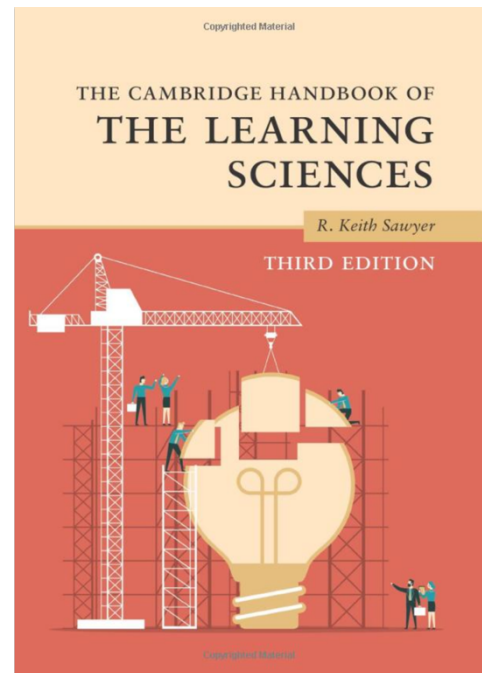


## Citation

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## Abstract

The interdisciplinary field of the learning sciences encompasses educational psychology, cognitive science, computer science, and anthropology, among other disciplines. The Cambridge Handbook of the Learning Sciences, first published in 2006, is the definitive introduction to this innovative approach to teaching, learning, and educational technology. In this significantly revised third edition, leading scholars incorporate the latest research to provide **seminal overviews of the field**. This research is essential in developing effective innovations that enhance student learning - including how to write textbooks, design educational software, prepare effective teachers, and organize classrooms. The chapters illustrate the importance of creating productive learning environments both inside and outside school, including after school clubs, libraries, and museums. **The Handbook has proven to be an essential resource for graduate students, researchers, consultants, software designers, and policy makers on a global scale.**



Okay, that being said, this is also a wonderful book for those classroom teachers who may want to take a book like this and read it over the course of a full year. Although it's over 700 pages and will cost you (depending on when you buy it) about \$80-\$100 it is well worth the read because it can change one's career because of the deeper understanding of human learning it provides.

## Highlights (in my humble opinion!)

1. **Chapter 1 and 2** provide an excellent introduction to the Science of Learning...these two chapters help you see where it came from and what it's founded on....brilliant.
2. **Part III: Grounding technology** in the learning sciences. Parents and educators have so many questions regarding this area: where is AI headed? What effect does technology have on students and learning? Etc. etc. This is a valuable and necessary—and central—element to the Learning Sciences.
3. **Part IV: Learning together.** We all know that collaborative cultures and interacting with multiple players is important but this section explains why it's crucial to learning and development.
4. **Part VI: Moving Learning Sciences Research into the Classroom.** This is always my favourite part....practical, usable, sobering and enlightening.

Next page I've provided the Contents of the book so you can see the content for yourself.

