Summary of Learning Theories



University of Maryland LDT 100 project

iginators & proponents	Circa	Key Points	Further explanation	Examples
ehaviorism		Human and animal behaviors	Repeated behaviors	 Create measurable outcome
		can be conditioned	until automatic	 Tangible rewards, feedback Mastering predictable skills
<u>Ivan Pavlov</u> (McLeod, 2018)	1890s-1930s	Classical conditioning	Two stimuli are linked together to produce a new learned response in a person or animal.	Animal and human behaviors alike
J.B. Watson (O'Donnell et al, 2011)	1910s-1950s	Extrinsic motivation	Learn desired behaviors regardless of internal states or previous experiences .	Rewards and punishment
<u>B.F. Skinner</u> (Schacter, 2011)	1960s-1970s	Operant conditioning Radical behaviorism Reinforcement Verbal behavior	Operant conditioning Radical behaviorism Reinforcement Verbal behavior	Environmental stimuli
		Places learner at the center of learning	Learner controls own learning	 Meaningful learning tasks Group learning Learners design construction
<u>Jean-Jacques Piaget</u> (Schacter et al, 2014)	1930s-1980s	Cognitive development of children and knowledge actively constructed.	Four stages: • Sensorimotor • Preoperational • Concrete operational • Formal operational	Active learner engagement: • Assimilation • Accommodation • Equilibrium
Lev Vygotsky (Kozulin et al, 2003)	1920s-1930s	Cultural and social nature of learning and development.	Bridge between behaviorism and constructivism	Mediation More knowledgeable other Zone of Proximal Development
Cognitivism		The thought process behind the behavior	Observes new behavioral patterns Focus on how to learn	 Factor in learner characteristics Analyze tasks Apply various learning strategies
Jerome Bruner (Mcleod, 2019)	1930s-2016	Discovering learning through intellectual development	Three stages of development • Enactive • Iconic • Symbolic	Scaffolding
ocial cognitivism				
<u>Albert Bandura</u> (Mcleod, 2016)	1977	Agrees with behaviorist learning theories of classical conditioning and operant conditioning.	Added two ideas: • Mediating processes occur between stimuli & responses. • Behavior is learned from environment through observational learning.	Self-efficacy or confidence. • Mastery experiences • Vicarious experiences • Verbal persuasion • Emotional & physiological states
Cognitive load				
John Sweller (Sweller, 1988)	1970s-Now	Limited working memory capacity • Sensory memory • Working memory • Long-term memory	Memory components • Intrinsic load • Germane load • Extraneous load	Use of media • Signaling, e.g. keywords on screen • Segmenting, e.g. 6-minute chunks • Weeding, e.g. eliminating music • Matching modality, e.g. narration
<u>Richard Mayer</u> (learning-theories.com)	1970s-Now	Cognitive load in multimedia learning	Limited capacity assumption Active processing assumption	Limit text in PowerPoint slides Five model structure Two-channel: Visual, auditory Comparison Generalization Enumeration Classification
Connectivism				
George Siemens, Stephen Downes (krist2336)	2000s-Now	Digital age	Internet technology, worldwide web Learning happens across peer networks online Knowledge sharing Teacher guides students to information and answers key questions as needed	eLearning MOOCs OER Social media Wikis
Andragogy		Adult learning	Andragogy: Man-leading in Greek	As opposed to Pedagogy: Child learning in Greek
Alexander Kapp (Loeng, 2017)	1833	Inventor of the term andragogy	Emphasis on inner qualities rather than outer, objective competence	Forming of character is the foremost value for human beings.
Malcolm Knowles (Pappas, 2017)	1980s	The need to learn Five Assumptions: - Self concept - Adult learning experience - Readiness to learn - Orientation to learning - Motivation to learn	Four principles: • Involved aduit learners • Aduit learners' experience • Relevance & impact to learner's lives • Problem centered	Example of application in personal computer training: • Command, functions & operations • instruction task-oriented vs promoti memorization • Learners with different backgrounds • Self-directed learning with guidance

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