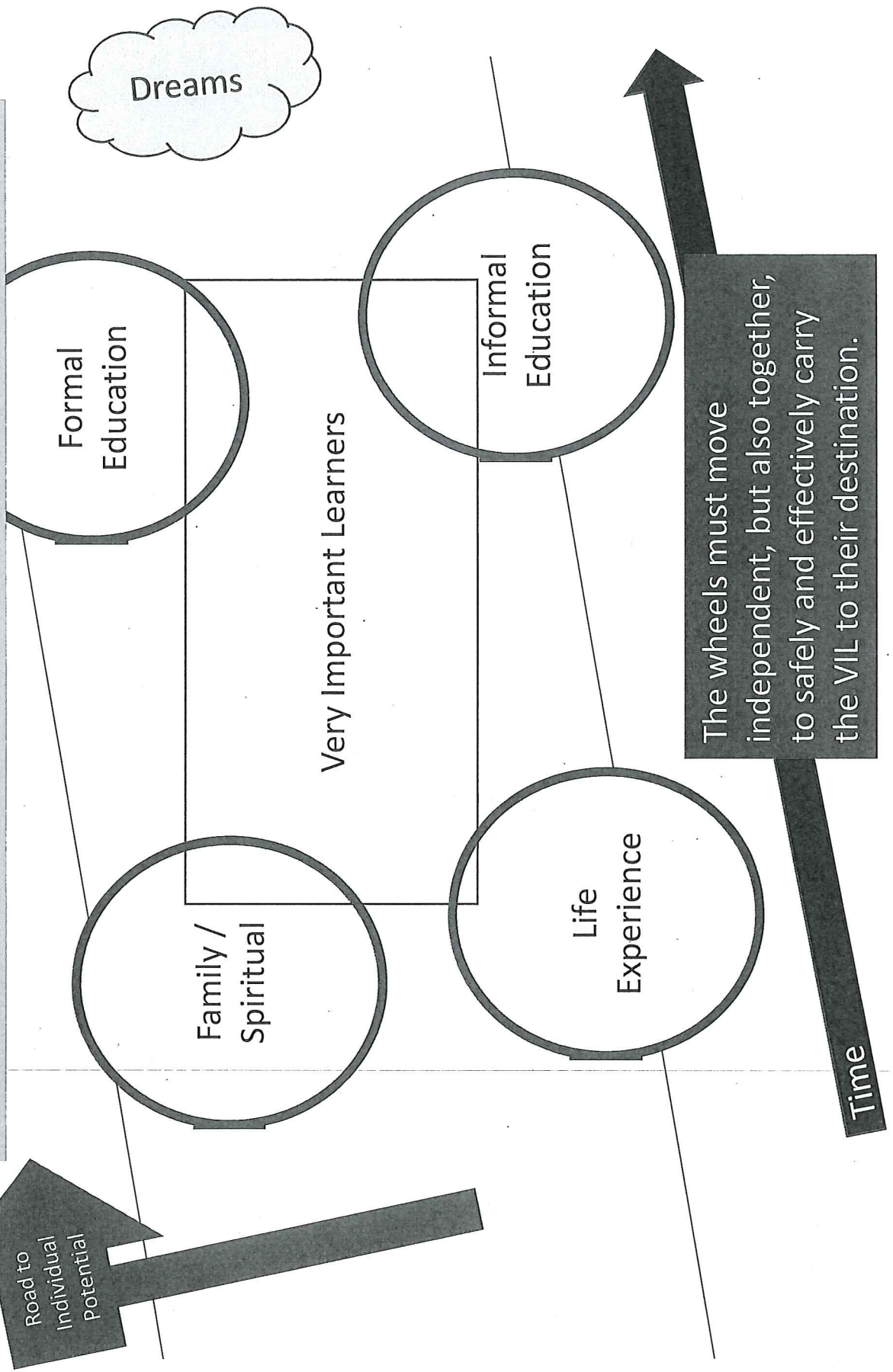


The Learning Environment, in its totality, is the path that moves a Very Important learner (VIL; an individual) to a known place they want to go (dreams and goals), throughout their lifetime.



COMMUNITY PARTNERSHIP

The relationship between an entity or individual with a Very Important Learner (VIL), usually through/via another established entity (for example a school or museum), that provides or supports learning opportunities intended to move the VIL toward a goal.

Bottom Line Up Front: The “Who” that provides the VIL with learning opportunities are numerous.

Informal Education

Museums, Parks, Competitions, and other entities providing learning opportunities through non-traditional strategies, practices, and assessment.

Formal Education

School Districts, University Systems, and other entities providing learning opportunities through traditional in-classroom strategies, practices, and assessment.

Family

Relational and generational learning through people who share common values.

Life Experience

Learning opportunities associated with being a living being.

Spiritual / Religious

Theological learning

The
Learner

COMMUNITY PARTNERSHIP

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Bottom Line Up Front: The “Who” can provide learning experiences (the “what”) to VILs that are non-structured, structured, or authentic.

