



INSTRUCTIONAL DESIGN & TECHNOLOGY

IDT 100x LEARNING THEORIES

Weekly Activities and Readings

Feel free to download and use the following checklist to assist with completing all readings, discussions and course activities.

Week 1: Your Learning Environment

- Readings & Multimedia:
 - Course Welcome video
 - Course Preview Materials - all
 - Syllabus
 - Final Portfolio Guidelines & Rubric
- Discussion & Activity
 - Complete Poll: About You
 - Discussion 1: Introduce Yourself
 - Self-Assessment: Learning Experiences
 - Activity: Preparing for Your Final Portfolio

Week 2: Learning Theory: Behaviorism

- Readings & Multimedia
 - [Learning about Learning](#)
 - [Are Theories of Learning Necessary?](#)
 - [How to Train Your Brain](#)
 - [Behaviorism: Pavlov, Watson, and Skinner](#)
 - [Behaviorism](#)
 - [Operant Conditioning](#)
 - [Behaviorist design characteristics](#)
 - [Stanford University Behaviorism page](#)
- Discussion & Activity
 - Discussion 2: Behaviorism Pros and Cons
 - Portfolio Activity 1: Behaviorism learning theory page

Week 3: Learning Theory: Constructivism

- Readings & Multimedia
 - [Constructivism & Vygotsky](#)
 - [UNESCO: Constructivism](#)
 - [Vygotsky and ZPD](#)
 - [Interaction Between Learning and Development](#)
 - [Learning Theories: Constructivism](#)
 - [Zone of Proximal Development](#)
- Discussion & Activity
 - Discussion 3: Constructivism, ZPD and Scaffolding
 - Portfolio Activity 2: Constructivism infographic

Week 4: Learning Theory: Connectivism & Cognitivism

- Readings & Multimedia
 - [Cognitive Load Theory](#)
 - [Bruner and the process of education](#)
 - [Bruner](#)
 - [Social Cognitive Theory: a summary of the topic](#)
 - [Bandura: how self efficacy supports a unified theory of behavior change](#)
 - https://www.youtube.com/watch?v=rqL_IsogeNU
 - [On the Perception of Incongruity: A Paradigm](#)
 - [Value and Need as Organizing Factors in Perception](#)
 - [12 Principles of Multimedia Learning](#)
 - [Overview of Multimedia Instruction](#)
 - [A Cognitive Approach to Instructional Design for Multimedia Learning](#)
- Discussion & Activity
 - Discussion 4: Cognitive Load
 - Portfolio Activity 3: Cognitivism and Connectivism page

Week 5: Learning Theory: Andragogy

- Readings & Multimedia
 - <https://www.youtube.com/watch?v=vLoPiHUZbEw>
 - [Wikibook Adult Learning Theory](#)
 - [Adult Learning](#)
 - [Malcolm Knowles Informal Adult Education](#)
 - [The Adult Learning Theory Andragogy](#)
 - [Andragogy infographic review.](#)
 - [Formal vs. Informal learning experiences](#)
 - [Adult Learning Theories every Instructional Designer](#)
 - [The Adult Learning Theory - Andragogy - of Malcolm Knowles](#)
 - [No-Nonsense Guide to Basic Instructional Design Theory](#)

- [Instructional Design Approaches](#)
- [Behaviorism and Instructional Design](#)
- Discussion & Activity
 - Discussion 5: Adult Learning Theory in Context
 - Portfolio Activity 4: Andragogy Infographic

Week 6: Complex Learning Theories

- Readings & Multimedia
 - Authentic Assessment: <https://youtu.be/x-yX7GbuTY>
 - Student Centered Learning: <https://www.youtube.com/watch?v=8rUNqVSQQ3E&t=1s>
 - Project Based Learning: <https://www.youtube.com/watch?v=3CRbSR-vrH0>
 - Experiential Learning: <https://www.youtube.com/watch?v=83O3rnJI9EQ>
 - Indiana University, Bloomington Center for Innovative Teaching and Learning article [Authentic Assessment](#)
 - [What are Formative Assessments and Why Should We Use Them?](#)
 - LearnNC [article](#) on Summative Assessments
 - Edudemic article on [Formative vs. Summative Assessments](#)
 - [authentic assessments in action](#)
- Activity
 - Portfolio Activity 5: Complex Learning Models - 2
 - Self-Assessment: Evaluate Your Portfolio

Week 7: Authentic Assessments

- Readings & Multimedia
 - Experiential Learning: <https://www.youtube.com/watch?v=83O3rnJI9EQ>
 - Project Based Learning: <https://www.youtube.com/watch?v=3CRbSR-vrH0>
 - Service Learning: <https://www.youtube.com/watch?v=XFjC5JYAKiw>
 - Gamification: <https://www.youtube.com/watch?v=49b-eiudIEU>
 - Gamification Infographic: [visually-appealing infographic](#)
 - Review Learning-Theories.com [succinct overview of gamification](#)
 - [four-plus ways to bring gamification to the classroom.](#)
 - [a visually-rich and detailed presentation](#) on gamification.
 - Wendy Hsin-Yuan Huang and Dilip Soman published [a nearly-thirty-page "Practitioner's Guide to Gamification of Education"](#)
 - Why do Achievements work? <http://www.psychologyofgames.com/2016/07/why-do-achievements-trophies-and-badges-work/>
 - Read: Badging Alliance, Why Badges: <http://www.badgealliance.org/why-badges/>

- Activity
 - Portfolio Activity 6: Complex Learning Models - 2
 - Submit Final Portfolio for Review

Week 8: Technology's Role in Learning

- Readings & Multimedia
 - *Can Technology Change Education? Yes!*, by Raj Dhingra at TEDxBend: https://youtu.be/I0s_M6xKxNc
 - Brookings Institute article Classroom Technologies Narrow Education Gap in Developing Countries <https://www.brookings.edu/blog/techtank/2016/08/23/classroom-technologies-narrow-education-gap-in-developing-countries/>
 - Technology can empower children in developing countries <https://www.theguardian.com/sustainable-business/technology-empower-children-developing-countries>
 - 4 Ways Technology is Making Education Accessible and Affordable <https://www.entrepreneur.com/article/243002>
 - Global Collaborations & Education: <https://edtechmagazine.com/k12/article/2007/09/global-collaboration-and-learning>
 - 5 ways to use technology for global collaboration <http://asiasociety.org/education/five-ways-use-technology-and-digital-media-global-learning>
 - Technology Apps for People with Disabilities <http://www.hongkiat.com/blog/assistive-apps-gadgets/>
 - The tech giving people power to deal with disability <http://www.bbc.com/news/business-35427933>
 - For People With Disabilities, New Technology Can Be Life Changing <http://www.npr.org/sections/alltechconsidered/2016/05/21/478925944/for-people-with-disabilities-new-technology-can-be-life-changing>
- Discussion
 - Discussion 6: Role of Technology in Teaching and Learning

Portfolio Host Suggestions

There are many free, easy-to-use tools available online. Many are template-driven and provide online tutorials as a way for you to get started creating your own website. Here are a few popular examples you might consider using, or you can conduct an online search for one of your own:

- Wix: <http://www.wix.com>
- VoiceThread: <http://www.VoiceThread.com>
- Medium: <Medium.com>
- Google Sites: <https://sites.google.com>
- Weebly: <https://www.weebly.com>
- WordPress: <https://wordpress.com>