

Welcome to Day 1!

Train the Trainer: Principles of learning and how they apply to training and teaching

SciLifeLab Training Hub - Spring 2024

Course Leader - Jill Jaworski

Train the Trainer Course Schedule

Day 1	Wednesday, April 10 - 12:30-16:30 CET, over Zoom	Introductions Principles of Teaching and Learning
Day 2	Wednesday, April 17 - 12:30-16:30 CET, over Zoom	Designing and Planning Sessions
Day 3	Wednesday, April 24 - 12:30-16:30 CET, over Zoom	Enhancing Learner Participation and Engagement
Day 4	*Thursday, May 2 - 12:30-16:30 CET, over Zoom (May 1 is a holiday in Sweden)	Assessment and Feedback in Teaching and Learning

Learning outcomes

By the end of this session, learners will be able to:

- **List** the steps of good instructional design.
- **Define** cognitive load.
- **Distinguish** between bad and good cognitive load.
- **Clarify** why we start with learning outcomes.
- **Give examples of** effective learning strategies.
- **Connect** learning strategies to the cognitive processes they promote.
- **Select** appropriate learning outcomes within the learning constraints.
- **Assess** your teaching outlook/practices in relation to what you've learned.
- **Design** learning experiences that align with learning outcomes.

Evidence-based learning principles

- P1: Students' **differences** influence their world view, their learning, and their performance.
- P2: **Prior knowledge** can help or hinder learning.
- P3: The **organization of knowledge** influences how students learn and apply what they know.
- P4: **Motivation** determines, directs, and sustains what students do to learn.
- P5: To develop **mastery**, students must:
- acquire **component skills**
 - practice **integrating** them
 - know when to **apply** what they've learned
- P6: **Goal-directed practice** with **targeted feedback** enhances the quality of learning.
- P7: The **classroom environment** we create profoundly affects learning, positively or negatively.
- P8: To become self-directed learners, students must learn to **monitor and adjust** their approaches.

What is learning?

Put your thoughts in the chat

Learning is the process of acquiring new understanding, knowledge, behaviors, skills, values, attitudes, and preferences.

Learning

Non Associative Learning'

Habituation

Sensitization

Active Learning

Associative Learning

Operant Conditioning

Classical Conditioning

Observational Learning

Play

Enculturation

Episodic Learning

E Learning and Augmented Reality Learning

Rote Learning

Meaningful or Deep Learning

Formal and Informal Learning

Tangential Learning

Incidental Learning

More...

permanence



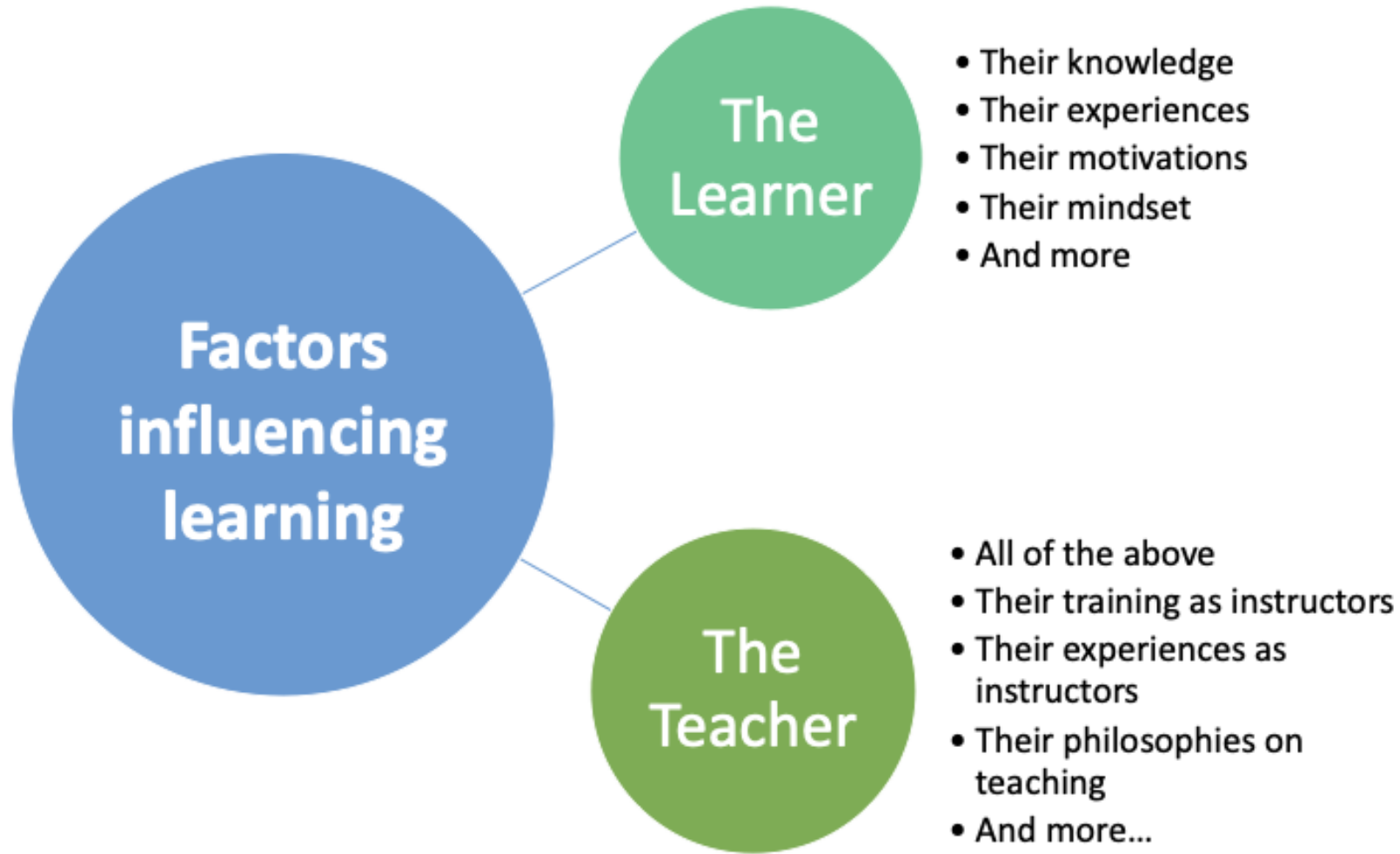
What is learning?

- there is no one size fits all approach to learning
- different individuals learn in different ways, for different KSAs
- learning is influenced by many (many!) factors

What makes for a great...

Teacher, Training, Learning Experience, Student

Click on the shared document in the chat...



The disconnect between teaching and learning

- effort does not necessarily create desired results
- past experiences shape our perceptions
- misconceptions shape our perspectives

Challenge 1.1 (3 min + 3 to discuss)

How do you approach learning?

What approach do you find most effective for learning new things? What about for other situations?

For example:

- read about it
- attend a training session
- try it out yourself
- a method to reflect, process or further understand
- something else?

Think about what works for you and **write** about it in the shared document.

Traditional approaches



Why should we learn about learning?

Intuitive \neq effective

~~transmission (lecturing)~~

~~taking notes~~

~~summarizing~~

~~highlighting~~

~~rereading~~

?

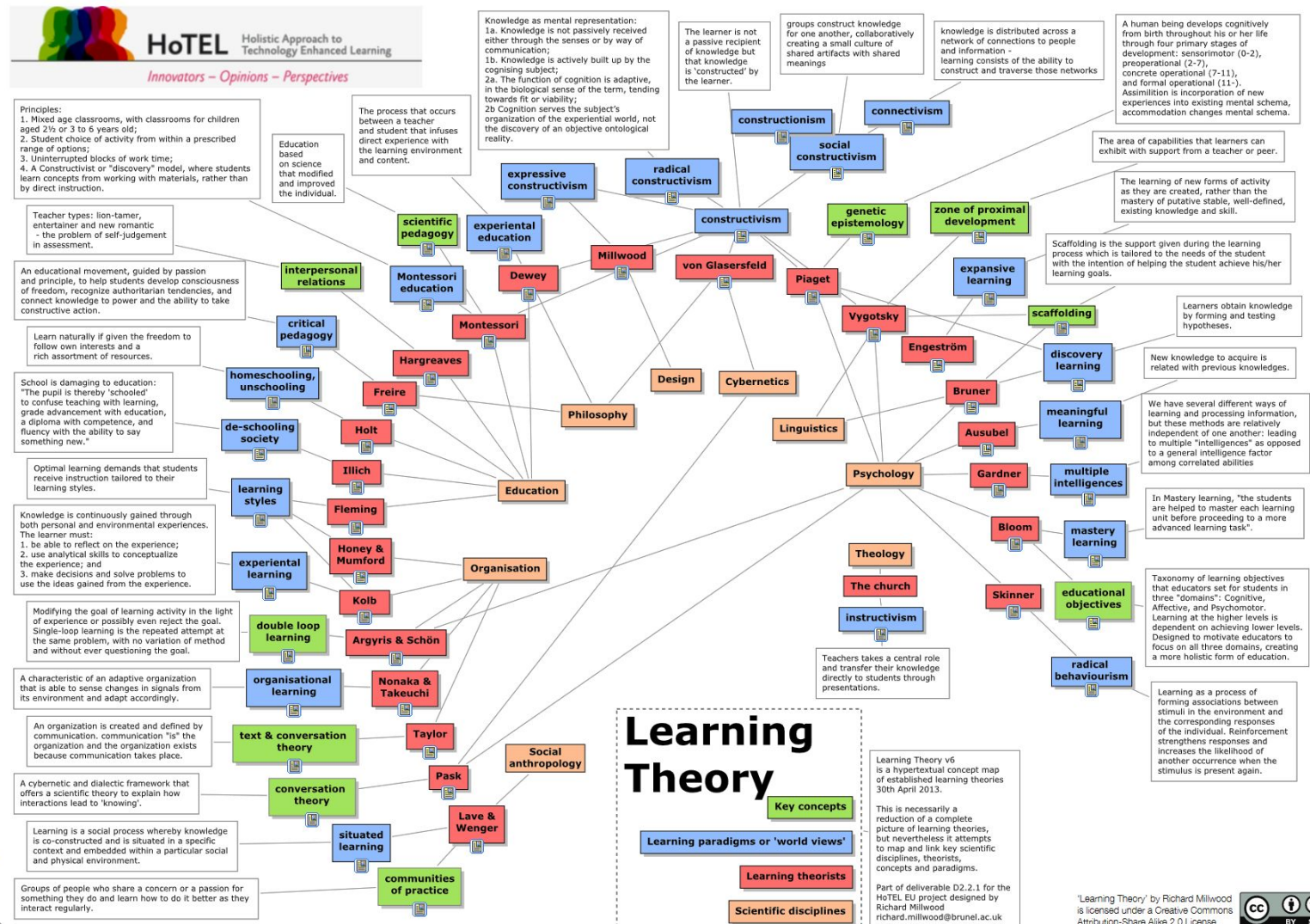
“The value of an education.. is not the learning of many facts but the training of the mind to think something that cannot be learned from textbooks.”

