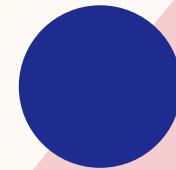


LEARNING THEORIES

TEACHING APTITUDE

LEARNING

- Acquisition of information, knowledge, and skills.
- An ongoing process that takes place throughout life.
- Learning Is an Active Process.
- Learning Leads to Lasting Change.
- Learning Occurs As a Result of Experience.
- Learning Can Affect Attitudes, Knowledge, or Behavior



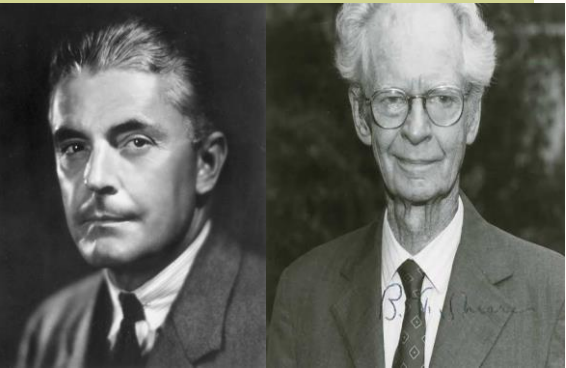
LEARNING THEORIES

- Learning theories describe the conditions and processes through which learning occurs.
- It explain changes in behaviour produced by practice, as opposed to other factors.
- It is a set of different concepts that observe, describe, explain, and guide the learning process of people and everything that relates to this process.

BEHAVIORISM
COGNITIVISM
CONSTRUCTIVISM

BEHAVIORISM

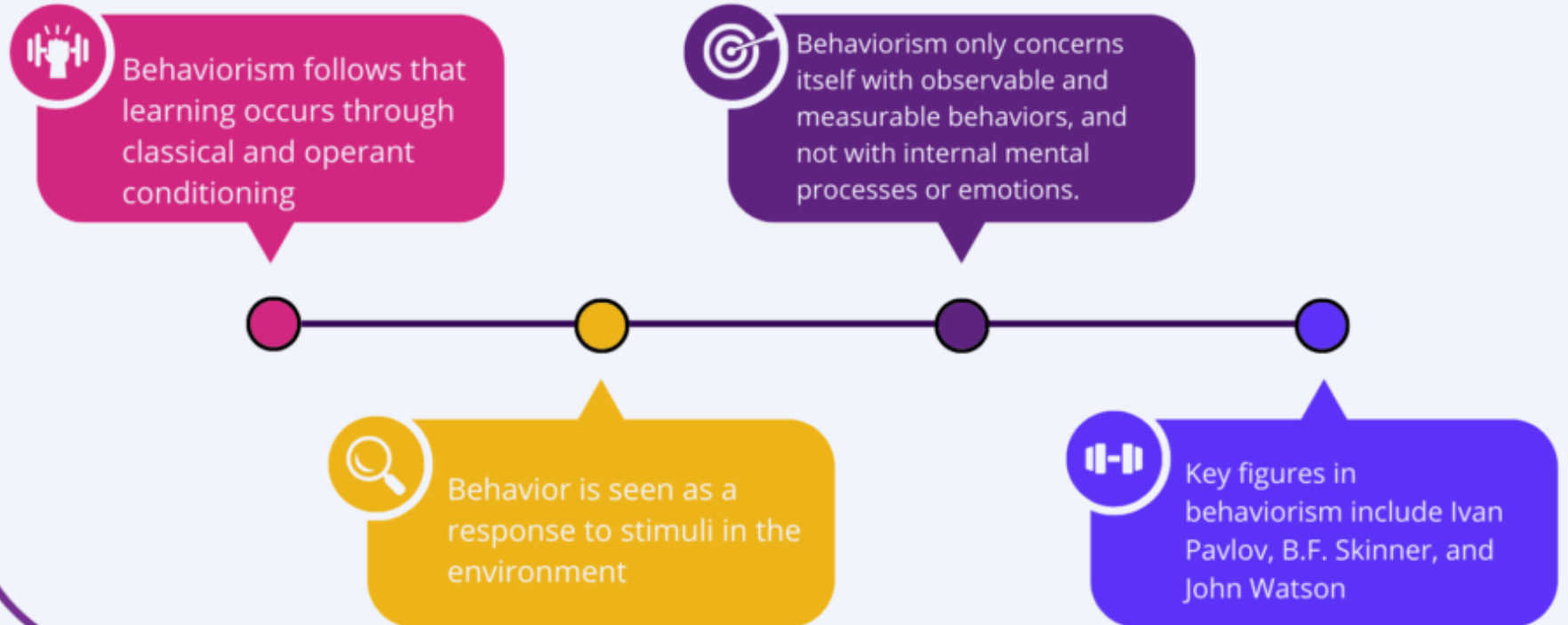
- Observable and measurable aspects of human behavior.
- Change in behavior resulting from stimulus-response behaviors.
- Behavior is directed by stimuli.
- Behaviorist theory does not explain atypical behavior in terms of the brain or its inner workings.



