

COG Instructional Design Theory

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Definition: experiences that facilitate mental processing, storing, and recalling new information. Learning = change in the schema due to experience.

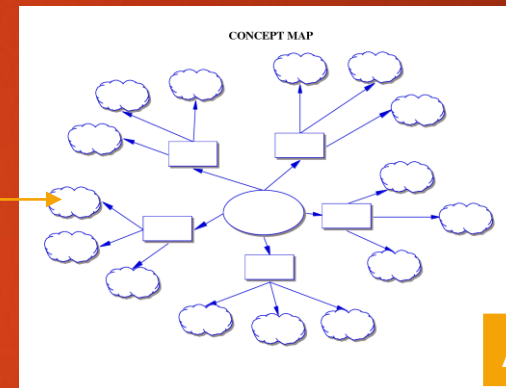
Mechanism: students control their learning through the cognitive process, students actively construct (rather than passively absorb) knowledge

(3) ID Frameworks Inspired by Cognitivism

1

Advanced Organizer: learning is organized through an instructional overview, connection to prerequisites, and providing a sequence of steps/components

Example: A student makes a **concept map** for Biology.



2

Meaningful Reception: new information is linked to learner's schema by relating new concepts to existing schema

Example: Students fill out a **chart** separating manmade fabrics from naturally occurring fabrics.

A	B

3

Gagne's 9 Events of Instruction: Uses nine cognitive processes to prescribe instructional events leading to effective learning. Can be in any order.

Example: A student's attention is captured by a **meaningful visual presentation** on the impacts of climate change.

