

Deliverables of the LD4PE project

•**Competency Framework.** A “Competency Index for Linked Data” based on the Achievement Standards Network Description Language (ASN-DL) for describing formally promulgated competencies and benchmarks.

•**Toolkit.** An openly available, web-based tool set to support the: (a) generation of RDF metadata describing learning resources; and (b) creation of learner trajectory maps expressing curricular structures or personal learning journeys superimposed over the competency framework.

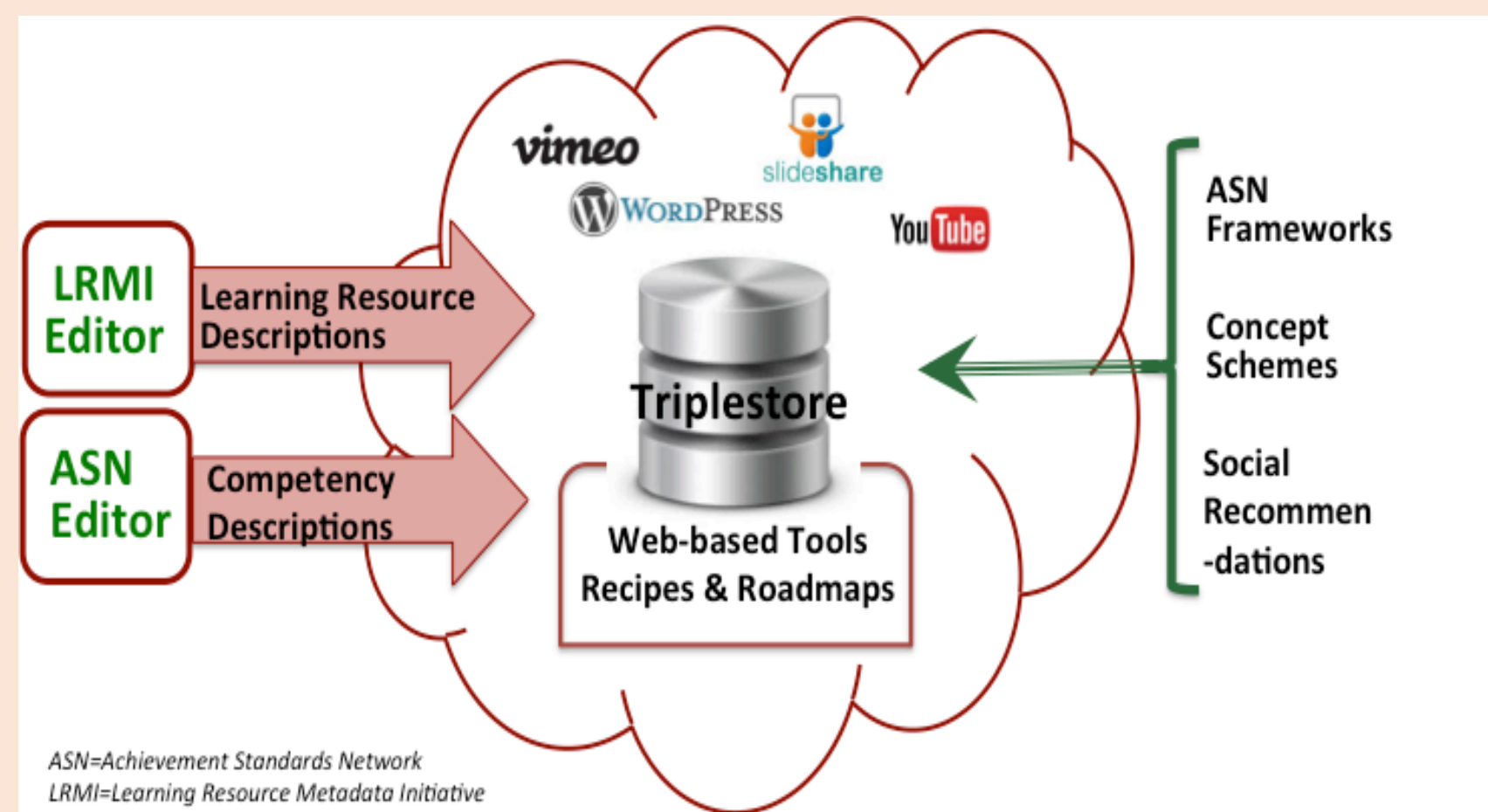
•**Learning Resource Descriptions.** A set of cataloged learning resources that have been mapped to the competencies and benchmarks of the Competency Index to support competency-based resource discovery by teachers, trainers and learners.

•**LD4PE Website.** A website to be managed by DCMI as part of its educational agenda for open discovery of competency-based learning resources, access to the toolkit, learner maps, and supporting resources.

•**Best Practices.** Readily accessible best practice documentation for all processes, from community-based competency framework development and LR description through learner trajectory creation.

The Architecture

At the heart of the LD4PE project is a **competency framework** for Linked Data practice that supports indexing **learning resources** according to the specific competencies they address.



LD4PE in Action

To illustrate the ideas behind the LD4PE project, imagine an educator wishing to develop a lesson plan for beginning students that will introduce them to the basic concepts of the RDF data model. To understand what competencies might be needed to demonstrate a student's proficiency in this area, the educator goes to the LD4PE website to **Explore the Competency Index**.

1. Finding Learning Resources through a Competence

A number of competencies are listed in the Competency Index under the topic of RDF Data Model. The educator chooses a specific competency—“**Understands The Difference Between Literals And Non-Literal Resources**” to see what **Learning Resources** might be available to support this concept. Other users may have **rated** particular resources as a guide to usefulness.

2. Choosing a Learning Resource

When a learning resource of interest is found, descriptive details can be found by clicking on the title; a direct link to the original resource is provided along with **key metadata** describing resource characteristics such as the time required, the language, and the intended audience.

3. Saving Your Resources

Once a resource has been chosen, the resource can be saved in a personal **Saved Set**. These can be made public to share with others who might have similar interests. This sequence can be repeated as often as necessary to build out a set of competencies and resources that will provide the necessary elements for teaching to a particular audience or specific topics of interest.

4. Creating a Learner “Transit Map”

The last step in this path is the ability to construct a **Learning Trajectory** which arranges competencies (and their associated Learning Resources) in the order the educator wishes to present them to students. LD4PE stands in sharp contrast to other projects by not prescribing a single curricular point of view but in providing instead the means for instructors, trainers and learners to chart multiple, diverse pathways.

These pathways or journeys may be defined as public/private, individual/collective, or prescribed/exploratory. Each journey's graph will provide a different pathway for discovering and traversing Learning Resources that have been described and aligned to the competency nodes of the Linked Data Framework graph.