- Einstein (actually)

BREAK (10 min)



Landscape of available learning theories



LEARNING THEORIES SIMPLIFIED

...and how to apply them to teaching

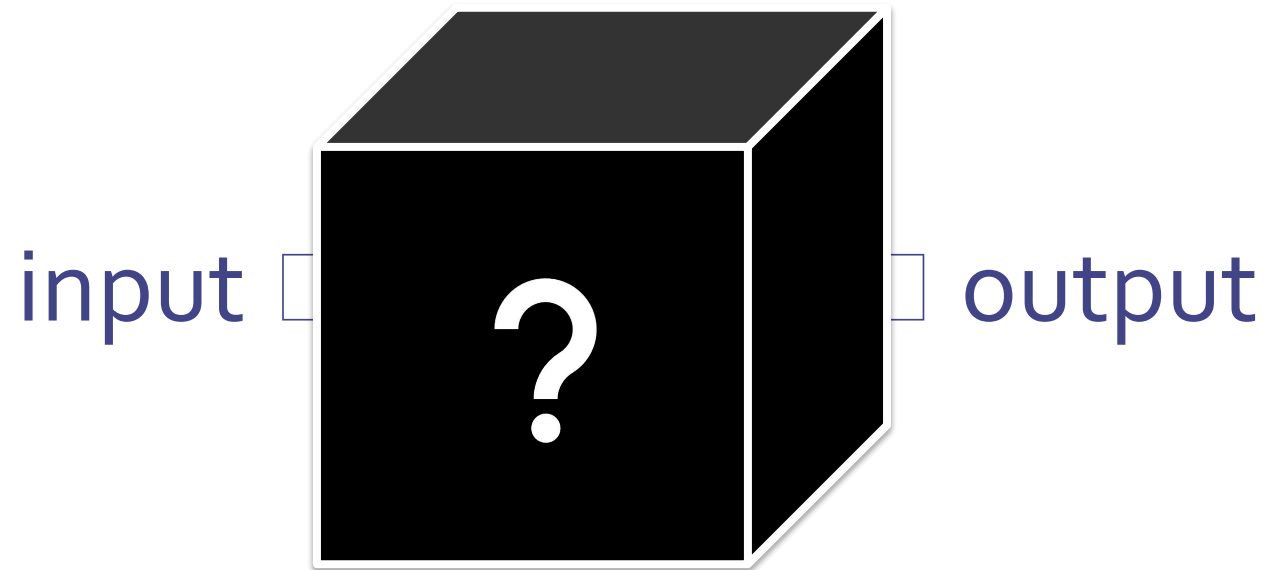


BOB BATES



behaviorism
constructivism
cognitivism

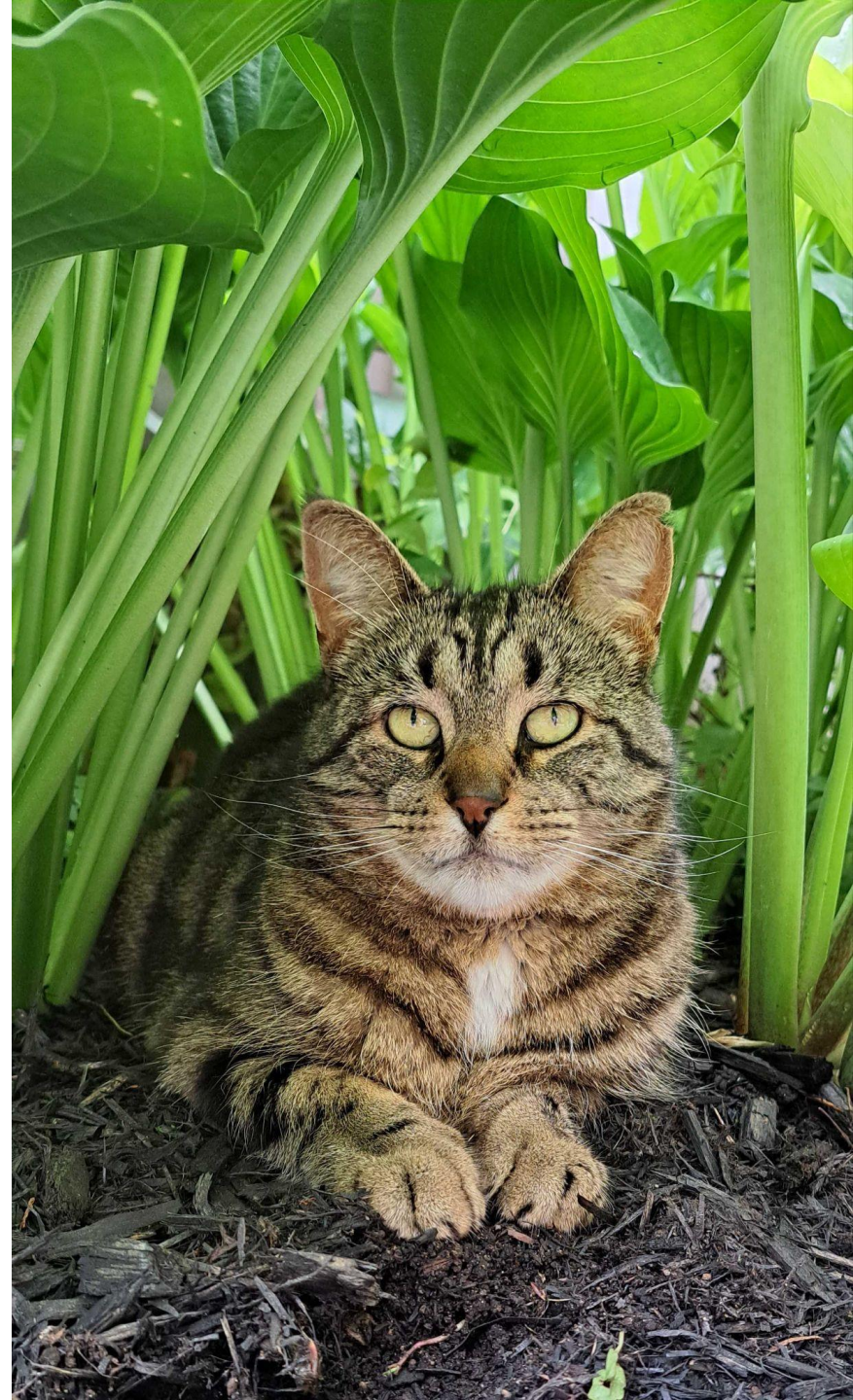
Behaviorism: overview



learning: a change in observable behavior

Classical conditioning

bell ☐ (neutral)



Or in Maestro's case...

Garage door = Neutral

Being let out = Excitement

Garage door + Being let out = Excitement

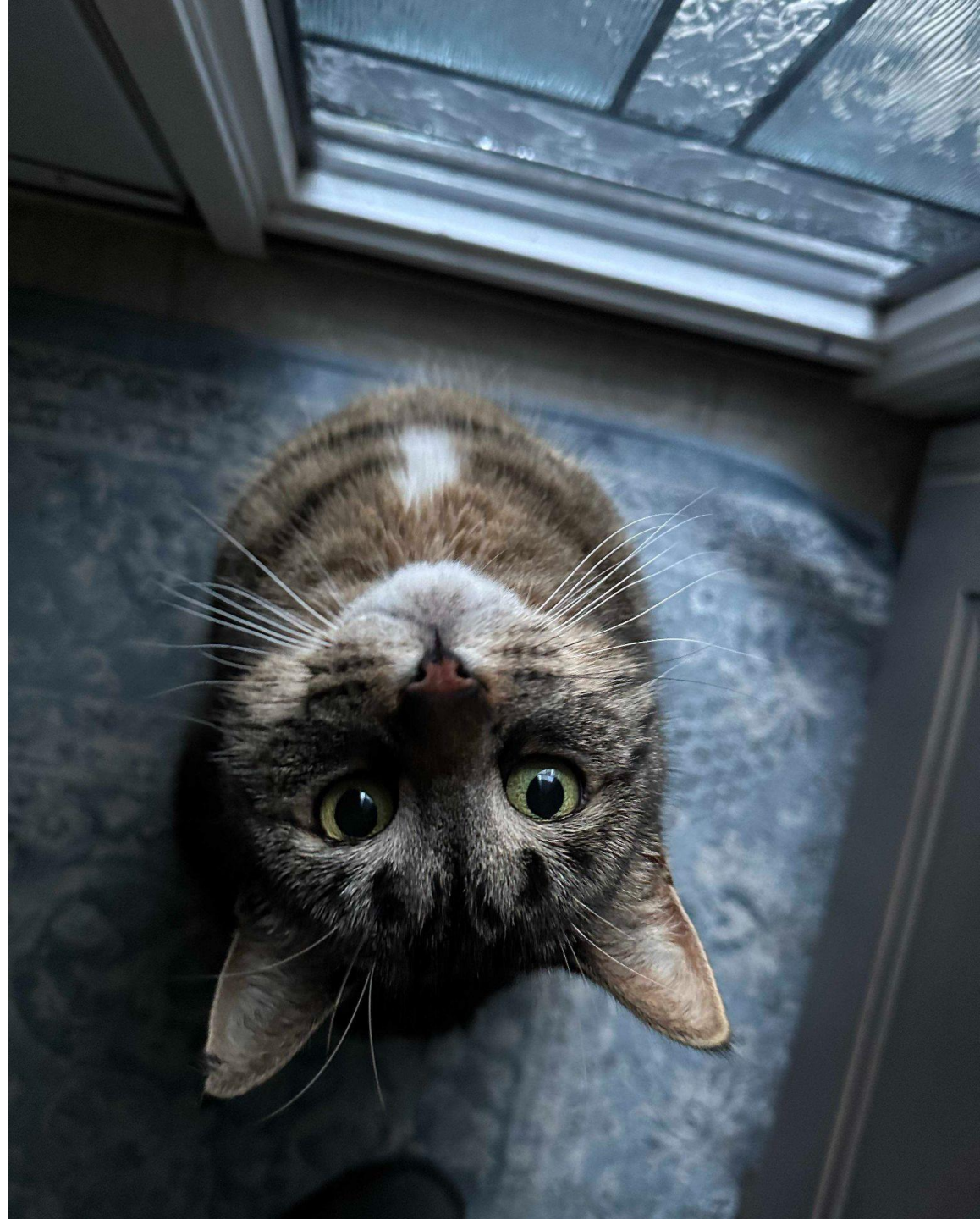
Garage door = Excitement

bell = (neutral)

food = salivation

bell + food = salivation

bell = salivation



**Can you think of a way classical conditioning
shows up in classroom learning?**

Put your thoughts in the chat

Operant conditioning

Behaviorism: positive reinforcement

good stimuli increase behavior

Behaviorism: **negative** reinforcement

escaping or avoiding bad stimuli
increases behavior

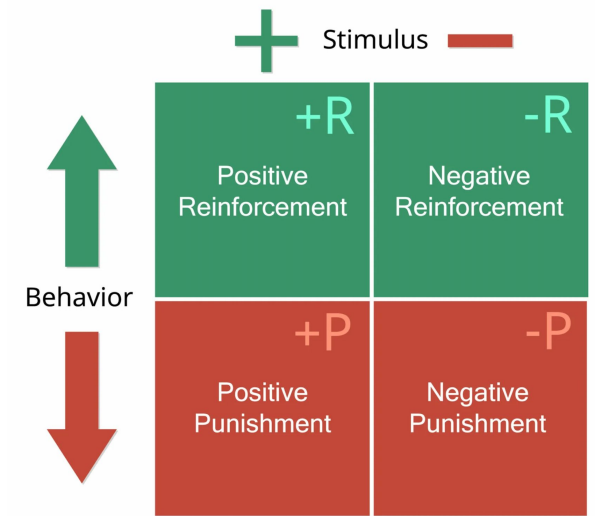
Behaviorism: punishment

bad stimuli decrease behavior

+ Stimulus —



+R	-R
Positive Reinforcement	Negative Reinforcement
+P	-P
Positive Punishment	Negative Punishment