Non-structured

Open learning opportunities that are self-guided, not graded.....

Authentic Experience

Learning opportunities that naturally evolve from life or that are not manipulated for an intended outcome (example: “canned” science labs)

Structured

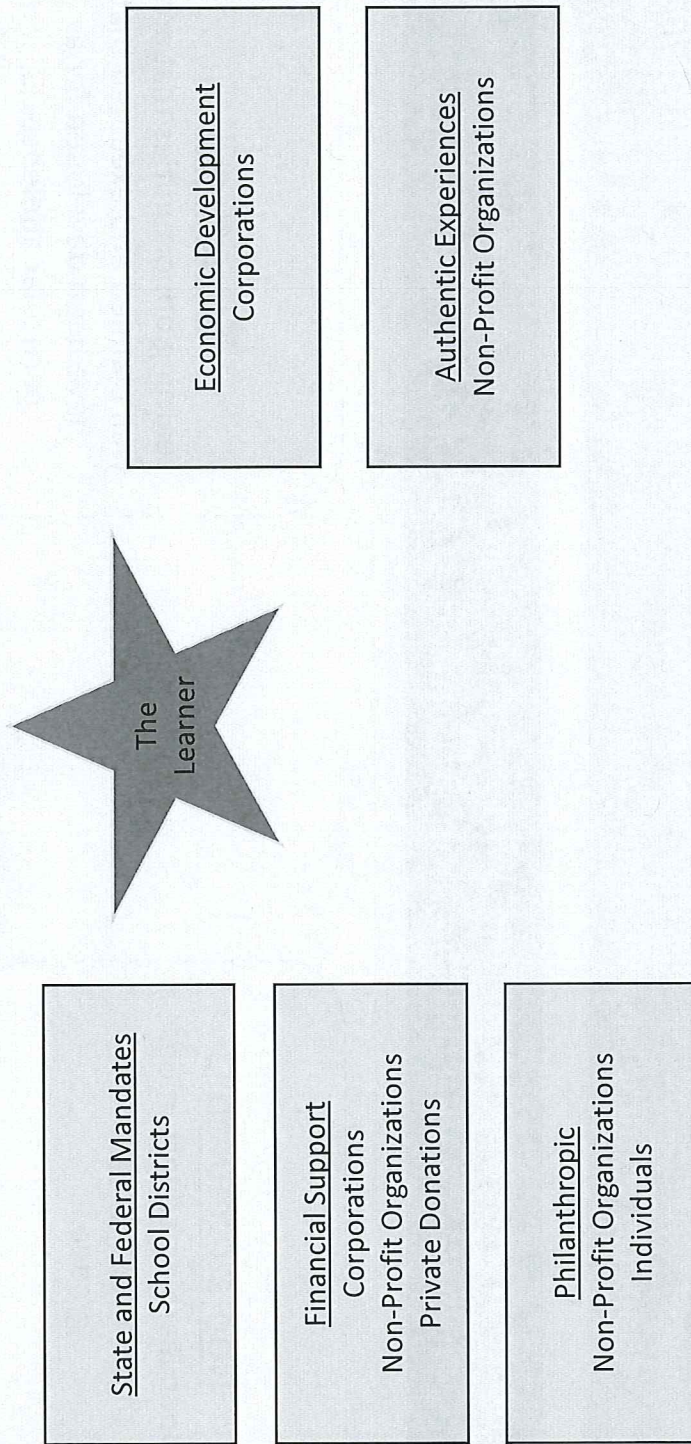
Learning opportunities that are well planned and executed that have been developed for a particular audience.....

The
Learner

COMMUNITY PARTNERSHIP

The relationship between an entity or individual with a Very Important Learner (VIL), usually through/via another established entity (for example a school or museum), that provides or supports learning opportunities intended to move the VIL toward a goal.

Bottom Line Up Front: The “Who” provides their opportunities for VILs for many different reasons (their “why”).



COMMUNITY PARTNERSHIP

The relationship between an entity or individual with a Very Important Learner (VIL), usually through/via another established entity (for example a school or museum), that provides or supports learning opportunities intended to move the VIL toward a goal.

Bottom Line Up Front: The “where” of an VILs learning experience will occur through a variety of places, materials, or events.



COMMUNITY PARTNERSHIP

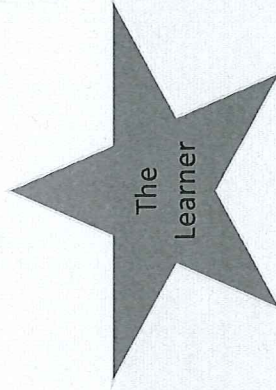
The relationship between an entity or individual with a Very Important Learner (VIL), usually through/via another established entity (for example a school or museum), that provides or supports learning opportunities intended to move the VIL toward a goal.

Bottom Line Up Front: The learning opportunity will occur throughout the VILs lifetime, “the when” is continual.

Infants

Childhood

Adolescence



Young Adult

Middle Age Adult

Elderly Adult