Author: James Delain

Behavioral Theory on the Framework of Instructional Design

Behaviorism is a learning theory that discards skills and attributes and replaces them with behaviors, learning through conditioning, and reinforcement. Behavioral management is based on principles that outline the importance of structure, feedback, and rehearsal.

Programmed Instruction

Programmed instruction is a teaching methodology where information is divided in small teachable units.

Mastery Learning

Mastery learning guarantees students have a high level of comprehension of the topic before they move to the next level.

Instruction

Mastery

Assessment   Practice

Computer-Assisted Instruction (CAI) - Interactive info-delivery

To supplement the provision of lessons, CAI utilizes other qualitative means such as video, graphics, and animation.

Behaviorist Learning Models

LINEAR LEARNING
1 STRUCTURED PROGRESSION
2 FIXED CONTENT
3 LIMITED FLEXIBILITY

NON- LINEAR LEARNING
1 FLEXIBLE EXPLORATION
2 CUSTOMIZED PATHS
3 SELF-DIRECTED LEARNING