## Advanced Organizer #2

	Behaviorism	Cognitivism	Constructivism
Basis:	Observable changes in behavior	Thought process behind the behavior	Generate knowledge from experience
<u>History:</u>	Traced back to Aristotle	Traced back to ancient Greeks, Plato, & Aristotle	Evolved from Piaget and Bruner's work on cognitivism
Definition:	Worldview that operates on a "stimulus-response" principle.	Aims to learn how and why people learn through a cognitive process	Humans generate knowledge from experience
Proponents:	B.F. Skinner Ivan Pavlov John B. Watson	Robert Gagne David Merrill Charles Reigeluth	Jean Piaget Lev Vygotsky
Instructor Role:	*Focuses on specific goals and objectives *Controls and directs learning *Selects and manages stimuli *Reinforces desired responses and discourages undesirable ones	* Creates proper conditions for learning *Monitors progress *Asks questions that can help refine thinking *Facilitates learning	*Facilitates, not teaches, learning *Provides guidelines *Creates environment *Continuous dialogue with learner
Learner Role:	- Passive - Responds to stimuli - Learner starts off with a clean slate (i.e. tabula rasa)	- Active learning - Learner receives information, stores it, codes it, and retrieves the information. Uses prior information to build knowledge.	- Constructs info -Learner brings past experiences and cultural factors to a situation
Occurrence of Learning:	<ul> <li>Learning is a         passive process</li> <li>Learning occurs when         there is change in         observable performance;</li> </ul>	<ul> <li>Learning is an active, social process</li> <li>Learning focuses on the students' learning</li> </ul>	<ul> <li>Learning is an active, social process</li> <li>Learning occurs when the mind filters input, along</li> </ul>

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