



# THE LEARNING RHYTHM

*Agile Classrooms set and achieve their learning goals within a repeatable series of feedback loops called an iteration, an enabling structure for empowerment.*

## Planning

- Goals are selected for the iteration.
- A plan to achieve the goals are created and made visible on the Learning Canvas.



## Learning

- Learners coordinate to achieve their goals within the iteration timebox.
- Regular Check-Ins (at least each period) for support, coordination, and feedback.
- Progress is made visible on the Learning Canvas.



## Review

- At the end of the iteration, learning outcomes are presented and formally assessed.
- Learners add incrementally to their Learning Portfolio.



## Reflect

- Learners reflect on their learning & their interactions.
- Commit to specific actions for growth & improvement for the next iteration.

