

Construct Maps for Connected Learning Principles

Interest Powered	Opportunity (Academically Oriented)	Production Centered	Shared Purpose	Openly Networked	Peer Supported
<p><i>Deepest Experience:</i> Youth pursue their interests in a way that pervades their lives, and their pursuit deepens their knowledge, and expands their horizons.</p>	<p><i>Deepest Experience:</i> Youth report multiple ways that their experience of the activity supports their school-related activities.</p>	<p><i>Deepest Experience:</i> Youth ask for and iterate based on feedback on their designs, consistently applying a critical stance toward their own and others' designs. They circulate designs to a broad audience whose thinking and action they seek to influence.</p>	<p><i>Deepest Experience:</i> Youth participate in activities with a common purpose, equitable participation, and opportunities to lead and contribute.</p>	<p><i>Deepest Experience:</i> Youth have access all the time to needed digital tools and support for their use; pathways of participation across places to deepen interest are transparent and accessible.</p>	<p><i>Deepest Experience:</i> Other people broker access to new opportunities and resources to deepen and pursue interests.</p>
<p>Youth pursue their interests with others across some settings of their lives, and their pursuit leads to knowledge and skills they can apply to some other activities.</p>	<p>Youth report that their experience of the activity supports their school-related activities in limited ways.</p>	<p>Youth ask for feedback on their designs, occasionally applying a critical stance toward their own and others' designs. They circulate their designs to a broad audience.</p>	<p>Youth participate in activities with common purpose and some opportunities for youth to contribute.</p>	<p>Youth have access most of the time to needed digital tools and support for their use; pathways of participation within one place to deepen interest are transparent and accessible.</p>	<p>Other people provide strong support through teaching and helping within the activity.</p>
<p>Youth pursue their interest with others in organized youth activities, and their pursuit carries over into some related activities.</p>		<p>Youth do not seek feedback on their designs or adopt a critical stance toward those designs. They circulate their designs to a limited audience.</p>	<p>Youth participate in activities that provide some opportunities for youth to contribute.</p>	<p>Youth have access some of the time to needed digital tools and support for their use; pathways of participation are accessible within one place, but the person feels they are not transparent.</p>	<p>Other people provide modest support through teaching and helping within the activity.</p>
<p>Youth pursue their interest in one place, without developing knowledge they can apply to other settings.</p>		<p>Limited design or production.</p>	<p>Youth participate in activities with no common purpose and that provide minimal opportunities for them to contribute.</p>	<p>Youth do not have access to needed digital tools and support; pathways of participation are neither accessible nor transparent.</p>	<p>Other people provide limited or no peer support for participation in the activity.</p>