

Questions and Answers about Cognitive Apprenticeship

Adam and Tanner have been working to develop a Cognitive Apprenticeship training resource, and so far have produced the following materials:

- Writeup in the Playbook:
https://playbook.learnersguild.org/Game_Manual/Cognitive_Apprenticeship.html
- Video/audio demonstration of cog. app. in practice:
<https://shereef.wistia.com/medias/dbknami46w>

*What questions do you have about cognitive apprenticeship that aren't adequately addressed by these materials? Please **add a comment to this document** and we'll attempt to provide answers to them.*

Questions & Answers

Should cognitive apprenticeship be the default practice whenever an advanced player is programming with a learner? [Deonna]

Just to elaborate a bit more: the way I'm picturing it is a learner grabs me to say they want to learn more about how to implement X, because they're not sure where to start, or if their intuition for where to start is sound. I would sit down with them and start the cognitive apprenticeship practice for how I would approach X.

Default, but not in an absolute sense. There are lots of ways that more advanced players can engage less advanced players. Cognitive apprenticeship is best suited for cases when both players share a learning context (e.g. working on the same goal/project) and the task at hand is more difficult than what the less-advanced player could accomplish on their own (i.e. it is in their ZPD).

Other ways advanced player can support other players' learning when they are on the same project include: pairing, discussing design and architecture, sharing resources, and providing feedback.

Outside of *project time*, learners of all skill levels should do whatever they want to help each other!

Is requesting a CA something that learners should do or something that advanced players should initiate? [Deonna]

Both! Advanced players working with newer learners should be more structured and disciplined about it, since new learners will not be as familiar or comfortable with the process.

General Feedback

What other feedback do you have about the materials produced thus far? Critiques, suggestions all welcome.

Feedback from Jared

- yeah go game! :D
- yeah user stories!
- I love the notes being on screen in the video
- tables boo !
- cog app should never be done on work thats easy for the practitioner?
- Moom? lol
- open the developer tools to get error from jsfiddle
- it seems reflection happens too frequently
- This video seems to have a lot of meta talking. I wonder if we can show some more firm breaks in the video differentiating from the example and the meta conversation about the example of CA.