John B. Watson (1878-1958) and B. F. Skinner (1904-1990) are the two principal originators of behaviorist approaches to learning.

BEHAVIORISTIC THEORY OF LEARNING

Behaviorism is a psychological theory that views behavior as a response to stimuli in the environment



CLASSICAL CONDITIONING

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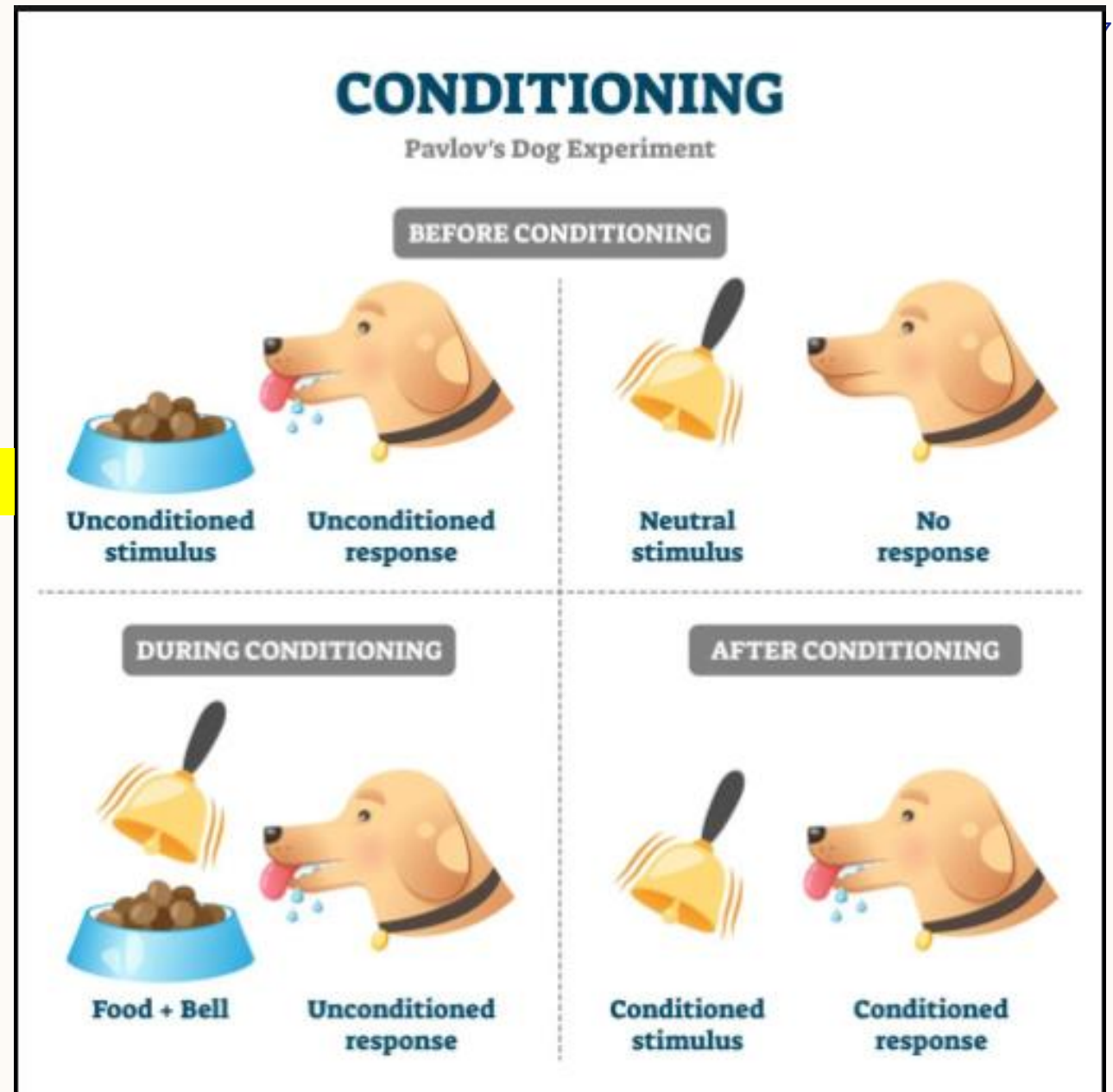
- Also known as Pavlovian or respondent conditioning.
- Two stimuli are linked together to produce a new learned response.

