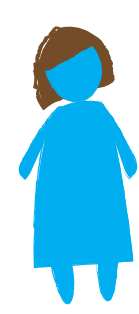


# P2PU

P2PU is an open lab for social learning online that is operated by a grassroots community. We leverage the open web and educational materials openly available online to organize learning outside of institutional walls and give learners recognition for their achievements. We prototype new models and scale ideas that work. We build tools and foster communities. We share everything we learn and invite everyone to build the future of education together with us.



## is introducing Learning Challenges\*

### The problem:

The traditional course model doesn't make sense online. Lectures don't scale the expert and the web doesn't run on semesters. We tried to come up with a better way of learning online by imagining what it would feel like if designed by someone who had never taken an offline course. We call the result "challenges" but it's really just another term for online courses that make sense.

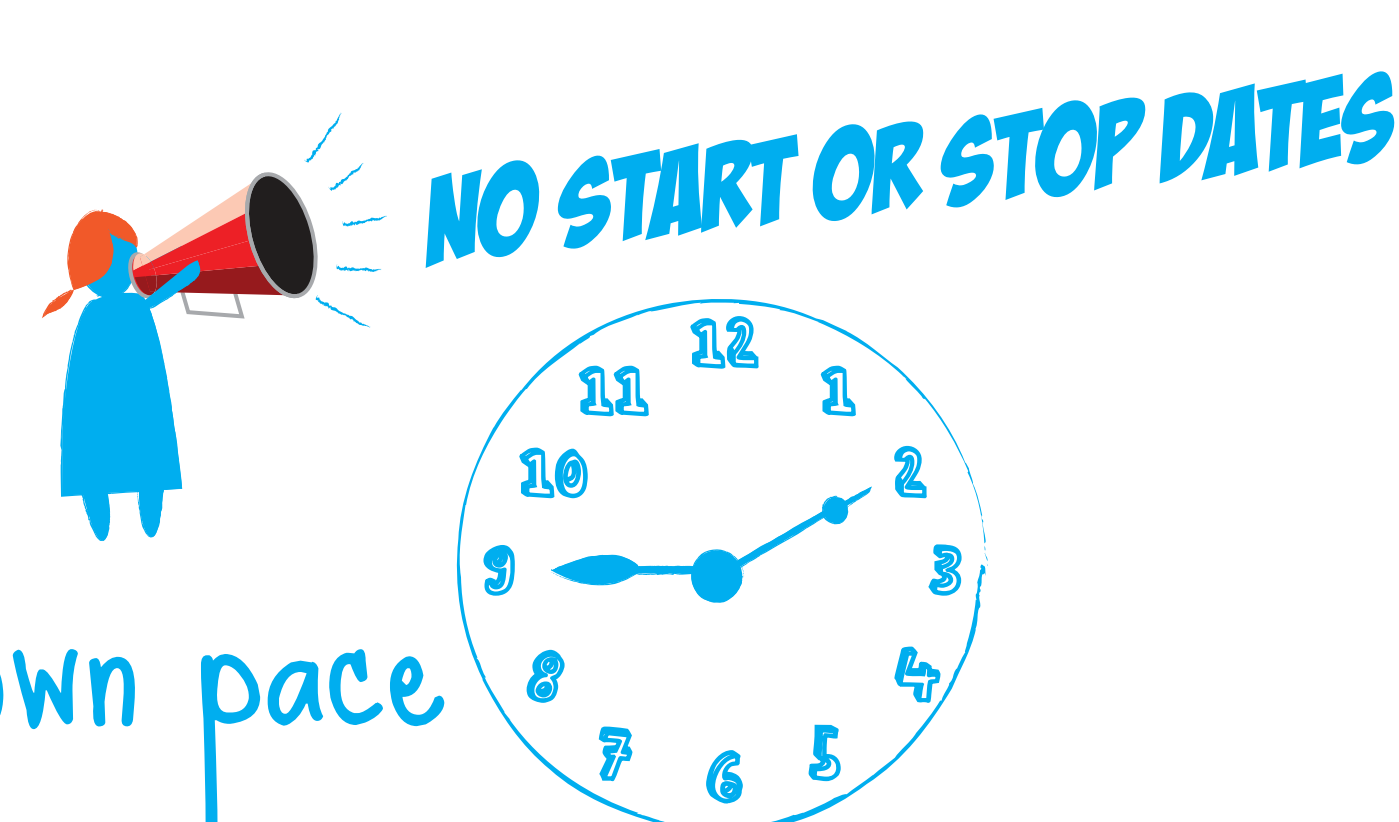
### \*The Solution:



way to learn online with your



at your own pace



# SCALE

that works with or without a facilitator and can SCALE to thousands of users

Each Challenge starts with a real world

# PROBLEM

that has multiple solutions!

