

#### **Cognitive Factors** (also called "Personal Factors") Knowledge Expectations Attitudes Determine Human Environmental Behavioral Behavior Factors Social Norms Access in Community Practice Influence on Others · Self-efficacy (ability to change own

# **COLLABORATIVE LEARNING**

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environment)

Umbrella terms used for variety of educational approaches involving intellectual efforts by students and teachers

### BENEFITS

- Communication skill development
- Conflict resolution skill development
- Leadership skill development
- Shared responsibility
- Interpersonal skill development
- Students learn patience and cooperation

- **Collaborative Assignments**
- Discussion Forums & Social Media
- Peer Review Activities
- **Project-Based Learning**
- **Real-Time Interaction**

# Can't do Zone of Proximal Can do with **Development:** assistance Instruct here **Scaffolding in** Can do independently instructional design



# Reciprocal Teaching Strategy

# Summarizing

Given an issigned text, oupils highlight mportant nformation.

#### Question Generating

Pupils generate questions from the information highlighted.

#### Clarifying

Pupils make concerted attempts to clarify concepts or vocabulary that is not understood.

### Predicting

**Pupils** deliberate on what is implied in the text and make connections to prior knowledge.

#### References:

Mergel, Brenda. (1998). Instructional Design & Learning Theory. World Wide Web - WWW.

Fiock, H., Meech, S., Yang, M. et al. Instructional design learners make sense of theory: a collaborative autoethnography. Education Tech Research Dev 70, 31-57 (2022). https://doi.org/10.1007/s11423-021-