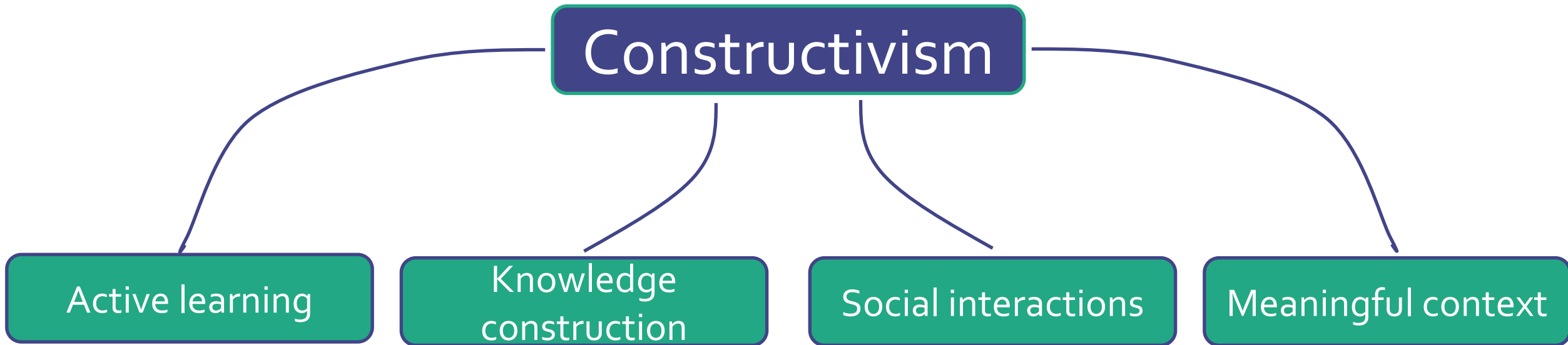
Can you think of a way operant conditioning shows up in classroom learning?

Put your thoughts in the chat

Limitations of behaviorism

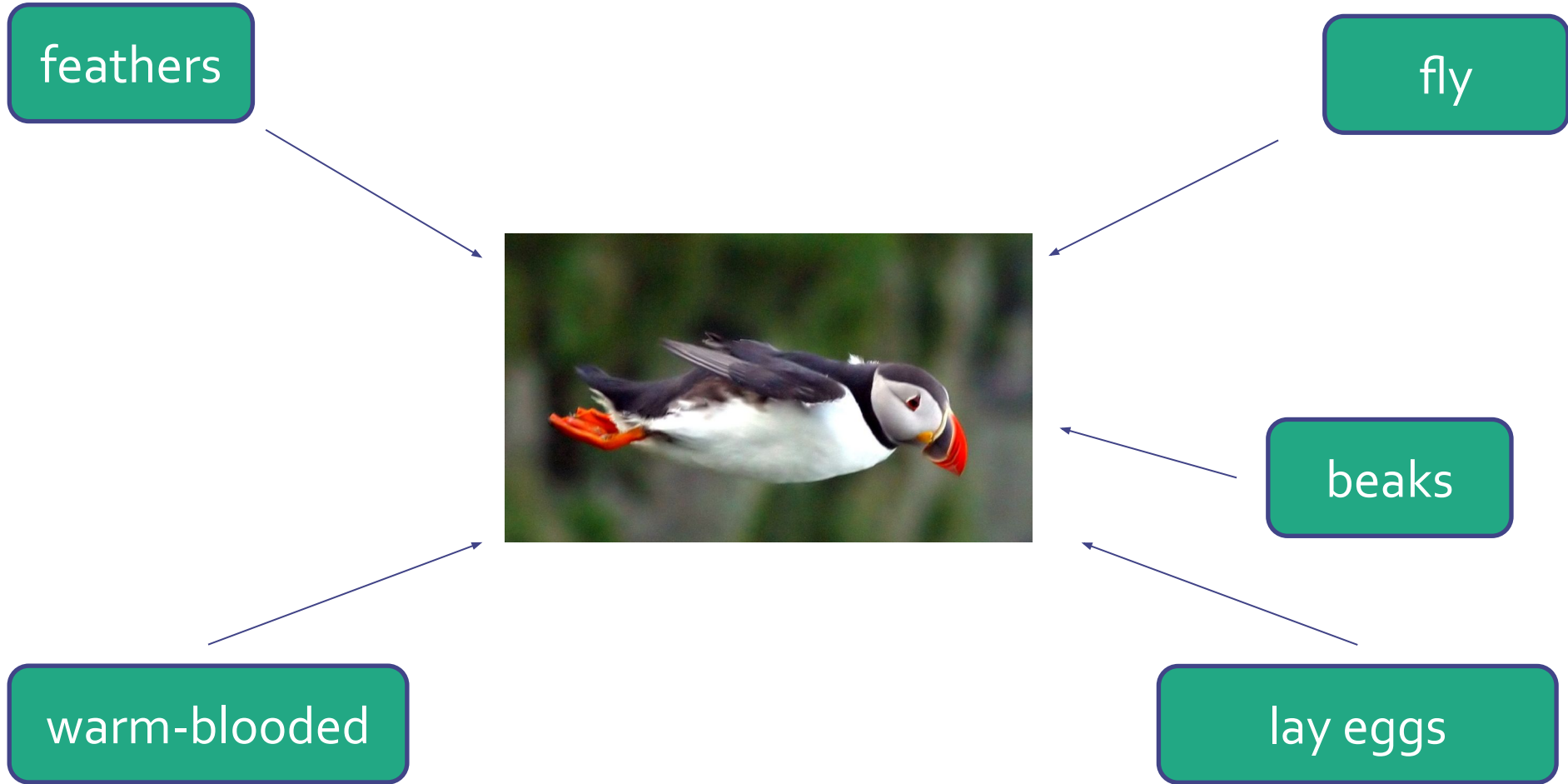
limited application
based on objective observation
no interest in “why”
hard to implement
hard to maintain

