Creating an innovative learning environment requires:

- Challenging the status quo
- Daring to dream
- Intelligent risk taking
- Second curve thinking
- Deliberate and purposeful design of learning
- Strong compelling vision
- Cultivation of collaborative cultures
- Deep and ongoing learning
- Leadership of Learning
- Self and organisational review accountability
- Coherence and congruence



Deliberate and Purposeful design of Culture and Community (Social Architecture)

- Quality relationships
- Understanding the social nature of learning
- Recognising the emotional nature of learning
- Shared understanding of vision, principles and practices
- The way we do things around here
- Macro and micro organisational structures
- Distributed leadership
- Building capacity
- Community of learning
- Mental models, artefacts and symbolism
- Powerful connections with whanau



Innovative: creating something new, original, creative; adaptive; agile;

Deliberate Design of Learning (Learning Architecture)

- Learners as core participants in learning
- Personalised learning
- Learners actively engaged
- Agentic, self-regulating learners
- Metacognition of learning learning to learn
- Encourages learning that is social and collaborative
- Building the capacity of learners to learn
- Underpinned by core principles and practices
- Integration of technology
- Stretches learning
- Empowerment and choice
- Creative and innovative
- Authentic, wicked and real world foci

Ongoing future focus (Futures Architecture)

- Focused on building capacity to learn
- Agile, adaptable
- Builds resilience and ability to transform and awaken
- Focus on creativity, problem solving
- Authentic, and solutions focused
- Committed to ongoing learning
- Powerful connections and partnerships
- Second Curve thinking
- Committed to creating conditions for coherence



- Agile, adaptable, flexible and inclusive
- Inviting, warm, celebrates culture, language and identity
- Supportive and productive
- Reflects community of learning
- Promotes independence and self motivation
- Supports pedagogical approaches such as delivery, application, creation, communicating, decision making
- Support individual, group, collaborative, presentation, display, project and inquiry, specialisation, and break out learning
- Learner designed and learner empowered



- Mark Osbourne (2013) Innovative Learning Environments Core Education
- Charles Handy (2015) The Second Curve
- Dr Julia Atkin(2012) "Values and Beliefs about Learning to Principles and Practices
- Simon Sinek's Golden Circle Why, How and What
- Neil O'Reilly's thesis (2016) on Creating effective collaborative teaching and learning environments
- · Jeremy Kedian and West-Burnham (2017) Innovative Learning: Beginning with the concept
- Michael Fullan & Joanne Quinn (2016) "Coherence"

