

Theories	Constructivism	Behaviorism	Cognitivist	Social-Psychological
Short Description	"The learner is an information constructor" ( <a href="http://www.learning-theories.com/constructivism.html">http://www.learning-theories.com/constructivism.html</a> ) It is the experience the students have while the information is transferring. It is not about passive learning.	Behaviorism is a worldview that assumes a learner is essentially passive, responding to environmental stimuli. The learner starts off as a clean slate (i.e. <i>tabula rasa</i> ) and behavior is shaped through positive reinforcement or negative reinforcement ( <a href="http://www.learning-theories.com/behaviorism.html">http://www.learning-theories.com/behaviorism.html</a> )	A response to behaviorism. This theory is focused on the mental processes and how a student builds schema to continue learning new information. "Cognitivism uses the metaphor of the mind as computer: information comes in, is being processed, and leads to certain outcomes." ( <a href="http://www.learning-theories.com/cognitivism.html">http://www.learning-theories.com/cognitivism.html</a> )	This theory takes the learning environment into account when evaluating a child's learning. Who has the most authority in the classroom, is whole group instruction used more than small groups? Cooperative learning is better than competitive.
Notable Theorists	Vygotsky, Piaget	John B. Watson, Ivan Pavlov, B.F. Skinner, E. L. Thorndike	Merrill -Component Display Theory (CDT), Reigeluth (Elaboration Theory),	Robert Slavin (1990)
Example of how the theory guides technology	Technology that is engaging and active is good to use to reinforce this learning theory.	The students are rewarded by a technology that gives them a positive or negative reinforcement	Technology that can be manipulated is most useful. Websites like Starfall.com, and math manipulatives.	Cooperative learning - clickers and Nearpod are good tech tools to use with this theory.
Example of what technology can be used in the classroom.	Hot Dots is a great tool that is engaging and interactive enough to enhance the child's interaction with the information.	AR is a great technology that can be used in the classroom that corresponds with this learning theory.	Starfall.com can help engage younger students to learn the alphabet, the sounds with pictures words and sounds.	Nearpod is an app that allows the students to view lessons on their own devices that the teacher has projected for the whole class. Each student can see each other's work and practice to gain a better understanding of the concepts presented.