Constructivism: overview

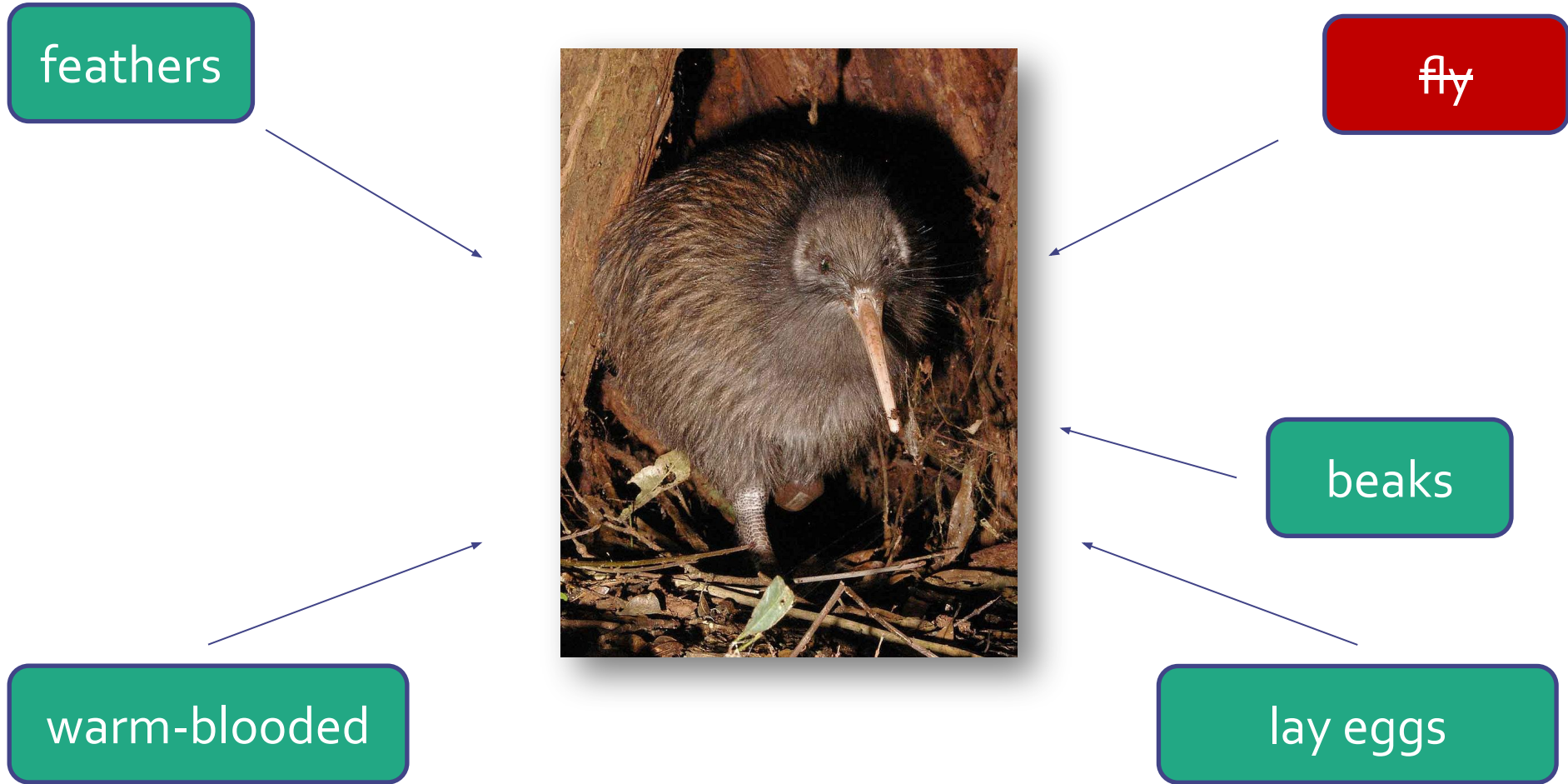


learning: making sense of experiences

Psychological constructivism



Psychological constructivism



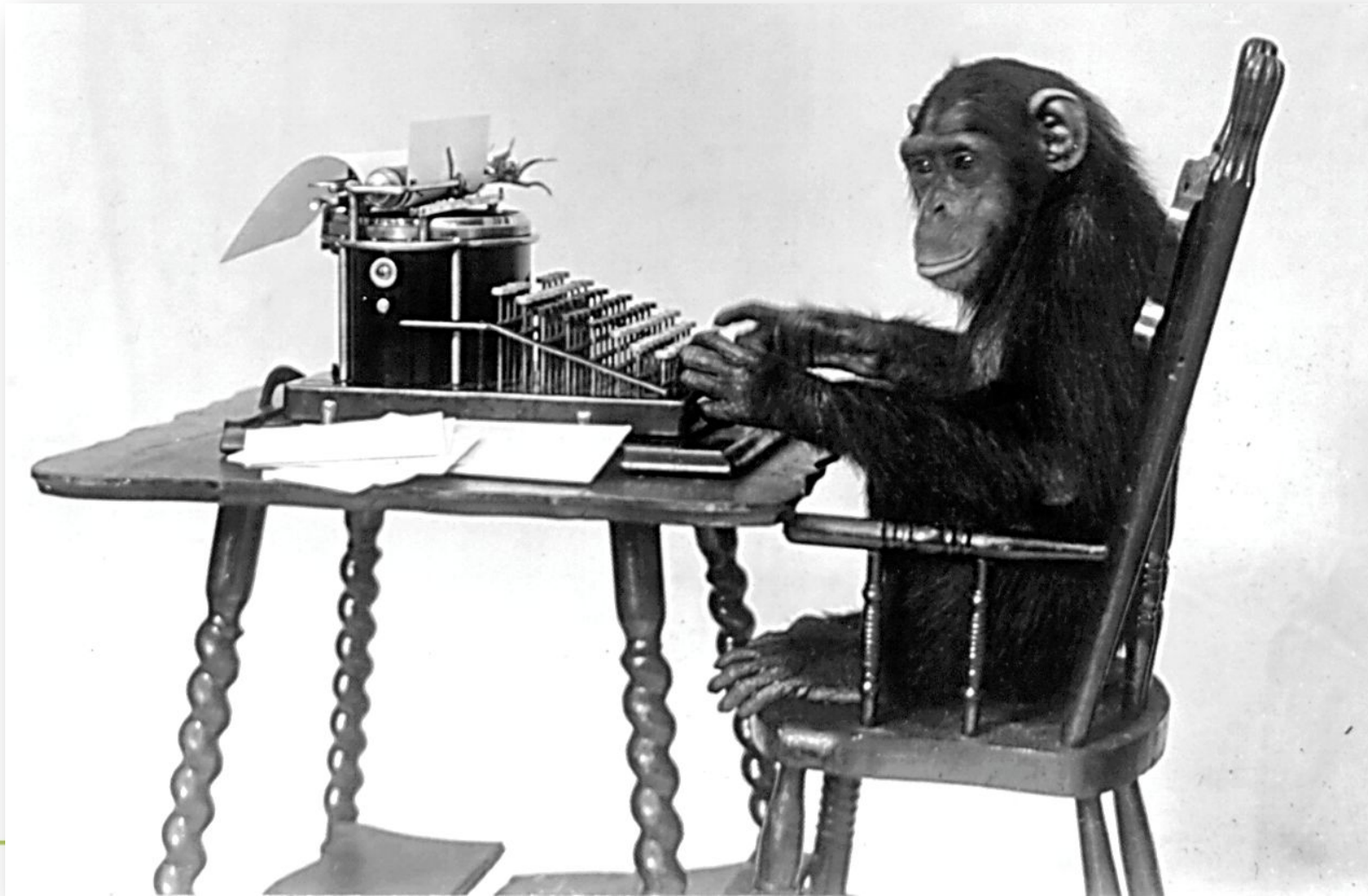
Social constructivism



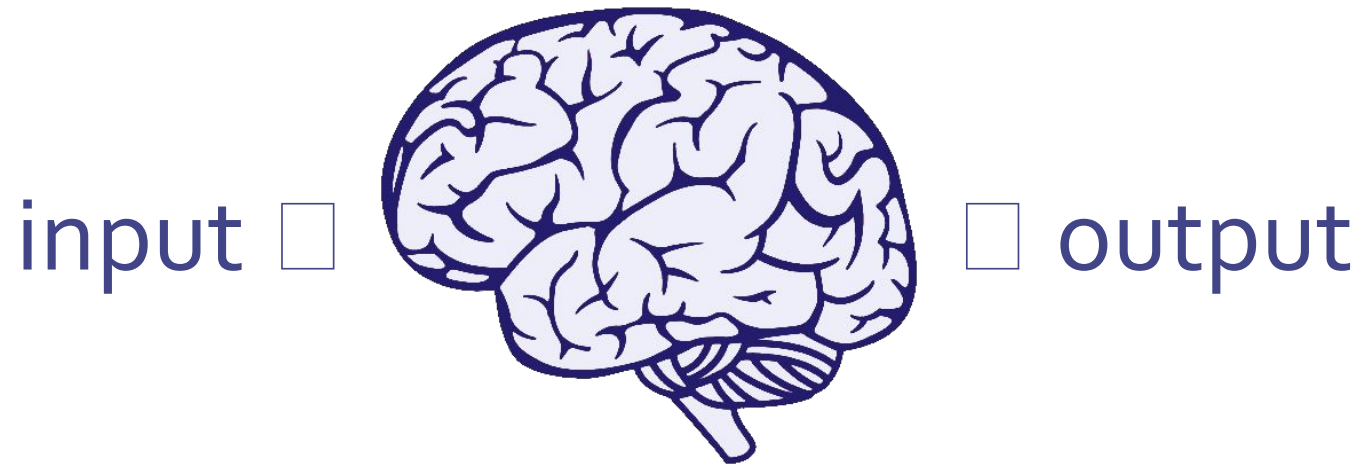
In a collaborative setting, how could students' differences be beneficial to learning? How could they be a detriment?

Put your thoughts in the chat

Limitations of constructivism



Cognitivism: overview



learning: a change in mental structures and schemas

Evidence-based learning principles

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- P8: To become self-directed learners, students must learn to **monitor and adjust** their approaches.

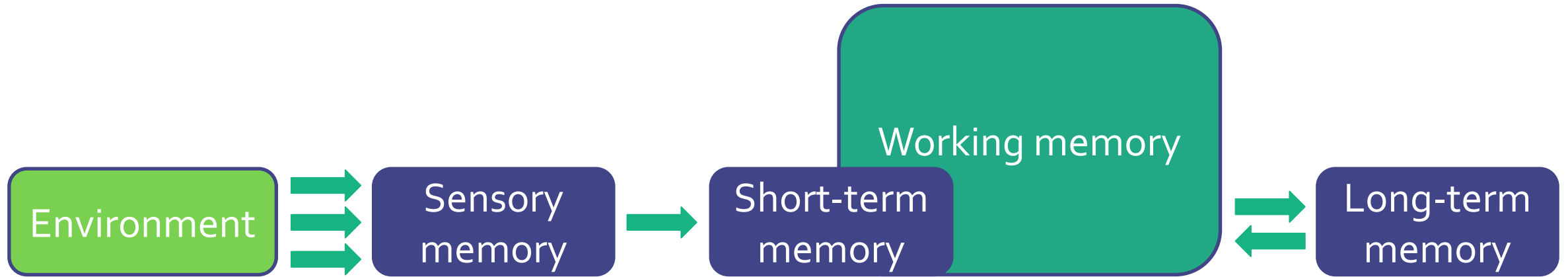
Metacognition

P8: To become self-directed learners, students must learn to **monitor and adjust** their approaches.

BREAK (10 min)



Types of memory



Short-term vs long-term memory



Challenge 1.2 (3 min + 3 to discuss)

Memory in daily life

Give an example from your day-to-day life where you use **working memory** and **long-term memory**.

Examples:

- working memory: keeping a phone number in your head while you dial it
- long-term memory: remembering your parents' phone number(s) without checking

Challenge 1.3

How short is short-term memory?

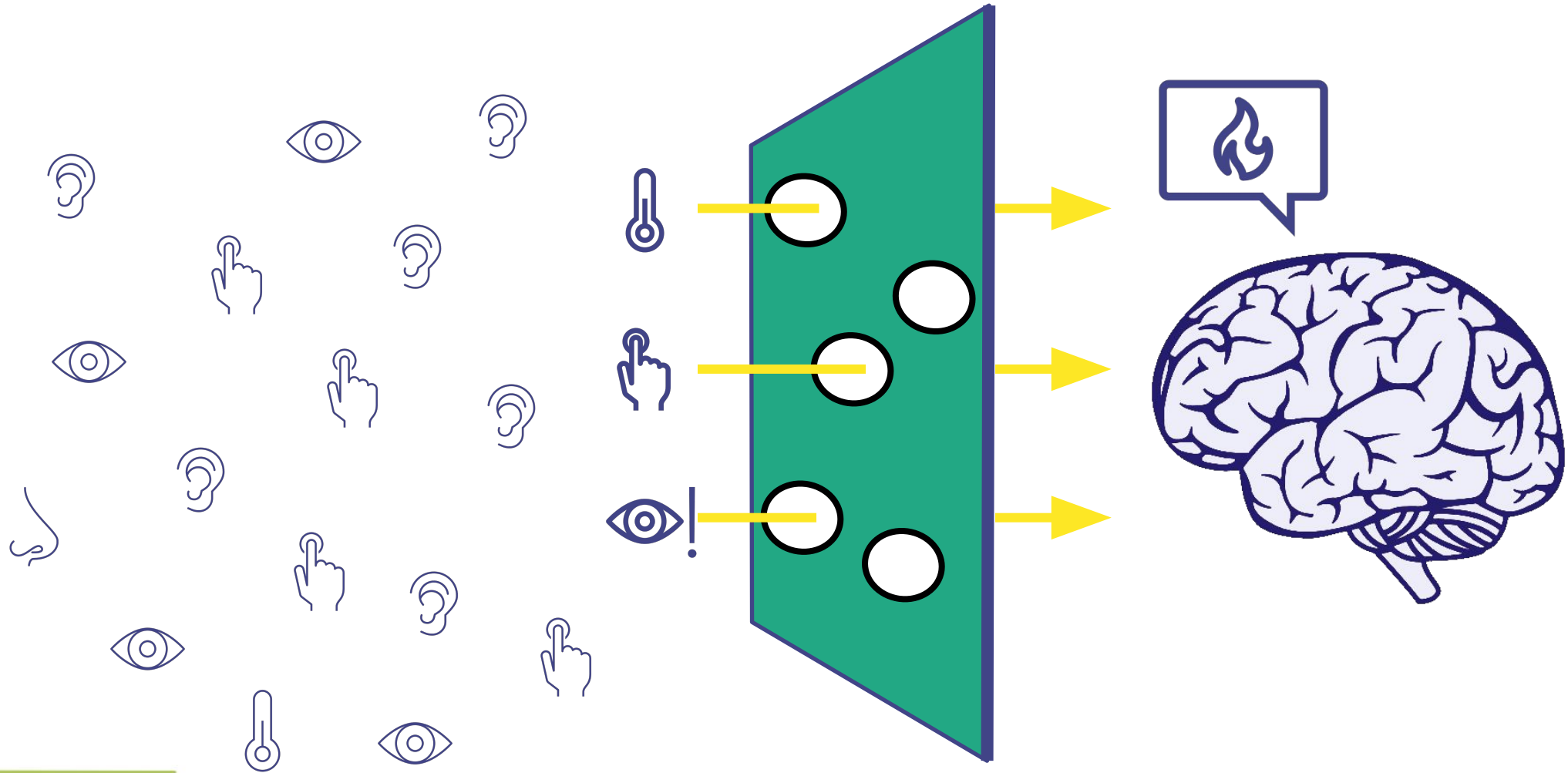
APH D BDN A CKG B DCI A

Challenge 1.3 (1 min)

How short is short-term memory?

