

LEARNING THEORIES

KRYSTLE SMITH - EDM510

<u>Name:</u>	<u>Theorist:</u>	<u>Summary:</u>	<u>Guide Tech:</u>	<u>Technology:</u>
Behaviorist	B.F. Skinner	Behaviorist theory is based off of reinforcement theory. By rewarding the behaviors you want, they continue without rewards.	Programs that reward students for completing tasks, or fulfilling a level.	Accelerated Reader rewards elementary students with points and higher reading goals.
Cognitivist	Jean Piaget	Cognitivist theory has students respond to their environment; think, solve problems, make decisions.	The use of student news or research sites would help students be cognizant of problems and ways to solve them.	Websites that allow students to read news stories and learn current issues or student leveled research journals would provide tech to support this lesson.
Constructivist	Lev Semyonovich Vygotsky* With contributions from Piaget, Dewey, and Bruner https://www.learning-theories.com/constructivism.html#contributors	Constructivist theory is similar to cognitivist, but engagement is through meaningful experiences that connect back to students' own lives.	Any type of differentiation in the lesson that can be created by technology allows for each student to personalize their learning and use hands on tools. http://www.nde-ed.org/TeachingResources/ClassroomTips/Constructivist%20 Learning.htm	Any type of technology where students are able to do the work themselves such as a blog, a Prezi, a digital poster allows for hands on learning and differentiation
Social Psychology	Robert Slavin	Social Psychology takes into account the social aspect of learning, interactions and group work.	Any type of discussion based technology application allows for discussion and group collaboration.	Google Classroom, Edmodo, FlipGrid, and Office365 are all tools that allow students and teachers to work together and collaborate or discuss a lesson.