HUMAN DEVELOPMENT

LEARNING THEORIES

BEHAVIORISM

- KEY CONCEPTS
  - The effects of external events
  - Stimulus & Response Theory
  - Changes in behaviour
- THEORISTS
  - PAVLOV
    - Classical Conditioning
      - Unconditioned Stimulus
      - Stimulus generalization
      - Extinction
      - Conditioned Stimulus
  - SKINNER
    - Operant Conditioning
      - Consequences of behaviour
      - Behaviour modification
      - Reinforcement
        - Positive
        - Negative
      - Punishment
        - Positive
        - Negative
- LEARNING
  - LEARNER
    - Reactive to the environment
    - Changes in observable performance
    - Learns from stimuli & responses
  - INSTRUCTION
    - INSTRUCTIONAL DESIGN
      - MEMORY
        - Memory not addressed
        - No focus on cognitive processes
        - Repeated behaviour patterns
        - Practice maintains readiness
      - TRANSFER OF LEARNING
        - Generalization
        - Applications in new situations
    - ROLE OF THE TEACHER
      - Teachers gives students stimuli & feedback
        - Cueing
        - Practice
        - Modelling
      - Reinforcement
      - Drill & practice approach
        - Chaining
        - Associations
  - ENVIRONMENT

COGNITIVISM

- KEY CONCEPTS
  - Complex cognitive context
  - New information stored for recall
  - Rationalism
  - Memory
    - Processes
      - Automaticity
      - Habituation
      - Dishabituation
      - Attention
      - Selective Attention
    - Types
      - Long Term
      - Short Term
      - Working
- THEORISTS
  - PIAGET
    - Learning is a constructive process
    - Developmental Stages
    - Children in natural environment
- LEARNING
  - LEARNER
    - Active Participants
    - What They Know
    - How they know
  - INSTRUCTION
    - INSTRUCTIONAL DESIGN
      - Reviewing
      - influenced by environmental conditions
      - Influenced by internal conditions and abilities
      - Changes between states of knowledge
      - simplification & standardization
    - ROLE OF THE TEACHER
      - Corrective Feedback
      - Arrange environmental conditions
        - Helping learners to relate to the information
        - Students respond to stimuly
        - Making Knowledge meaningdul
      - Bring Various Learning experiences
      - Cognitive Strategies
        - Textbooks
        - Outlining
        - Concept Mapping
        - Framing
        - Mnemonics
  - ENVIRONMENT
    - Natural
    - Environmental Cues
    - Active Learning

CONSTRUCTIVISM

- KEY CONCEPTS
  - Own interpretation of reality
  - Meaningful experiences
  - World is open to change
  - Personal discoveries
- FORMS
  - Psychological
  - Social Constructivism
  - Sociological Construcivism
- THEORISTS
  - PIAGET
    - Language reflects thinking
    - Limited role from the teacher
    - Knowledge constructed through prior experiences
  - VIGOTSKY
    - LEARNERS
      - Learn through social setting
      - Construct their knowledge
    - SOCIETY
      - Culture
        - Tools
          - Computers
          - rulers
        - Symbols
          - Numbers
          - Speech
            - Language
            - Private
            - Inner
      - Language
        - enhance thinking
        - Speech patterns
        - Written language
      - Interactions with people
        - zone of proximal development
        - Building communities
          - Construct identities
        - Social learning
          - Academic
          - Non-Academic
- LEARNING
  - LEARNERS
    - Manipulate information
    - Problem solving skills
    - Active
    - Practice
    - Knowledge
    - Assimilation and accomodation of knowledge
  - ROLE OF THE TEACHERS
    - Facilitator
    - Monitor and evaluate meaning
    - Helps students learn how to learn
    - Helps students gain understanding
    - Create authentic experiences + construct meanin
      - Project-based learning
      - Metacognition
    - Fosters collaboration
      - Share ideas
      - Find soiutions
      - Building innovations
      - Social interactions
  - ENVIRONMENT
    - Interactions
    - Exposure
    - Situatiions
  - MEMORY
    - Interprets information
    - Recall of prepackaged schemas
    - Recurring features of the environment