Write them down :)

The attention filter for sensory input



C M L X D

馬也馳久

Perception



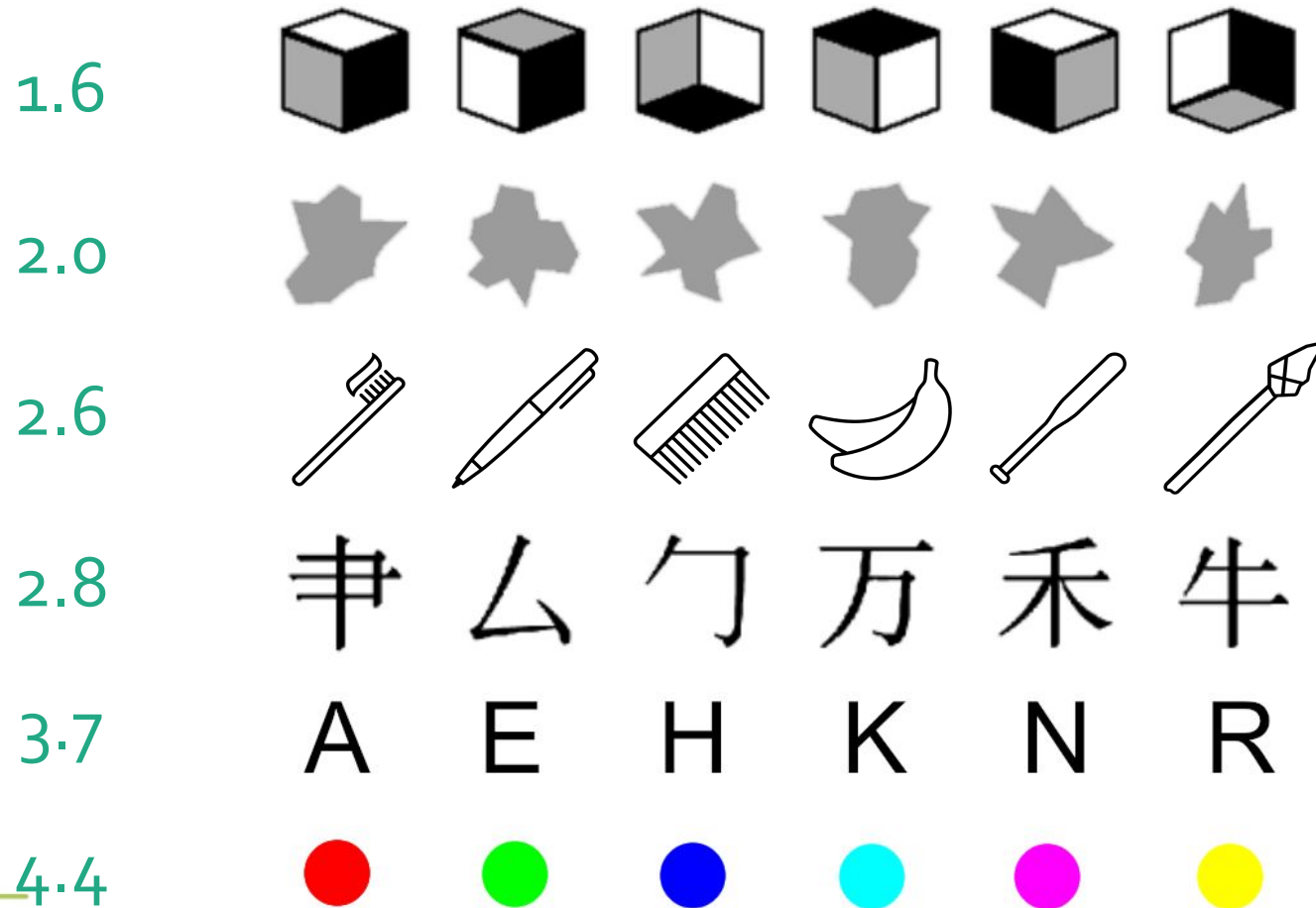
C M L X D

Knowledge organization

P₂: **Prior knowledge** can help or hinder learning.

P₃: The **organization of knowledge** influences how students learn and apply what they know.

How short is short-term memory?



BREAK (5 min)



Challenge 1.4 (5 min + 3 to discuss)

How can you avoid overloading working memory?

Breakout Rooms: 5 room x 5-6 people

In groups, discuss something a teacher could do to avoid overloading their students' working memory.

Write your proposal in the shared notes.

Cognitive load

the total amount of mental effort
used in working memory

<https://www.mindtools.com/pages/article/cognitive-load-theory.htm>

Managing intrinsic load

segmentation

pretraining

advance organizers

other ideas?

Challenge 1.5 (1 min)

Short-term memory: revisited

A PHD B DNA C KGB D CIA

How many **letters** do you remember?

Chunking

$$\begin{array}{r} 4684026000 \\ +46 \quad 8 \quad 402 \quad 6000 \\ \hline \end{array}$$

(this is the king's number)

Challenge 1.6 (5 Breakout Rooms - 5 min + 3 to discuss)

Extraneous cognitive load

Think about the following learning environments:

- lectures
- group work
- classroom exercises

Discuss **examples of extraneous load** that might interfere with the experience and how you (the instructor) could **avoid** it. Add your thoughts to the shared document.

