

What is a learning commons?

A learning commons is a whole school approach to building a participatory learning community. The library learning commons is the physical and virtual collaborative learning hub of the school.

Leading Learning, CLA, 2014

This learning guide is designed for use by instructional leaders and professional learning communities or as a self-paced study to explore learning commons.



Use this learning guide after viewing the [LC Video Byte 2, Re-Thinking Virtual Space](#)

Synopsis: *In LC Video Byte 2 we examine re-thinking learning commons resources - virtual spaces - to support participatory learning.*

Key understandings:

- *Leading Learning* defines the VLC as “a digital learning community in which the whole school participates” from the book *The Virtual Learning Commons*.
- VLC collaborative design involves and engages students in a variety of learning experiences to co-create and build knowledge.
- Virtual makerspaces facilitate the VLC to embrace the learning shift from consumption to creating.

Questions for Reflection and Discussion:

- How does or can your VLC shift from a library website to a collaborative learning community?
- How are you addressing the learning shift “from consumption to creating” in the VLC?

Additional resources:

[Learning commons indicators for participatory learning design pp.19- 20, *Leading Learning* <http://www.canadianschoollibraries.ca>](#)

[Read more about the VLC in *The virtual learning commons* \(Loertscher, Koechlin, & Rosenfeld\) <http://lmcsource.com/Catalog/virtuallc.html>](#)

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