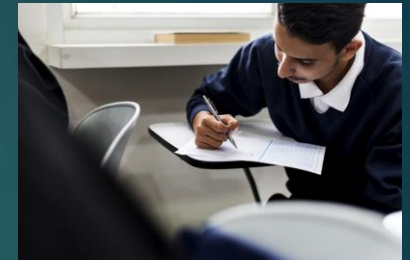


BEH Instructional Design Theory

By Katie Pelkey

Definition: Applies the principles of behaviorism to develop learning experiences and environments. Such experiences prompt/reinforce observable behavior changes.

Mechanism: Learning = incremental and observable. The environment should be distraction-free should include *reinforcement*.



4 Types of Learning:

1

OBJECTIVES



Criterion Referenced Instruction

Learners' performances are based on objectives/criteria, which they are tested on.

3

Programmed Instruction

Learners learn at their own pace, in steps, and receive immediate feedback/reinforcement.

2



Mastery Learning

Learners achieve a specified proficiency before moving onto the new content.



4

Ex. Mastery Learning:

John must score 80% on the exam before he can enroll in Spanish II.

Computer Assisted Instruction

Learners receive instruction via the computer.