## Challenges support problem based learning.

Challenges start with definition of a complex problem that has multiple possible solutions. Background resources and access to more advanced peer-learners and mentors provide scaffolding for the user's progress. They are complex, often multi-disciplinary, manifest themselves as action-events rather than objects, and give a learner substantial autonomy and purpose in choosing learning activities. Challenge facilitate collaboration between users, and bootstrap support mechanisms with more advanced users who are available to provide support and mentoring.



In Challenges you have to...

# MAKE STUFF

and take on different roles within a team

### It's learning by making

Users learn most effectively when they are actively making objects that are useful in the real world. The process of "making" something is structured to involve collaboration, allow users to take on different roles (such as guide, innovator, supporter), foster independent research. Ideally it involves prototyping, experimenting, revising, and iterating. The completed objects make it easier for a learner to demonstrate mastery in complex fields.



# GIVE FEEDBACK

level up to become a ...

# MENTOR

### Assessment is a core skill

Items on most current lists of "21st Century Knowledge and Skills" share some characteristics that make them hard to measure with standardized tests but easy to recognize by peer learners within a community of practice. In Challenges users develop assessment skills as a core competencies. The habit of assessing peers' work by giving feedback is an act of "critical friendship" that develops higher abilities of observation and analysis while helping others improve. Users identify and copy acceptable practices and terminology, and they learn to improve their own work by giving useful critique to the work of others. Community badges are one mechanism that explicitly develops review and feedback between users.



# show off your skills with TECHNICAL & COMMUNITY BADGES



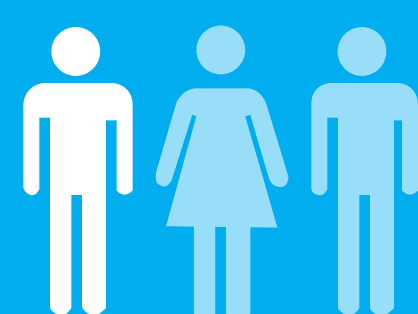
## P2PU Lab Report | Webmaking 101 Challenges: what have we learned so far

Webmaking 101 is a set of 7 learning challenges that take a complete novice through the basic steps of web development to setting up their first website. (<http://p2pu.org/webcraft>) We created Webmaking 101 as a pilot for the learning challenges model and offered it without any facilitation. To learn how it went we observed the work users did, conducted a survey, interviewed some of the participants, and analysed our logs, and wrote a Lab Report. Some results:

**1. Users liked the experience.** 80.0% of the survey participants said they would recommend these challenges to a friend. We already know there is room for improvement and users agree (60.7% said the challenges were good, but there is room for improvement.)

# 80% would recommend the SoW Challenges to a friend

**2. Users were willing to help each other.** Roughly 1 out of 3 participants explicitly offered to help others. This means that enough users can be recruited as mentors and tutors to support a growing community of users.



1 out of 3 peers offered their help

**3. Challenges scale.** Despite the fact that there was no central support or facilitation, there was a steady inflow of visitors, who signed-up, tackled a challenge, and then volunteered to support our hypothesis that well designed challenges can scale.

# 1011 548 peers comments 1056 badges

Well, a week ago I had no idea what DNS is, how to register a Domain Name or how to publish a website. All I always did was create all the necessary files for the website and give it to someone else to deal with all the publishing stuff. You cannot imagine how glad I am about taking this challenge and finally understand all this.

-Vita, P2PU peer from Italy, Attach The DNS Challenge

You might know everything about a topic, but you can always learn something even if you know more than your mentee.

-James, P2PU Peer from Columbus, OH, USA, UX/UI Developer at JPMorgan/Chase

