

leonardo-da-vinci learning for living

key concepts

Learning-for-living (L4L), funded by the EU Leonardo programme, is based with the KPC group in the Netherlands.

The project uses Bill Law's three-scene storyboarding to support mentoring by well-established teachers and advisers. These helpers are encouraged to draw on their other-than-professional background - sharing experience of how careers move on.

In many parts of Europe changing economic conditions are prolonging educationists' careers. This work is one of the ways in which such accomplished people can support young people, by examining the value of reflecting on experience.

In these ways students are offered more lines of communication with their helpers. And they learn abilities which are critical in an increasingly demanding and changing world.

Three-scene storyboarding is a method linking reflective talk to real-life experience. The project task is to determine how its methods can be usefully transferred between cultures.

The launch event - attended by professionals from Finland, Italy, Netherlands, Romania and the UK - is scheduled for October 2010. It runs for three years.

The UK project is based at iCeGS, working in close cooperation with Connexions Derbyshire.

more information:

KPC Group:

<http://www.onderzoekinformatie.nl/en/oi/nod/onderzoekinstelling/k/ORG1241479/>

three-scene storyboarding in current practice:

<http://www.hihohiho.com/storyboarding/sbstockroom.html>

how storyboarding draws on underpinning thinking - a draft journal article:

<http://www.hihohiho.com/information/sbjournalarticle.pdf>

from lists to stories

earlier teacher-experience - stephanie

no change - hold on

- > doing well in banking
- > got promotion
- > 'middle-class' background
- > good school-leaving qualifications

neutral

- > dropped out of senior high school at 17

change - let go

- > banking is frustrating - no room for 'real personality'
- > feel out-of-place
- > experimenting with writing - very satisfying
- > enjoy freedom in working with ideas

action

- > wondering about teaching
- > can't stop thinking about it
- > need advice
- > want something better

present student-experience - phil

no change - hold on

- > applied for trainee manager - didn't get it
- > live in 'low-rent' area
- > parents are train and lorry drivers
- > like to laugh and joke with my friends

neutral

- > can get service-sector temporary jobs
- > Jane dumped me - for somebody at college
- > her family - 'not like mine - posh!'
- > upset about losing her

change - let go

- > want to be high-flyer - like Jane
- > my family will understand
- > left high school at 16 with better-than-expected results
- > see a lot of Martin - Jane's family friend - same interest in music

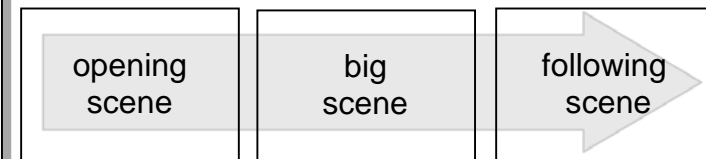
action

- > feel I've made a mistake
- > phone school
- > take me back? - get more qualifications
- > need somebody who knows what to do

episodic sequence

turning point

surprise / possibility /
change



how things are before

habits / attachments /
ways-of-seeing

how things are after

curiosity / fear /
hope

more information:

Bill Law (2010). *Narratives for Well-being - How We Can Use Stories and Why We Should*
<http://www.hihohiho.com/moving%20on/cafnarrative.pdf>

Bill Law (2010). *Worked Examples of Three-scene Storyboarding* (including these)
www.hihohiho.com/storyboarding/sbtwelve.pdf

turning points

each episode hinges on a turning point - a middle-scene with one-or-more of these features:

in what experience?

luck / surprise / loss / gain / encounter / curiosity / hope / fear / unforgettable

at what settings?

home / street / neighbourhood / away / course / tv / net / reading

moving-on to what new possibilities?

points-of-view / wider-horizons / make-up mind / change-direction / holding-on / letting-go / could-change-but-don't

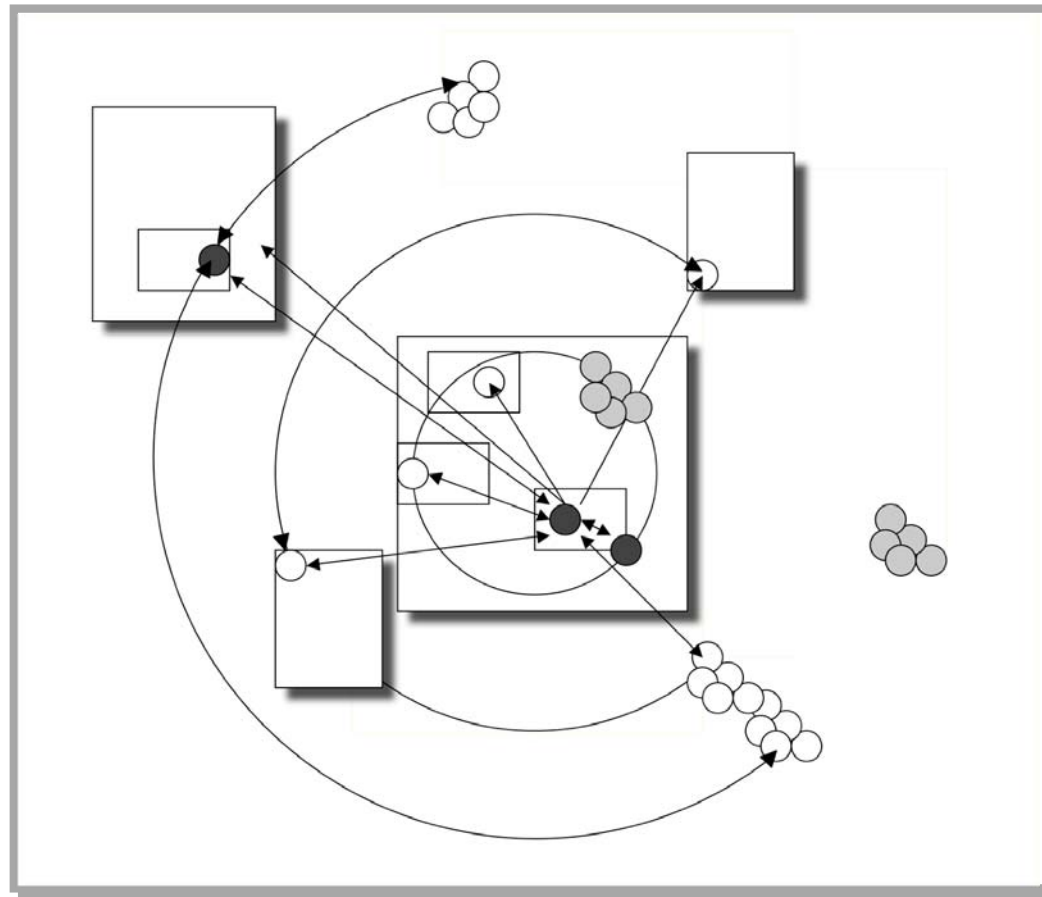
conjuring what ways-of-seeing?

