

Behaviorism

"Behaviorism as an educational learning theory led to the development of several aspects of instruction and of learning production, some of which we still use in classrooms today, including direct instruction, lecture, behavioral objective as classroom management, objective as classroom management, behavioral reward system, positive reinforcement, and individualized instruction, among other notions" (Flippin, 2014).

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Behaviorism is used in my classroom when we do daily warm-ups. Students know when they enter the room to begin working. We also have a "game" that when someone sneezes, students must try to beat me saying "salud" (health/bless you). If they win, they receive candy.

Constructivism

"Constructivism, a derivative of cognitivism, focuses on the active role of the learner in the process of learning. Constructivism has two major branches of thought: Cognitivist constructivism that focuses on the individual's efforts to acquire knowledge, and sociocultural constructivism that talks about the acquisition or enculturation of knowledge by a social group" (Flippin, 2014).

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Constructivism is used in my classroom when students work in groups to complete projects. We use Google Docs to share information and complete discussions as a class for homework.

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Pun Less Reward

Example in Spanish
Sneeze - "Salud" - Candy

Behaviorism

SOCIAL CONSTRUCTIVISM

Constructivism

Working as groups and sharing information

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What is Educational Technology?

Educational technology is technology used in an educational setting to improve the learning process for students. It is an aid to teachers to assist them in the process of planning and presenting lessons. It allows teachers to differentiate instruction easier along with gain and assess students work quicker.

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1. Behaviorism
2. Constructivism
3. Cognitivism

Conclusion

The educational technology theory of Cognitivism is more prevalent in my classroom than behaviorism and constructivism. While the others are often used as well, the material we cover and learn deals best with cognitivism. My students must completely understand what they have learned before we move on to something new, therefore review games, flashcards, and memory activities are important and often used in my foreign language room.

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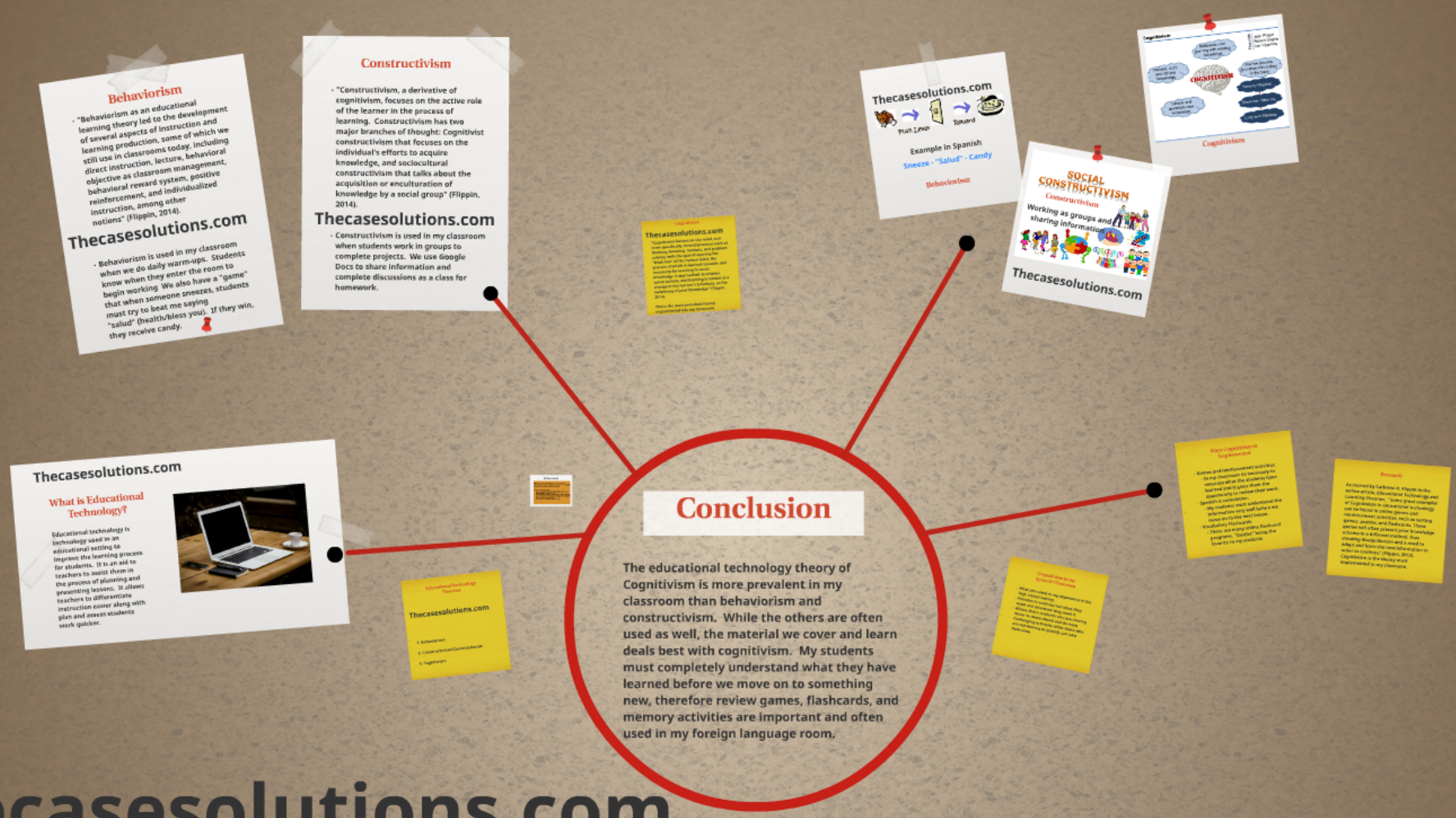
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TabletTeach: Opportunity Analysis for a New Educational Technology Product



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Educational Technology Theories

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- 1. Behaviorism**
- 2. Constructivism/Constructionist**
- 3. Cognitivism**

Behaviorism

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Cognitivism

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"Cognitivism focuses on the mind, and more specifically, mental processes such as thinking, knowing, memory, and problem-solving, with the goal of opening the "black box" of the human mind, the process of which is deemed valuable and necessary for learning to occur.

Knowledge is approached as schema constructions, and learning is viewed as a change in the learner's schemata, or the redefining of prior knowledge" (Flippin, 2014).

This is the most prevalent theory implemented into my classroom.

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Reward

Example in Spanish

Sneeze - "Salud" - Candy

Behaviorism

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SOCIAL CONSTRUCTIVISM

Constructivism

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