

The background is a dark blue gradient with a subtle pattern of small white dots. On the left side, there are several overlapping circular elements. One prominent feature is a large circular scale with tick marks and numbers ranging from 140 to 260. Other circles include dashed lines, solid lines, and arrows, suggesting a technical or scientific theme.

LEARNING THEORIES

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LEARNING FORWARD ANNUAL CONFERENCE

DECEMBER 2015

NATIONAL HARBOR, MARYLAND

OUTCOMES

- Understand the distinctions among a variety of common learning theories.
- Apply learning theories to the design of professional learning.
- Examine the potential effects of learning theories on learners.

TERMS TO KNOW

THEORY: A set of statements that generated through a process of continued abstractions. A theory is aimed at a generalized statement aimed at explaining a phenomenon.

TERMS TO KNOW

RESEARCH: The systemic investigation into and study of resources to discover new information, achieve deeper understanding, and/or reach new conclusions

TERMS TO KNOW

MODEL: A purposeful representation of reality; may be physical representations of theories

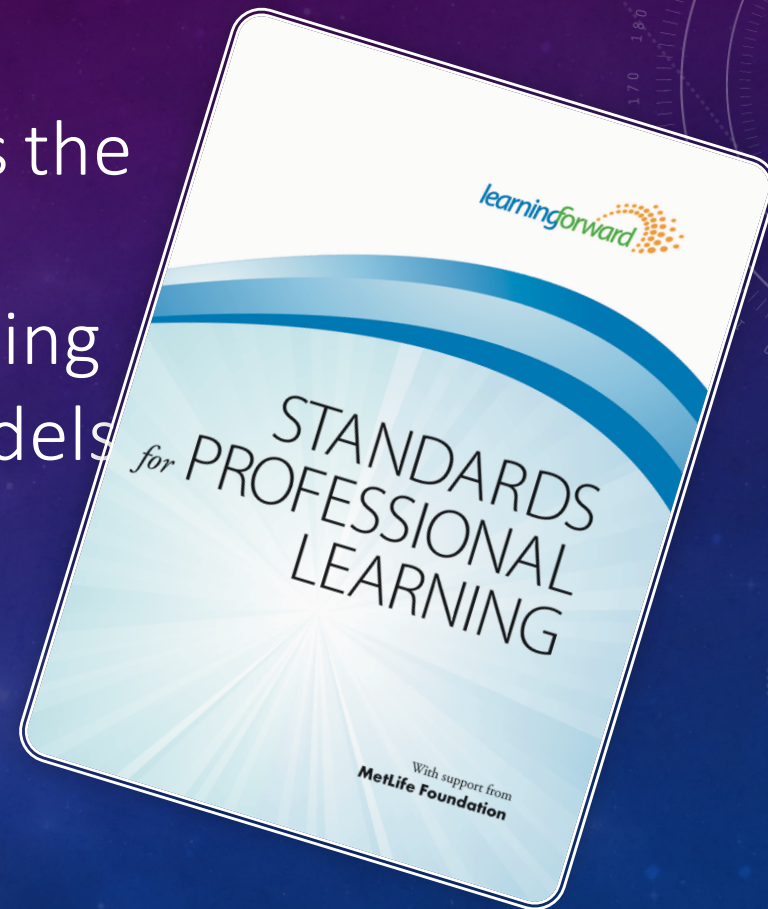
TERMS TO KNOW

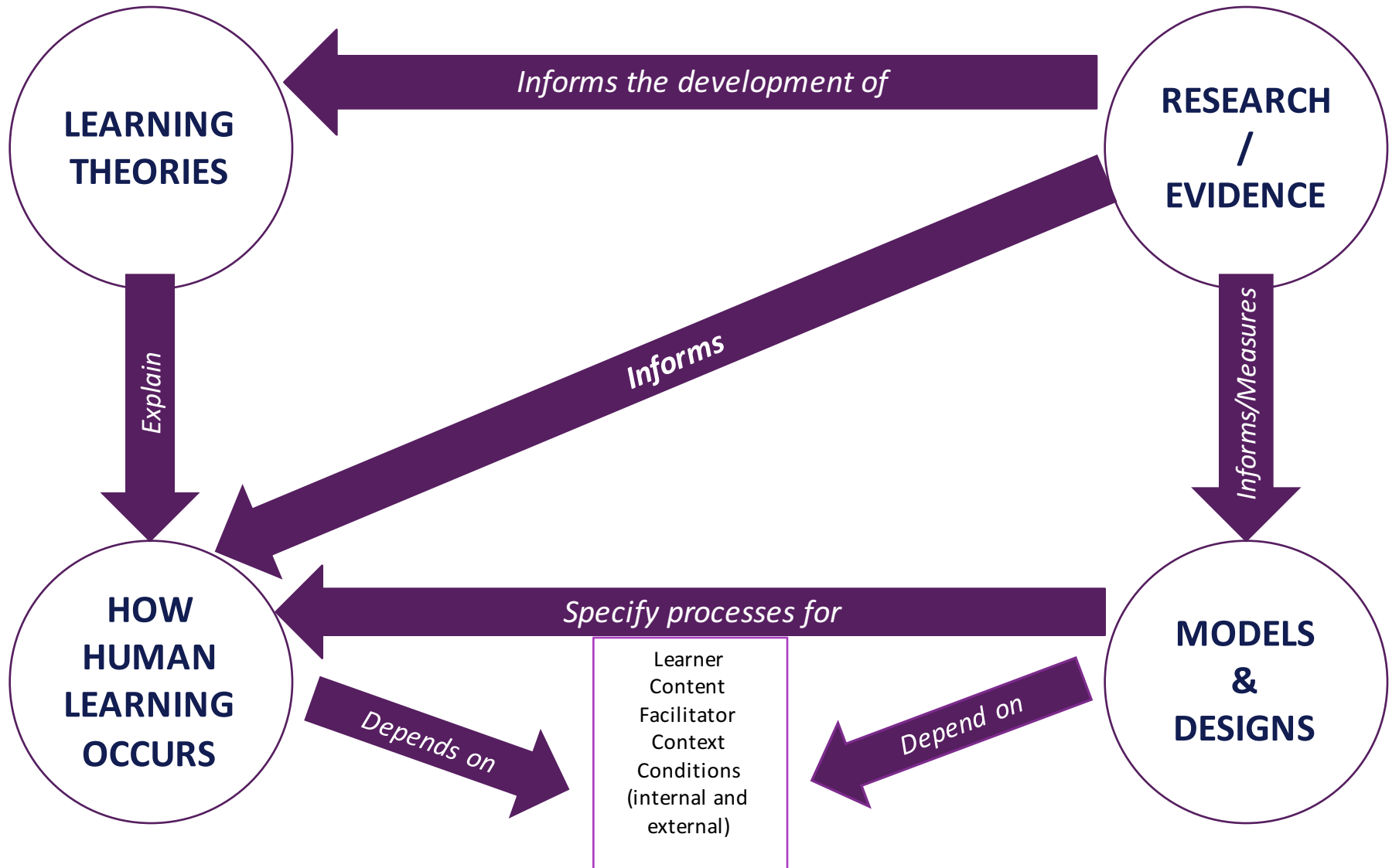
- Subsets of model
 - Instructional System Design
 - Instructional Design
 - Learning Designs

LEARNING DESIGNS STANDARD

- Work in triads.
- Everyone read the first paragraph.
- Divide the three remaining sections among you to read.
 - Applying Learning Theories, Research, and Models
 - Select Learning Designs
 - Promote Active Engagement
- Share the highlights of each section.

Given this standard, what is the importance of being knowledgeable about learning theories, research, and models for effective professional learning?





FOUR FOUNDATIONAL THEORIES

- Behaviorism
- Cognitivism
- Constructivism
- Humanism

EXPLORE FOUNDATIONAL THEORIES

- Assign one foundational theory to each person (Behaviorism, Cognitivism, Constructivism, Humanism)
- Share key points about your theory

