

# Instructional Design Learning Theories



## BEHAVIORISM

Stimulus-Response, Conditioning, Reinforcement, Observable Behavior



## COGNITIVISM

Mental Processes, Information Processing, Memory, Problem-Solving



## CONSTRUCTIVISM:

Active Learning, Social Interaction, Knowledge Construction, Contextual Learning



### The Evolution of Learning Theories

### Key Concepts and Approaches

### Strength and Weakness

Behaviorism

1900's

Rise of Behaviorism



Focus on observable and measurable outcomes

Limited focus on internal mental processes and understanding

Cognitivism

1950's

Emergence of Cognitivism



Emphasizes understanding and internal mental processes

Less effective for learners who struggle with cognitive processing

Constructivism

1970's

Growth of Constructivism



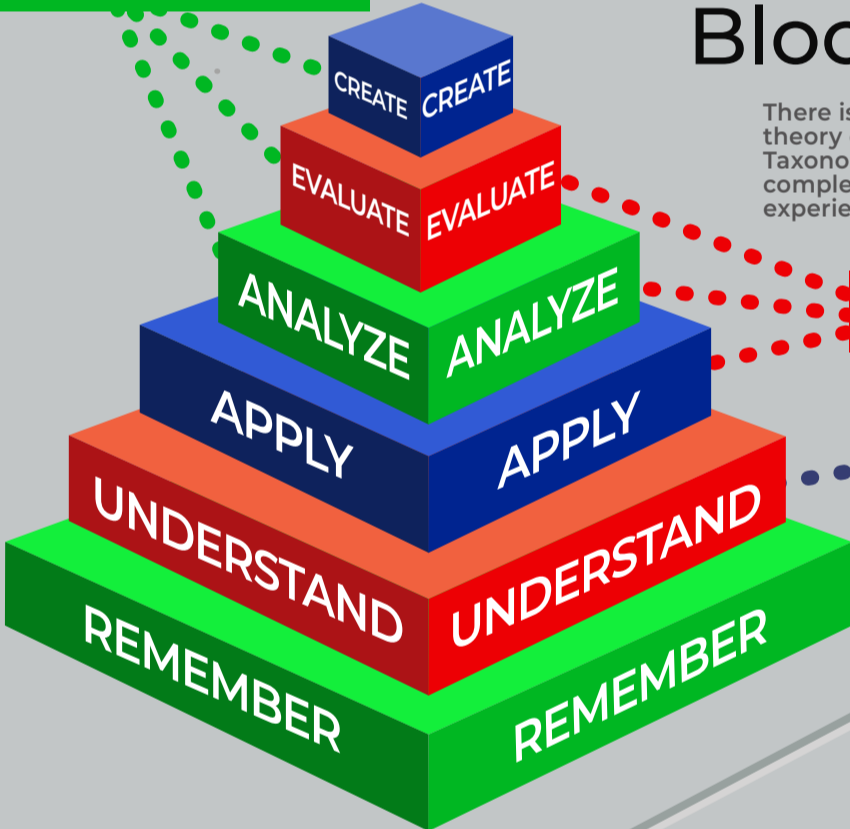
Emphasizes understanding and internal mental processes

Less effective for learners who struggle with cognitive processing

### Constructivism

## Learning Theories in Bloom's Taxonomy

There is some overlap, and elements of each learning theory can be applied at various levels of Bloom's Taxonomy. The theories and taxonomy can be used in complementary ways to design comprehensive learning experiences that develop a range of cognitive skills.