a-journey / with-cross-roads / not-a-race

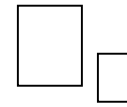
more information:

Bill Law (2010). *Narratives for Learning and Research - The Overview*
<http://www.hihohiho.com/storyboarding/sboverview.pdf>

mapping enclaves and networks



organisations - central
& peripheral



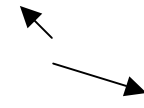
boundaries - around
& within organisations



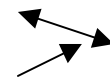
links - radial
& orbital



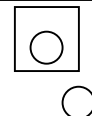
contacts - up-close
& distant



communication - two-way
& one-way



people - in organisations
& free-standing



students - present
& former



helpers - expert
& experienced



more information:

Alessandra Buonofino (2007). *Belonging in Contemporary Britain*. London: Commission on Integration and Cohesion

<http://www.youngfoundation.org/our-work/research/belonging>

Danny Dorling and others (2007). *Poverty Wealth and Place in Britain - 1968-2005*. London: Joseph Rowntree Foundation

<http://www.jrf.org.uk/publications/poverty-and-wealth-across-britain-1968-2005>

moving images

concrete images for
intangible processes

adventure	arrival	avenue	bridge
challenge	champion	coach	companion
compete	connection	cross-roads	
departure	detour	discovery	diversion
finishing-line	flow	gateway	get-ahead
guide	head-start	horizon	hurdle
inside-track	map	parting	performance
position	practice	pursuit	range
selection	settlement	signpost	
starting-gun	strength	spring-board	team
training	travel	trophy	turning-point
unbeatable	winning	world-class	vista

as probably tagged
by teachers

as probably tagged
by students

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more information:

Bill Law (2009). *Images, Ideas, Realities and the Uses of Career Metaphors*
<http://www.hihohiho.com/magazine/mkngtwork/cafimages.pdf>

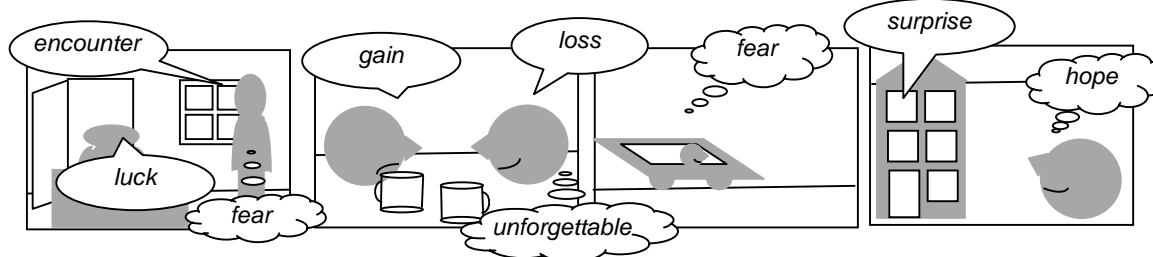
transfer-of-learning

transfer means learned-here-used-elsewhere - usefully coded as...

- ...**who** you will be with - 'people to talk to'
- ...**where** will you be - 'places to go'
-**tasks** you will take on - 'things to do'

learning reminds students of their lives - so that their lives remind them of their learning

people, places and tasks readily go into narrative form - in however many scenes it takes



narrative sets in order a virtual rehearsal of learning-based action - learning-for-living

action planning as narrative

what <hr/> why <hr/> how <hr/> help	<table border="1"> <thead> <tr> <th></th> <th>what</th> <th>where</th> <th>who</th> <th>when</th> </tr> </thead> <tbody> <tr> <td>first</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>next</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>next</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>then</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>so that...</td> <td colspan="4"></td> </tr> </tbody> </table>		what	where	who	when	first					next					next					then					so that...				
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then																															
so that...																															

a conventional action plan lists and divides action - a narrative joins and sequences it

more information

Bill Law (2006). *Careers Education and Guidance Out of the Box*
[http:// www.hihohiho.com/underpinning/cafculture.pdf](http://www.hihohiho.com/underpinning/cafculture.pdf) - pp. 24-25

Bill Law (2006). *LiRRiC - Life-role Relevance in Curriculum*
[http:// www.hihohiho.com/moving on/cafqca.pdf](http://www.hihohiho.com/moving on/cafqca.pdf) - pp. 23-24