The background features a dark blue gradient with faint, light blue circular patterns and a scale. The scale is a semi-circular arc on the left side, with numerical markings from 140 to 260 in increments of 10. Several circular elements, some solid and some dashed, are scattered across the background, some containing arrows or partial arcs, suggesting a technical or scientific theme.

TEAM REVIEW

As a team discuss which theory/ies is/are most commonly applied in educator professional learning. Explain.

LATER THEORIES

- Situated Learning
- Experiential Learning
- Generative Learning
- Connectivism
- Multiple Intelligences
- Social Learning

LATER LEARNING THEORIES

- Read and share key ideas about each of the later theories



TEAM REVIEW

As a team discuss which later theory/ies is/are most commonly applied in educator professional learning. Explain.

INSTRUCTIONAL SYSTEMS DESIGN

- Broad organization of the phases or steps of the learning process
 - ADDIE
 - Dick & Carey
- Work with a partner to examine the two ISDs on pp. 7-9
- Discuss the questions on p. 9

INSTRUCTIONAL MODELS

- Mastery Learning
 - Experiential Learning
 - Inquiry Model
-
- At your table, review the diagrams of three common instructional model
 - Discuss how the models are similar and different.

LEARNING DESIGNS

- Action research
- Case discussions/studies
- Coaching
- Co-teaching
- Critical friends protocols
- Externships
- Group investigation
- Jigsaw
- Lecture/lecture-discussions
- Lesson study
- Looking at student work
- Peer observation
- Problem-based learning
- Reflection
- Role play
- Simulations
- Text-response protocols

Select a few learning design and suggest which learning theory and instructional design might serve as the bases for each.

APPLICATION TASK

- Use the learning theories, models, and designs to generate a proposal for a learning program.
 - See the sample on p. 13
 - Use the template on p. 14 for your plan

ROUND ROBIN

I discovered that learning theories, research, and models ...

and as a result ...