There are three stages of classical conditioning.

- 1. BEFORE CONDITIONING**
- 2. DURING CONDITIONING**
- 3. AFTER CONDITIONING**

If you pair a neutral stimulus (NS) with an unconditioned stimulus (US) that already triggers an unconditioned response (UR) that neutral stimulus will become a conditioned stimulus (CS), triggering a conditioned response (CR) similar to the original unconditioned response.

Pavlov's Dog Experiment



OPERANT CONDITIONING

- Also known as instrumental conditioning.
- Theory of learning where behavior is influenced by its consequences.
- Behavior that is **reinforced (rewarded)** will likely be repeated, and behavior that is **punished** will occur less frequently.
- Skinner is regarded as the father of Operant Conditioning, but his work was based on Thorndike's law of effect.

Skinner identified three types of responses, or operant, that can follow behavior.

Neutral operants: responses from the environment that neither increase nor decrease the probability of a behavior being repeated.

Reinforcers: responses from the environment that increase the probability of a behavior being repeated. Reinforcers can be either positive or negative.

Punishers: responses from the environment that decrease the likelihood of a behavior being repeated. Punishment weakens behavior.

SKINNER'S RAT EXPERIMENT

Operant Conditioning

Specific consequences are associated with a voluntary behavior

Rewards introduced to increase a behavior



Punishment introduced to decrease a behavior





POSITIVE REINFORCEMENT

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- A response or behavior is strengthened by rewards, leading to the repetition of desired behavior.
- The reward is a reinforcing stimulus.
- Positive reinforcement strengthens a behavior by providing a consequence an individual finds rewarding

NEGATIVE REINFORCEMENT

- Termination of an unpleasant state following a response.
- Strengthens behavior because it stops or removes an unpleasant experience

PUNISHMENT

The opposite of reinforcement since it is designed to weaken or eliminate a response rather than increase it.

Positive Punishment:

- Positive punishment involves adding an aversive stimulus or something unpleasant immediately following a behavior to decrease the likelihood of that behavior happening in the future.
- It aims to weaken the target behavior by associating it with an undesirable consequence.

Negative Punishment:

- Negative punishment involves removing a desirable stimulus or something rewarding immediately following a behavior to decrease the likelihood of that behavior happening in the future.
- It aims to weaken the target behavior by taking away something the individual values or enjoys.