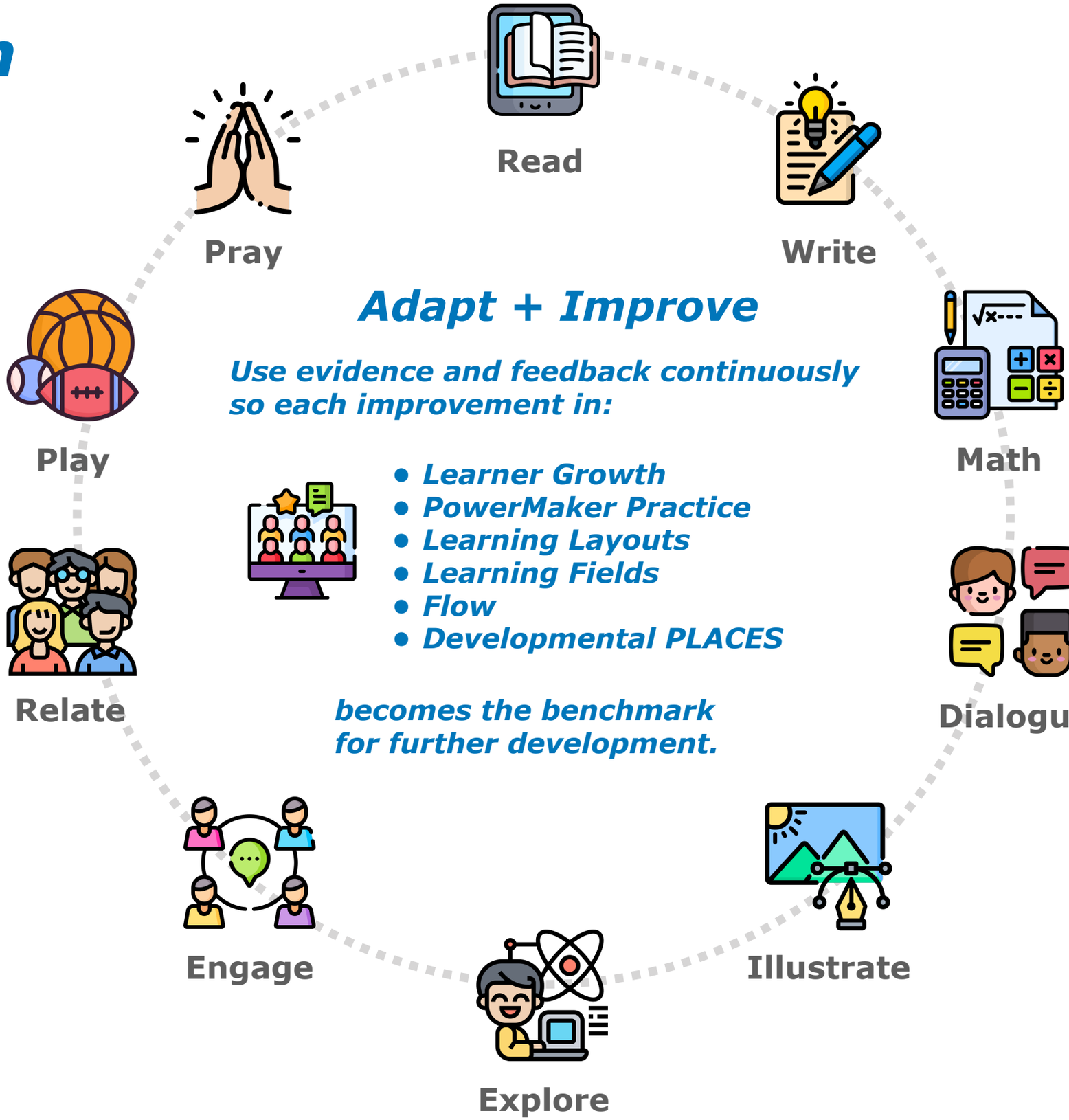
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- ***Accountability***



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- ***Kaizen***



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PLACES for Learning is a new HI + AI learning ecosystem where children develop Learning Powers for life, PowerMakers continuously improve how learning happens, and evidence makes the entire ecosystem smarter.

Help shape the Future of Learning

- Explore the PLACES Concept Paper.
- Challenge our thinking. Share ideas. Collaborate on prototypes.

Let's build and continuously improve PLACES for Learning.

Contact Nick Hobar to explore options: Email or call 443.255.4944

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