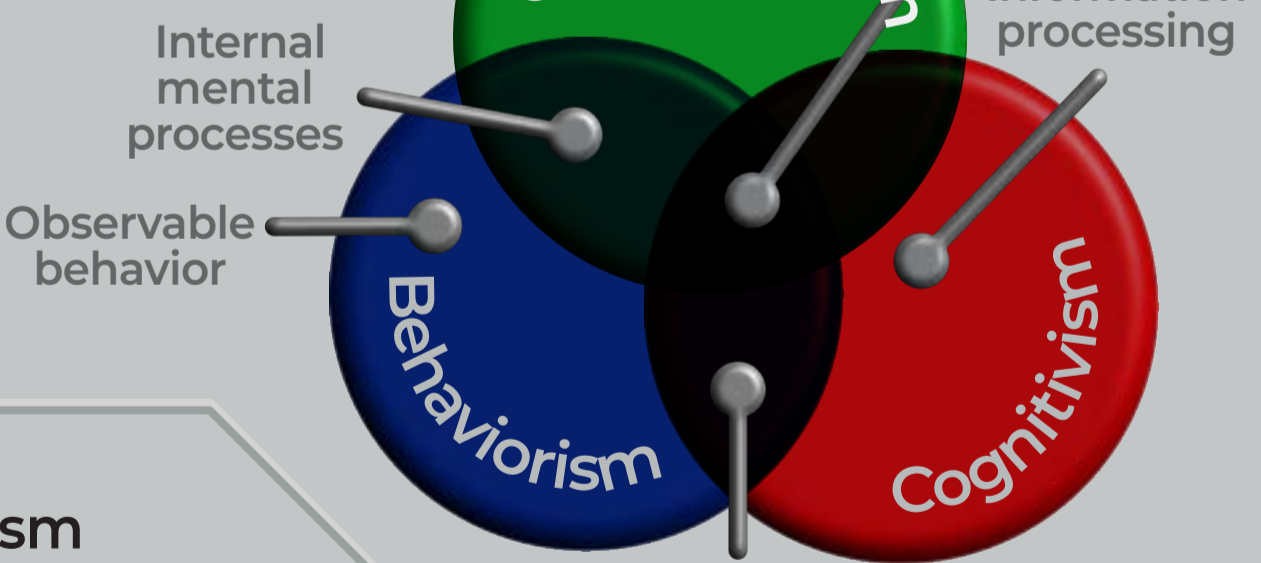
Cognitivism

Behaviorism

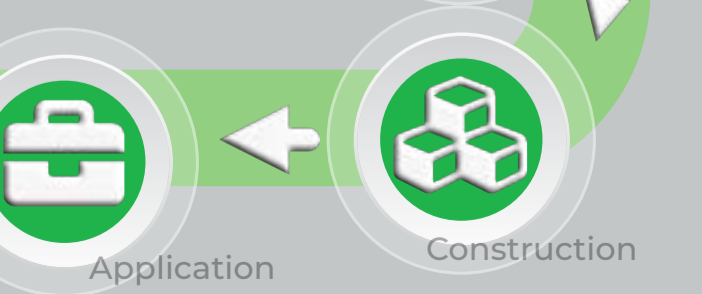
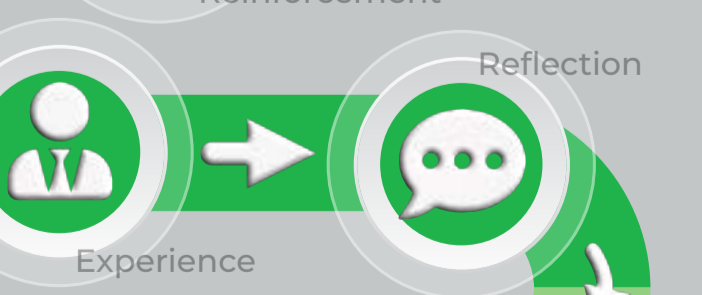
Knowledge construction

Focus on learning process

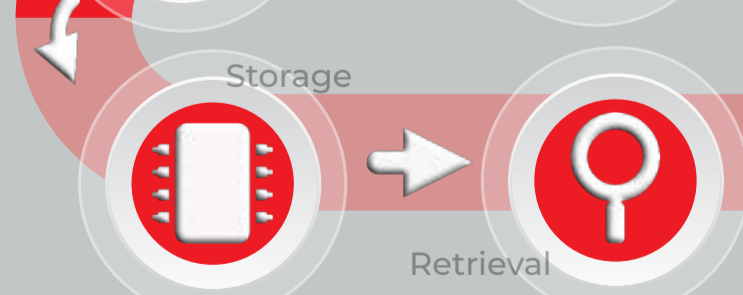
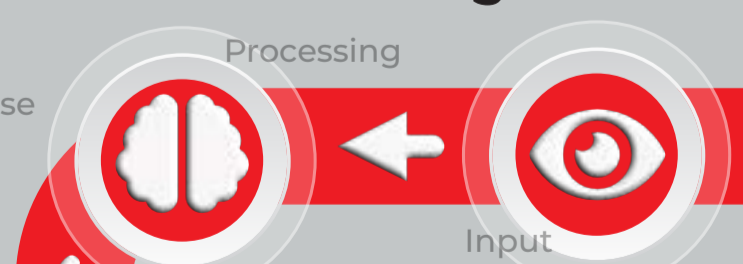
## Learning Theories Venn Diagram



### Behaviorism



### Cognitivism



## Learning Theories Process Flowchart

### Constructivism