Extraneous load

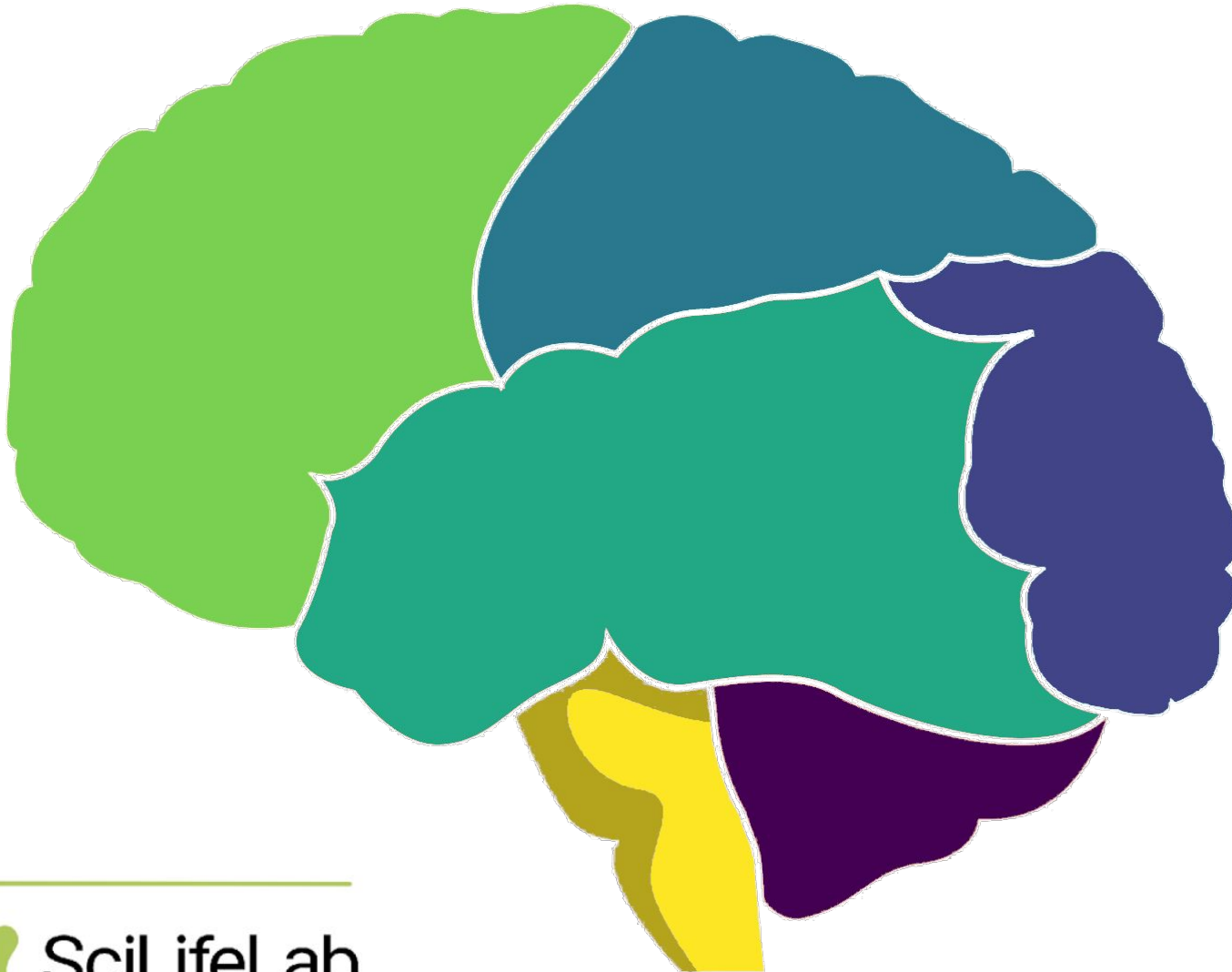
coherence: exclude extra material

signaling: highlight essential material

spatial/temporal contiguity: integrated presentation

redundancy: avoid redundant text and other distractions

Temporal and spatial (dis)contiguity



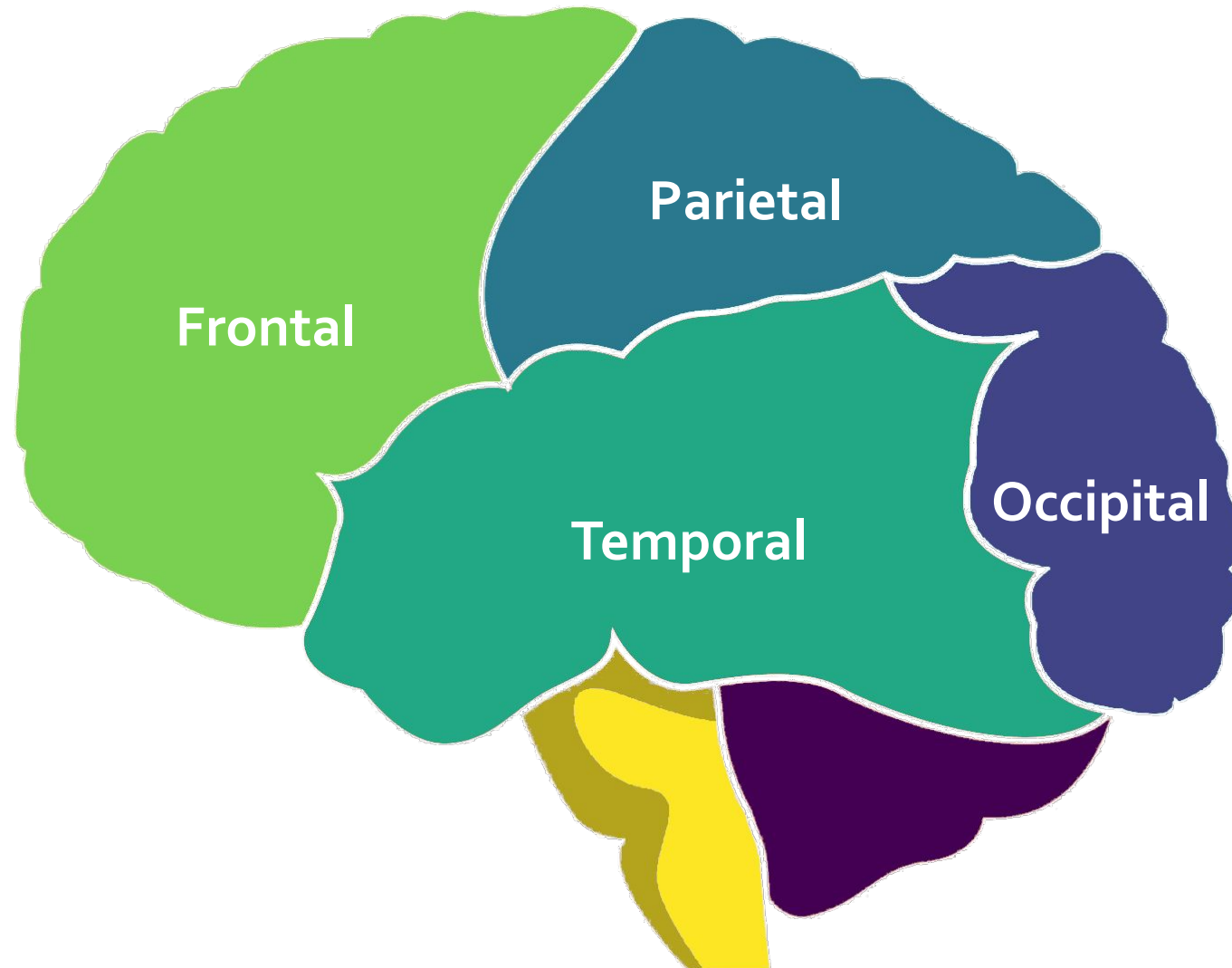
Occipital

Parietal

Temporal

Frontal

Split-attention



Redundancy

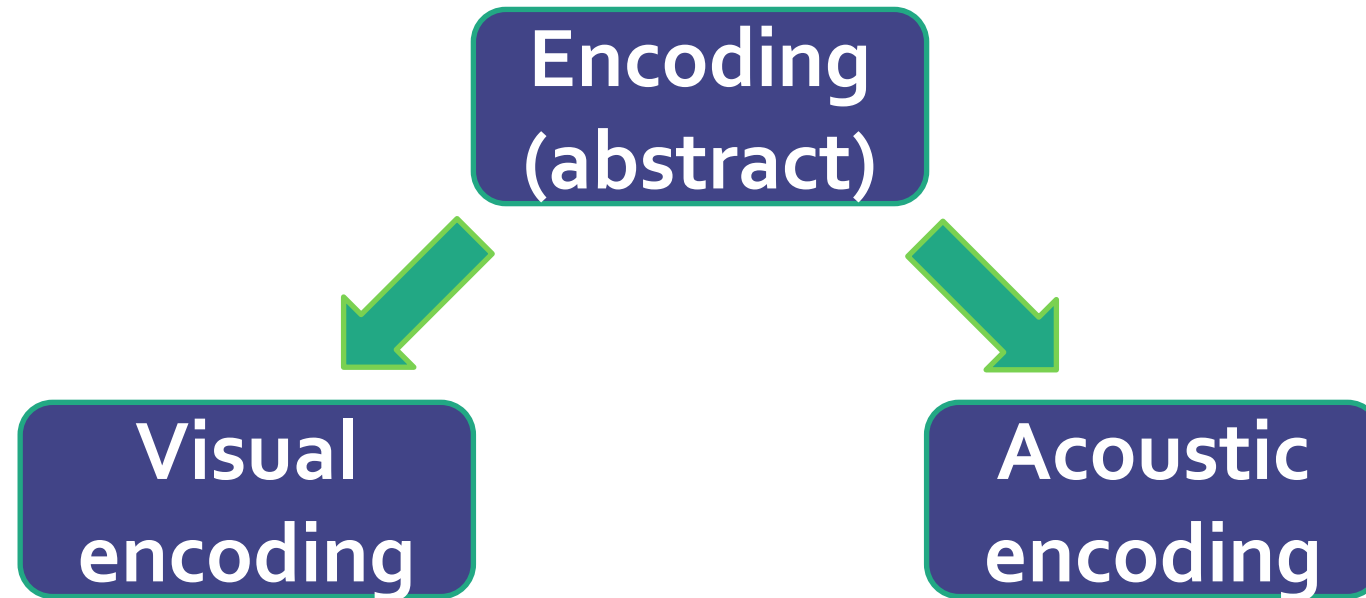


The **redundancy effect** describes when the same information is presented in multiple formats at the same time or too much text is available (when a summary or outline would work just as well). People learn better from narration alone (compared to narration and printed text). This is especially true when narration is accompanied by graphics, possibly because the picture and the text are processed by the same visual “channel”.

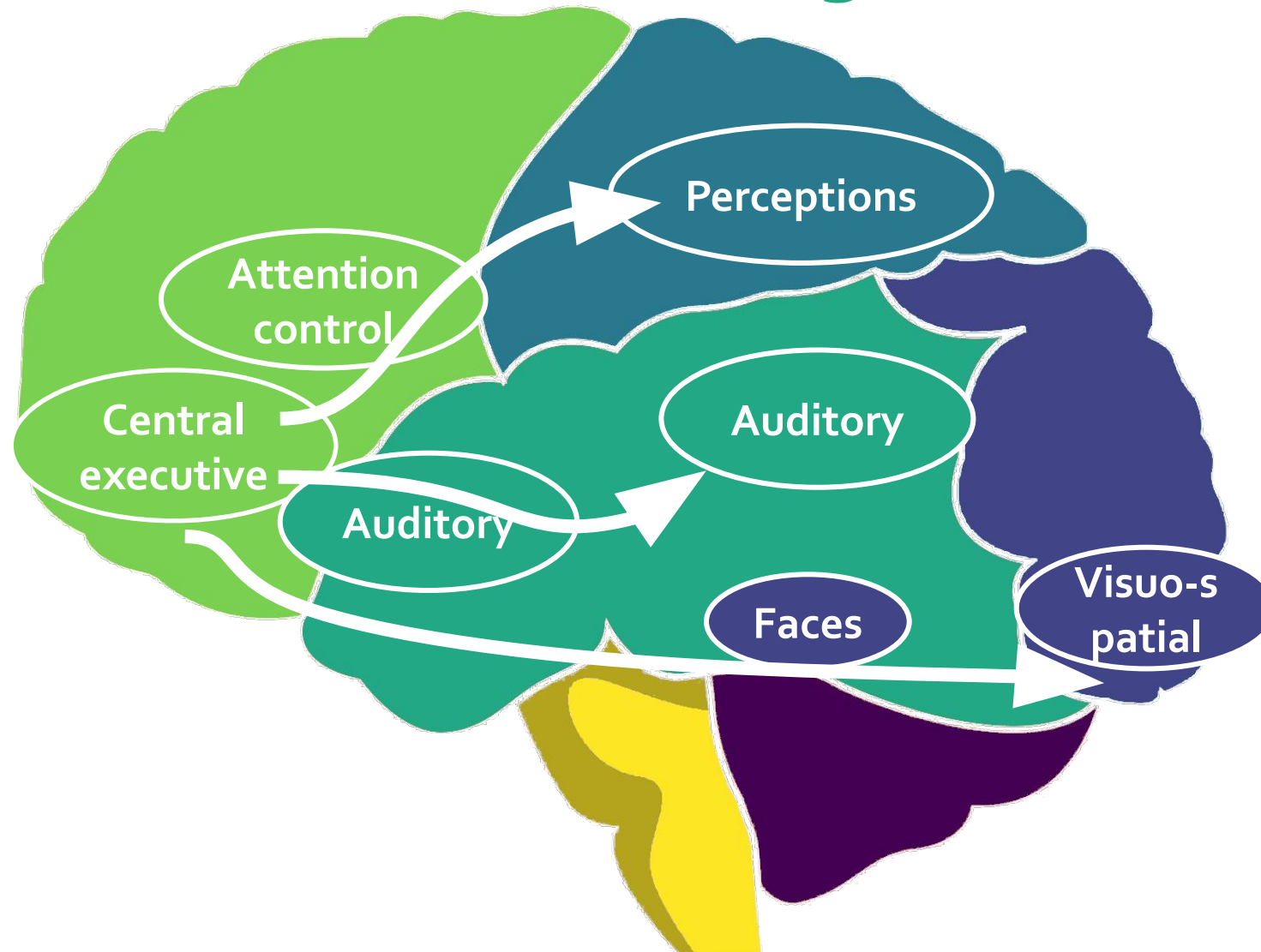
BREAK (5 min)



Concrete examples



Dual coding



Blocked vs interleaved practice

Blocked practice

defining core concepts

highlighting common aspects

comparing highly dissimilar abstract categories

identifying similar items in diverse categories

listing similarities within one category

=

best for **novices**

Interleaving

practicing core concepts (motor behaviors)

relating concepts for problem-solving

distinguishing highly similar abstract categories

finely discriminating similar items

classifying

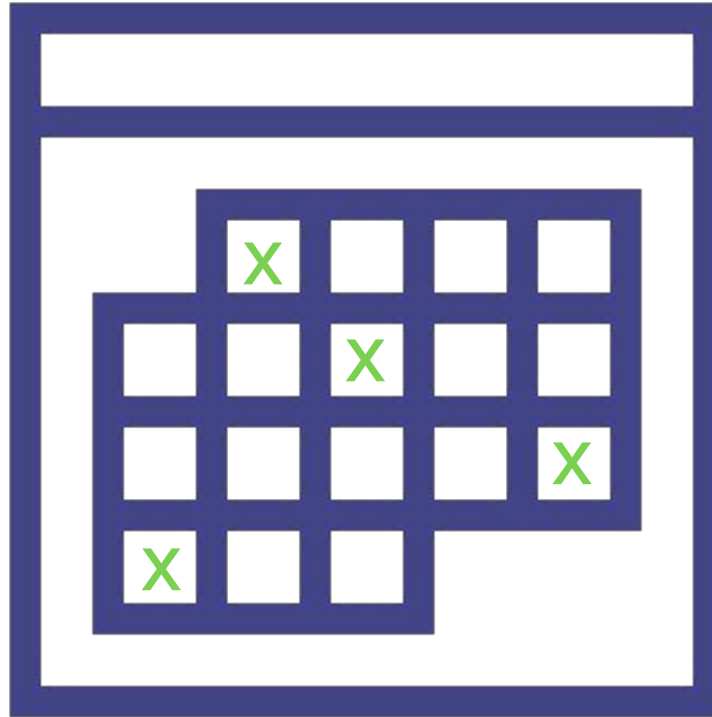
=

best for **experienced learners** and **experts**

Elaboration

Why?

