



## Theories, Models, Frameworks, and Strategies

**Learning Theory:** A theory describes how to think about an idea or subject. Learning theories are abstract, “Big Tent” ideas about how we approach learning and how people learn. The four basic learning theories include: behaviorist, cognitive, constructivist, and constructionist.

**Instructional Design Models and Frameworks:** Models and frameworks are practical descriptions and applications of theories. Models and frameworks are supported by theories. A common characteristic of frameworks and models is that they are practitioner-based. Frameworks and models describe “how-to” steps through instructional strategies.

**Instructional Strategies:** Instructional strategies are action plans for creating a learning process and/or an instructional intervention, based on theory, model/framework.

Theories	Description
<b>Behaviorist</b> - Pavlov, Skinner, J. Watson	Acquisition of new knowledge/behavior is based on environmental conditions.
<b>Cognitive</b> - Dewey’s pragmatism, Piaget	Acquisition of new knowledge is based on cognition, attention, and perception.
<b>Constructivist</b> - Piaget, Bruner Vygotsky, Montessori, Lave, and Wenger	Acquisition of new knowledge is based on many voices and collaboration.
<b>Constructionist</b> - Papert	Acquisition of new knowledge is based on creating mental models and products of value.

Models	Frameworks	Strategies
<ul style="list-style-type: none"> <li>• Active Learning - Barnes</li> <li>• Adult Learning Model – Knowles</li> <li>• Backward Design – McTighe and Wiggins</li> <li>• Direct Instruction – Engelmann and Becker</li> </ul>	<ul style="list-style-type: none"> <li>• 9 Steps of Instruction - Gagne</li> <li>• Creative Problem Solving Framework (CPS) – Osborn and Parnes</li> <li>• Cultural-Historical Activity Framework - Engeström</li> </ul>	<ul style="list-style-type: none"> <li>• Ask Three Then Me</li> <li>• Brainstorming</li> <li>• Extrinsic Rewards</li> <li>• I Do/We Do/You Do</li> <li>• Learning Menus</li> <li>• Make and Take</li> <li>• Memory Drills</li> </ul>

<ul style="list-style-type: none"> <li>• Direct Instructional Model – Madeline Hunter Method</li> <li>• Experiential Learning – (EXL) - Informal Learning Dewey, D. Kolb</li> <li>• Instructional Theory into Practice - Madeline Hunter</li> <li>• Learning Circle Model - Riel and Polin</li> <li>• Reciprocal Teaching - Palincsar and Brown</li> <li>• SAMR-Substitution/ Augmentation/ Modification/ Redefinition - Puentedura</li> <li>• Scripted Instruction- S. and A. Monroe</li> <li>• Visible Learning - J. Hattie</li> </ul>	<ul style="list-style-type: none"> <li>• Depth of Knowledge (DOK) – Webb</li> <li>• Invitational Learning – Purkey and Novak</li> <li>• TPaCK Framework – Technological, pedagogical and Content Knowledge - Koehler and Mishra</li> <li>• Peer Coaching - Shulman</li> <li>• Technology Integration Matrix (TIM) – Schulman</li> <li>• Triple E Framework – Engage/Enhance/Extend - L. Kolb</li> <li>• Universal Design for Learning (UDL) - Rose</li> </ul>	<ul style="list-style-type: none"> <li>• Point/Evidence/Explain/Link (PEEL) paragraph writing strategy</li> <li>• Tell/Ask/Give - (TAG) Writing Strategy</li> <li>• Talk Walking Strategy – Caro</li> <li>• Timed Activities</li> <li>• Think Along/Think Aloud</li> </ul>
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