

Social Learning Instructional Design Theory

By Katie Pelkey

Definition: Learners are exposed to people, events, and activities that promote interactions among their behavior, perceptions, and environment

Mechanism: Modeling behavior to the observer; direct and vicarious reinforcement; eliciting new patterns of behaviors; self-awareness/reinforcement/regulation & goal setting; allowance for learner to create meaning

Examples of instruction styles: collaborative learning, reciprocal teaching, apprenticeships.

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3 Examples of Social Learning Theory in the Classroom

Project Based Learning: Learners work on an extended project over a specified duration, typically focused on a real-world issue.

Example: An 11th grade chemistry class focuses on improving water quality.



Problem Based Learning: Learners acquire new knowledge/skills by working on a complex problem (in the learning environment) that mirrors a problem in the outside world.

Example: Learners work together at Sammamish High School to investigate who should control the increasingly-shrinking resources in the Arctic.

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Service Learning: Learners engage directly with societal issues by exploring resolutions and participating in the community.

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Example: A high school in Montpelier Vermont learns about farm production by doing hands-on work on a local farm. Their work helped provide food for the district's lunch program.

