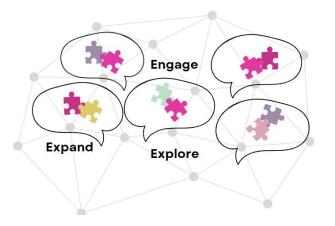
## Phenomenon-based Learning: Key Features and Pedagogic Connections



The following tables set out the key features of three different approaches to learning and teaching – phenomenon-based, inquiry-based and problem-based learning. The description of phenomenon-based learning depicted here emerged from team discussions, consultations with international PHBL scholars and examination of published literature. These descriptions are intended to show the cross-over and points of difference between these pedagogies.

They are not intended to be absolutely accepted, but they may provide a stimulus for discussion and learning design.



	Phenomenon Based Learning	Inquiry Based Learning	Problem-Based Learning
What three words	Unbounded; Investigative; Collaborative but not always groupwork	Questions; Research; Evidence	Problem-Solving; Sharing; Reflection
Philosophical Aim	Investigating phenomena	Generating and exploring questions	Generating solutions
Nature of problem under investigation	Based around a real world, observable phenomenon Open-ended No single 'right answer' Uncertain May be social or scientific Wicked problems – complex, multifaceted and often previewed as unsolvable PhBL may investigate without acting to solve	Multiple possible outcomes [variation in how knowledge is arrived at as well as sometimes, different possible conclusions] May be simple investigations or complex and evolving with a 'living problem'	Real-world problems Multifaceted requiring knowledge from different areas of a discipline or different disciplines Realistic problems that resonate with the students Should encourage the surfacing of different approaches to resolution
Student activity	Autonomy to choose lines of inquiry Collaboration and question generation Ownership of skills development to support investigation Open to new experiences and viewpoints Failure as part of learning Regulating own learning by asking questions about personal performance Oscillating between states: playful and exploratory, discursive, researching, and preparing	Driven by curiosity Generating questions Observing and investigating Shaping the inquiry Develops working discipline to complete and organise work Developing appreciation of how knowledge is created Student identity as researcher	Reasoning to support problem-solving Observation of the problem Hypothesis generation Drawing on prior learning to use in formulating solutions Working in peer groups as effective collaborators Uses creativity Locate facts and ideas about the 'problem' and arrive at next steps

Teacher activity Cognitive processes	FacilitationProviding opportunities to engage with experiences.Connection to people, places, and technologiesProviding opportunities to engage with stakeholdersDeveloping investigative skills; Asking provoking questionsResponsive to student needsSupport the development of skills as they are needed for the inquiry e.g. signpostingTrusting the process to lead to learningNew information is integrated with existing experiencesSharing between peers and with experiences assimilates with understanding	Facilitator Models investigative question asking Co-learner Scaffolds learning by recognising and supporting the skills required to make progress Ensuring that the possible inquiries alight with learning outcomes Guide the task for the appropriate level of study Developing a relationship of trust with students Goes beyond discipline specialist to create social safety to support learning Develops critical thinking Metacognition Evaluating evidence Learning through restructuring existing knowledge and generating new insights	Ensuring prior knowledge is sufficient Probes knowledge to encourage students to verbalise or articulate complexity Asks questions to draw out reasoning and reflection Models working with uncertainty to provide 'cognitive apprenticeship' Encourages students to consider and evaluate evidence Establishes training so that students can work effectively. Often hosting PBL tutorial formats Metacognition – evaluation of self and the extent to which progress is being made Reasoning Working on problems to achieve a learning goal Reflection to understand where personal development may be needed Relates knowledge acquisition to real world cases
Sequence	Exposure to phenomena through	Students have prior learning	Form a team [often - not always]
	exposure and immersion	appropriate to the situation	Examine the problem
	Students consider how to investigate	Exploration	Explore what is known and what is
	the 'problem'	Question identification [varying	needed
	Sensemaking, sometimes leading to	degrees of choice]	Evaluate ways to solve the problem
	recommendations to stakeholders or	Formulation of inquiry methods	Take action [single action or
	sometimes leading to articulation of	Gather data	experiment with different options]
	learning.	Develop conclusions	Report the experience

		Communicate	
Skills developed	Collaboration Metacognative awareness (i.e. self regulation of learning) Communication; Conceptualising Experiential learning Listening; Empathy	Develops growing autonomy Planning inquiry Evidence evaluation Confidence to ask questions	Collaboration Listening Self-regulation