Spaced practice



Retrieval practice

P5: To develop **mastery**, students must:

- acquire **component skills**
- practice **integrating** them
- know when to **apply** what they've learned

P8: To become self-directed learners, students must learn to **monitor and adjust** their approaches.

Challenge 1.7 (8 min + 3 to discuss)

How do you understand the 6 strategies?

concrete examples | dual coding | interleaving | elaboration | spaced practice | retrieval practice

Work in groups of 2 to discuss a learning strategy.

Did you understand it the same way? Do you have questions?

Provide examples of how you could implement it as an instructor.

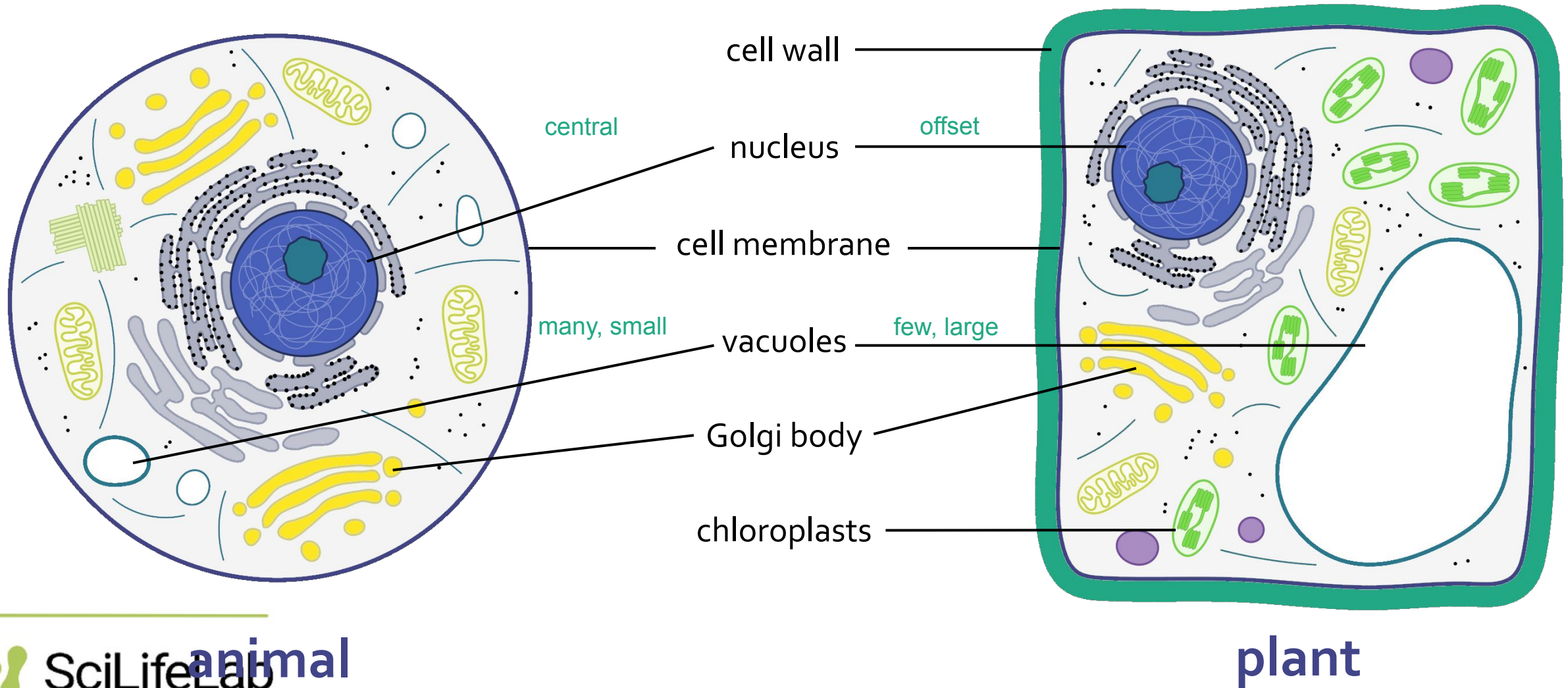
BREAK (5 min)



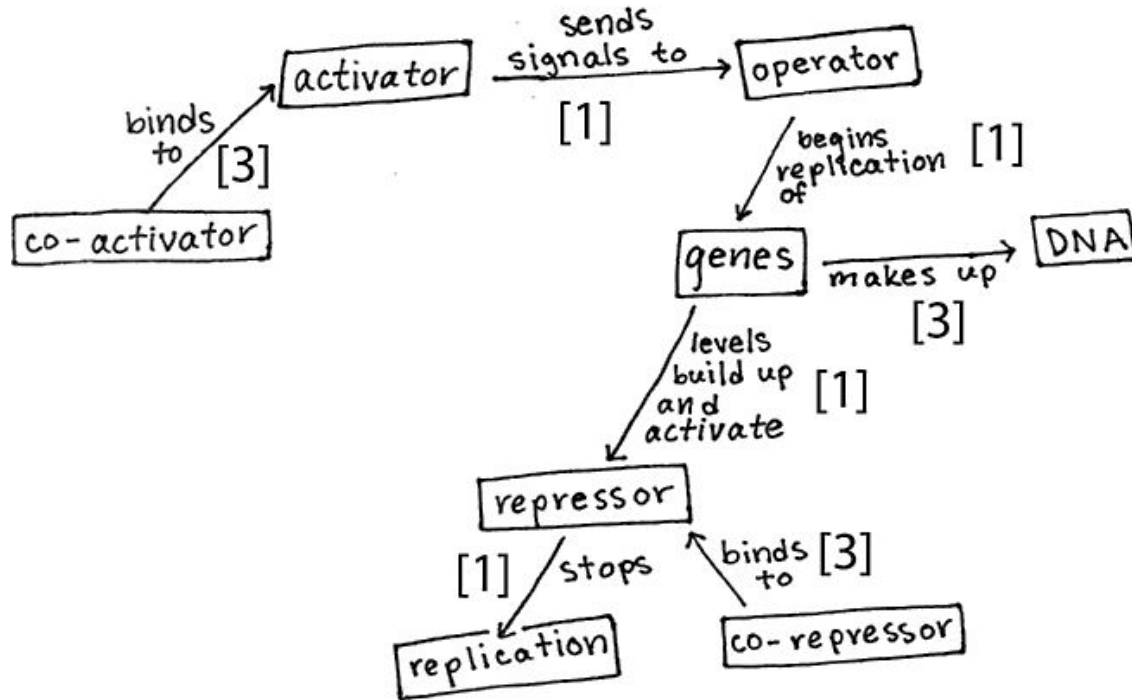
But why mental models?

