

	Concepts/ Theory	Tools/Practices	How are these ideas/tools used in the Carpentries?
How learning works	<p>Learning is a skill you practice.</p> <p>Difference between novice and competent practitioner depends on complexity of mental models.</p> <p>Experts sometimes gloss over things</p>	<p>Formative assessment instead of only summative assessment.</p>	<p>Periodic check-ins to make sure everyone is working from the same mental model.</p> <p>Find the places that are appropriate for testing to promote active learning</p>
Learning environment	<p>Presenting the instructor as a learner</p> <p>Establishing norms for interaction</p> <p>“mean time to master” vs “usefulness once mastered”.</p> <p>Praise (performance-effort-improvement) influences mindset</p> <p>Errors are essential to learning</p>	<p>Removing dismissive language</p> <p>Constant practice as an instructor as well as learner</p> <p>Building skills with feedback</p>	<p>Explain fluid representation occurrences</p> <p>Use of faded examples</p> <p>Promote awareness of language choices</p>
Learning to teach	<p>Live coding is a skill</p> <p>Growth mindset - reading is not enough</p>	<p>Awareness of how to demotivate learners</p> <p>Rubrics</p>	<p>one and one feedback (content/presentation)</p> <p>Coding is a consistent part of culture</p>