

## Reference: Wikipedia.com ( Cooperative Learning )

In [online education](#), cooperative learning focuses on opportunities to encourage both individual flexibility and affinity to a learning community (Paulsen 2003). Cooperative learning seeks to foster some benefits from the freedom of individual learning **as well as** other benefits from collaborative learning. **Cooperative learning thrives** in virtual learning environments that emphasize individual freedom within online learning communities.

Cooperative learning explicitly builds cooperation skills by **assigning roles to team members** and establishing norms for conflict resolution via arbitration. Cooperative learning should also provide the means for **group reflection** and **individual self-assessment**. . In cooperative learning environments, students interact in purposely structured [heterogeneous](#) group to support **the learning of oneself** and **the learning of others in the same group**.

"Cooperative learning (CL) is an instructional paradigm in which teams of students work on structured tasks (e.g., homework assignments, laboratory experiments, or design projects) under conditions that meet five criteria: positive interdependence, individual accountability, face-to-face interaction, appropriate use of collaborative skills, and regular self-assessment of team functioning. Many studies have shown that when correctly implemented, cooperative learning improves information acquisition and retention, higher-level thinking skills, interpersonal and communication skills, and self-confidence ([Johnson, Johnson, and Smith](#))."

(I's of Learning: **Individual, Interdependence, Interaction, Interpersonal**)

**Individual** Accountability    Positive **Interdependence**

Face-to-Face **Interaction**

**Interpersonal** Social Skills

In most traditional K-12 and college learning environments, most class time is spent with the teacher or professor lecturing and the students watch and listen. The students work individually on assignments, and cooperation between and /or among anyone is seldom to be used. This is not the case with cooperative learning which is a structured team approach to learning. Teams are essential in real-world business & industry work environments. Why not education?

Such teacher-centered instructional methods have repeatedly been found inferior to instruction that involves **active learning**, in which students solve problems, answer questions, formulate questions , discuss, explain, debate, or brainstorm during class, and **cooperative learning**, in which students work in teams on problems/projects under conditions that assure both positive interdependence and individual accountability. This conclusion applies whether the assessment measure is short-term mastery, long-term retention, depth of understanding in course material acquisition of critical thinking or creative problem-solving skills, formation of positive attitudes toward the subject being taught, or level of confidence in knowledge or skills

Reference: [http://www4.ncsu.edu/unity/lockers/users/f/felder/public/Cooperative\\_Learning.html](http://www4.ncsu.edu/unity/lockers/users/f/felder/public/Cooperative_Learning.html)

## Reference: Wikipedia.com ( Collaborative Learning )

**Collaborative learning** is an umbrella term for a variety of approaches in [education](#) that involve joint intellectual effort by students or students and teachers. [Collaborative learning](#) refers to [methodologies and environments](#) in which learners engage in a common task in which each individual depends on and is accountable to each other. Groups of students work together in searching for understanding, meaning or solutions or in creating an artifact of their learning such as a product. The approach is closely related to [cooperative learning](#). Collaborative learning activities can include collaborative writing, group projects, and other activities.

[Collaborative Networked Learning](#) for the self-directed adult learner. Youth directed collaboration, another form of self-directed organizing and learning relies on a novel, more radical concept of [youth voice](#).

[Computer-supported collaborative learning](#) (CSCL) has emerged as a new educational paradigm among researchers and practitioners in several fields, including cognitive sciences, sociology, computer engineering. It constitutes a new trans-disciplinary field.

**Collaborative Learning** has a specific meaning in [Learning Management Systems](#). In this context, collaborative learning is to a selection of tools which learners can use to assist, or be assisted by others. Such tools include Virtual Classrooms (i.e. geographically distributed classrooms linked by audio-visual network connections), chat, discussion threads, application sharing (e.g. a colleague projects an MS Excel spreadsheet on another colleague's screen across a network link for the purpose of collaboration), among many others.

**Wikipedia:** In professional [education](#), [learning by teaching](#) (German: **LdL**) designates a method that allows pupils and students to prepare and to teach [lessons](#), or parts of lessons.

**Learning by teaching** should not be confused with presentations or lectures by students, as students not only convey certain content, but also choose their own methods and didactic approaches in teaching classmates that subject. Neither should it be confused with [tutoring](#), because the teacher has intensive control of, and gives support for, the learning process in learning by teaching as against other methods.

**Wikipedia:** [Pervasive learning](#) is a **social process** connecting learners to communities, and situations so that learners can construct relevant and meaningful learning experiences, they author themselves, in locations and at times that they find **meaningful and relevant**.

Reference links to all materials and information included in this page of Collaborative Learning