understanding
problem-solving
decision-making
learning
communication

Knowledge representation: schemas

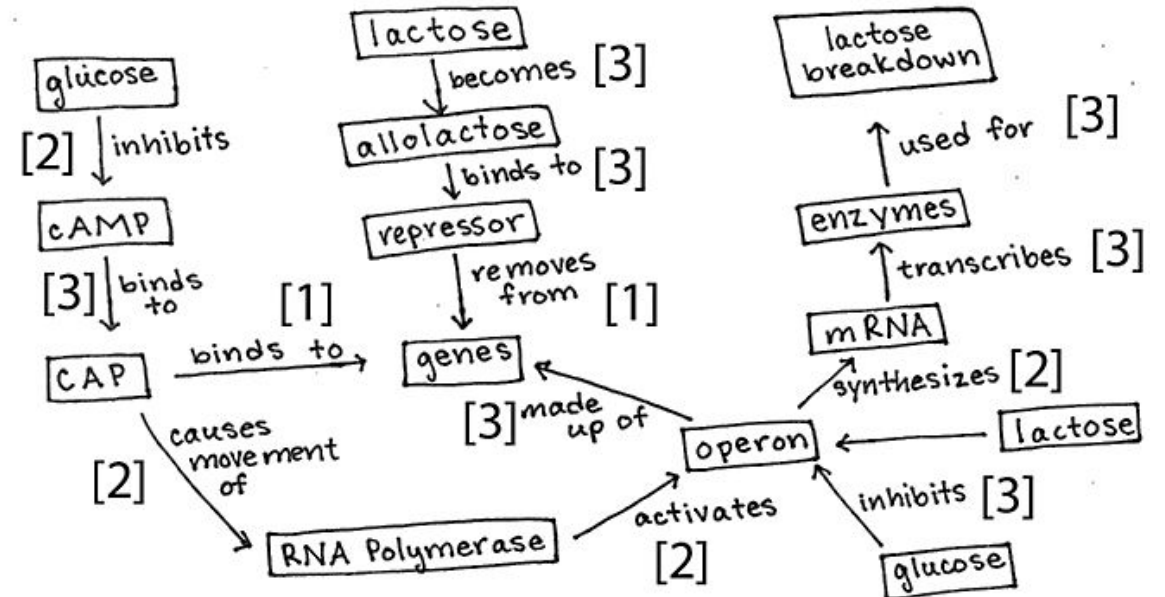


Concept mapping of a mental model



before lesson

average correctness = 1.9



after lesson

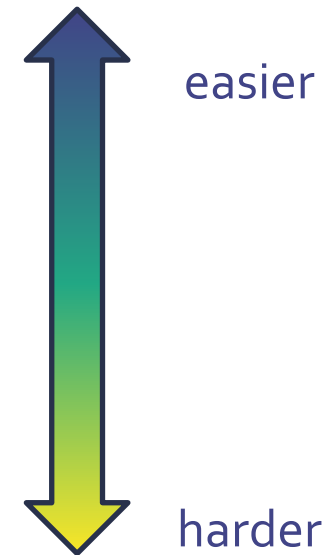
average correctness = 2.4

Broken mental models: misconceptions

simple factual errors

broken models

fundamental beliefs



Dreyfus model of skills acquisition



Progression: components



Progression: perspective



Progression: decision



Progression: commitment



Integrating the Dreyfus model

Principles of knowledge

Learning theories

Memory, attention, and cognitive load

Strategies for effective learning

Instructional design

Nicholl's 5-step model

Knowledge, skills, abilities

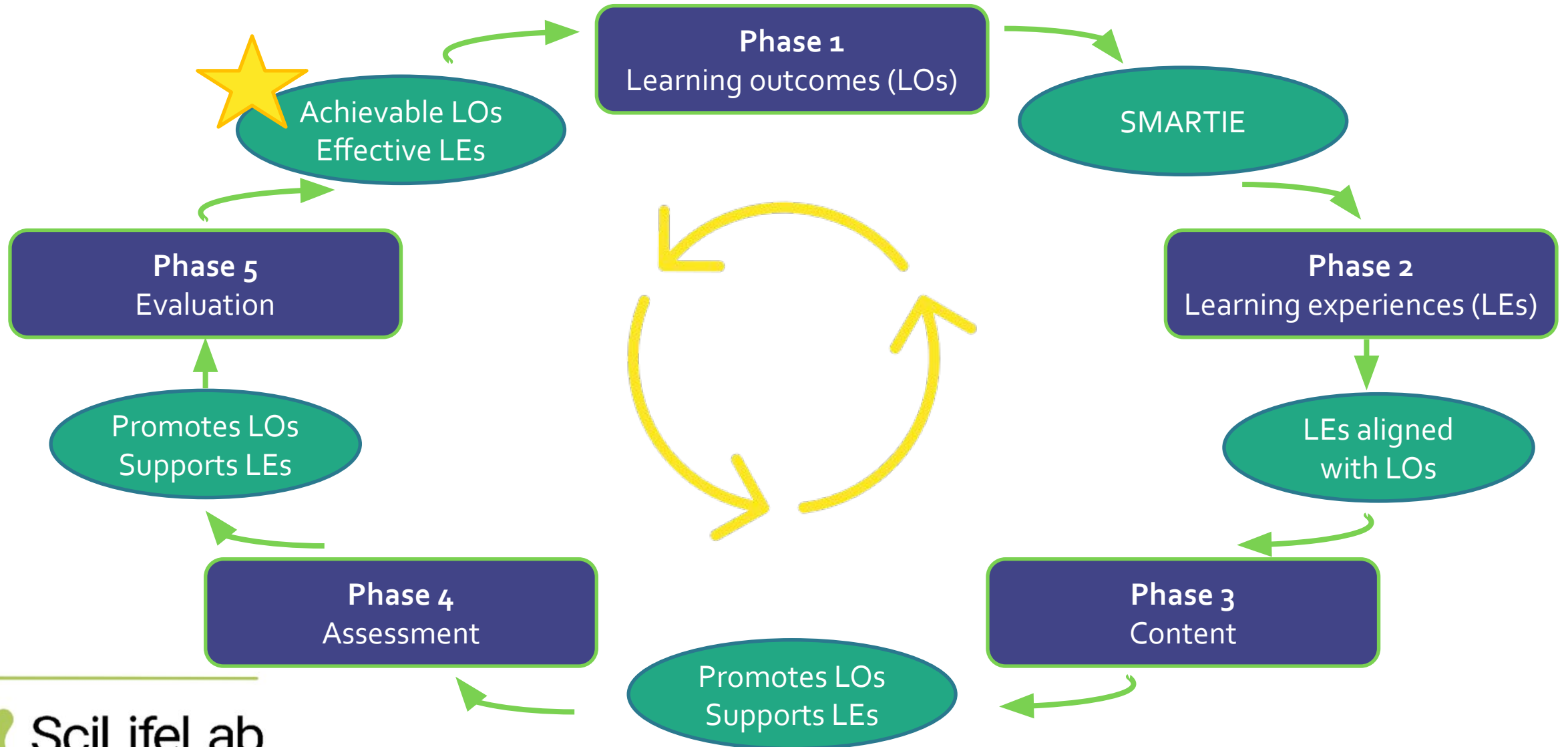
Learning outcomes and assessable verbs

Bloom's taxonomy

BREAK (5 min)



Nicholl's 5-steps



Phase 1

1. Define the learning outcomes (LOs)

Specificity of objectives

	Teaching goals	KSAs	Learning outcomes
Scope	broad	moderate	narrow
Time needed	year(s)	weeks/months	hours/days
Purpose	provide vision	design curriculum	prepare lesson plans
Example of use	plan a learning path	plan units of instruction	plan daily experiences

Knowledge, Skills, Abilities (KSAs)

Identify the set of KSAs

Example:

- knowledge of learning principles
- skills to adapt your curriculum based on what you've learned
- ability to evaluate prior knowledge in your students

Operational definitions of LOs

: statements expressing the KSAs that can be **demonstrated** upon LE completion

: what learners will learn and the instructor can **assess**

<https://irds.stanford.edu/assessment/assessment-overview/assessment-tools>

Writing SMARTIE learning outcomes

S pecific

M easurable

A chievable

R elevant

T ime-limited

I nclusive

E quitable

Writing LOs with assessable verbs

Avoid verbs that are:

unassessable

unmeasurable

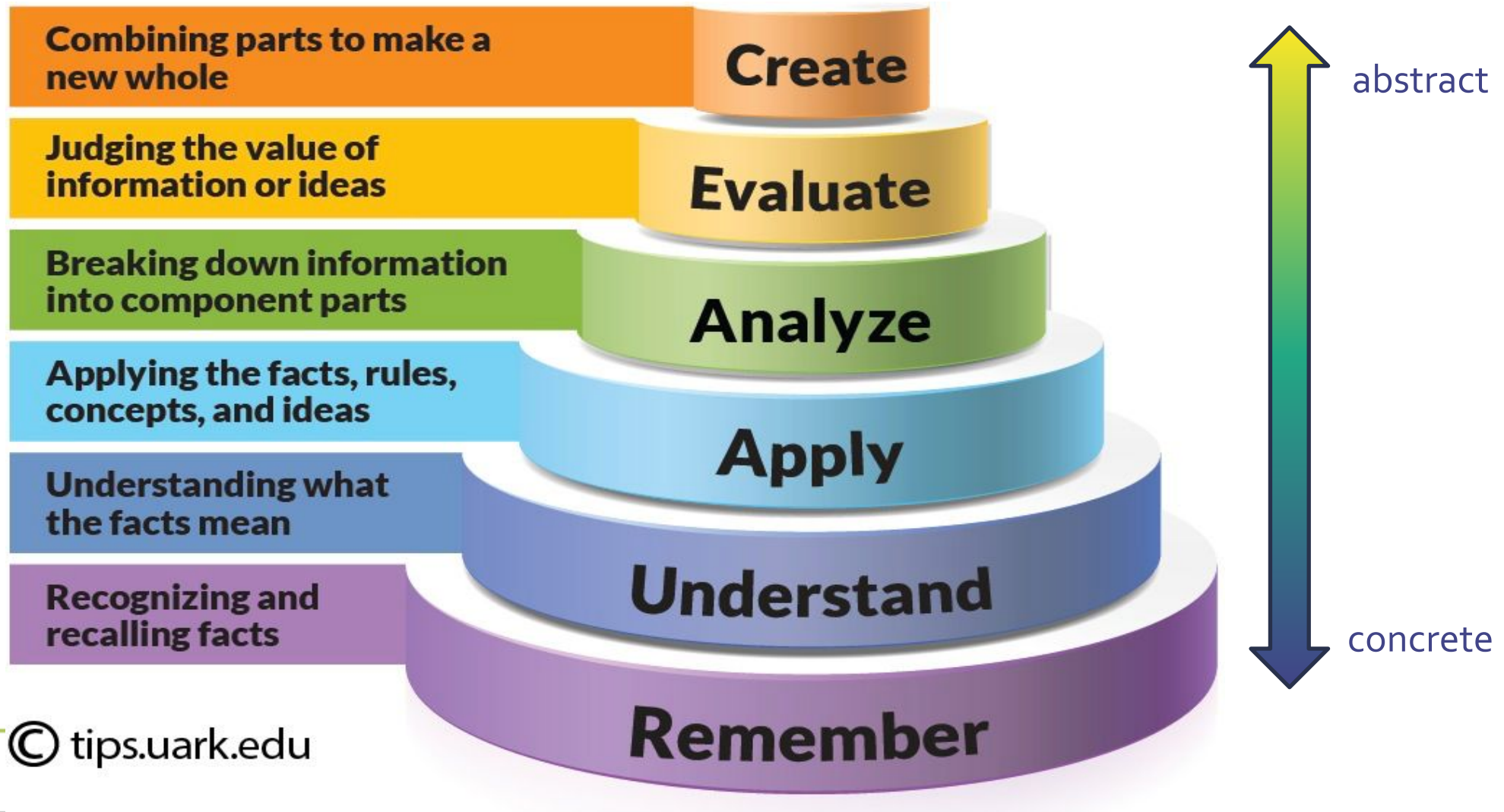
open to interpretation

Frameworks and taxonomies

framework: distinct categories

taxonomy: continuum of categories

Bloom's taxonomy: cognitive complexity



Taxonomy of verbs

Create	assemble, build, collect, combine, compile, compose, constitute, construct, design, develop, devise, formulate, generate, hypothesize, integrate, invent, make, manage, modify, organize , perform , plan, prepare, produce, propose, rearrange, reconstruct, reorganize, revise, rewrite, synthesize, write
Evaluate	advise, appraise, argue, assess, compare , conclude , consider, contrast, convince, correct, criticize, critique, decide, defend , determine, discriminate, grade, judge, justify, measure, rank, rate, recommend, review, score, select, standardize, support, test, validate
Analyze	arrange , break down, categorize , classify , compare , conclude , connect, contrast , deconstruct, deduce, detect, diagnose, diagram, differentiate, discriminate, distinguish , divide, examine, explain , identify, integrate, inventory , list , order, organize , relate, separate, structure
Apply	calculate, carry out, change, choose, classify, complete, compute, construct, demonstrate, dramatize, employ, examine, execute, experiment, generalize, illustrate, implement, infer, interpret, manipulate, modify, operate, organize , outline, perform , predict, solve, transfer, translate, use, verify
Understand	arrange , associate, categorize , clarify, classify , compare , conclude , contrast , defend , diagram, differentiate, discuss, distinguish , estimate, exemplify, explain , express, extend, extrapolate, generalize, give examples of, illustrate, infer, interpret, match, outline, paraphrase, predict, rephrase, represent, restate , summarize, transform, translate
Remember	cite, define, describe, identify, inventory , label, list , match, name, outline, quote, recall, recognize, report, reproduce, restate , retrieve, show, state, tell

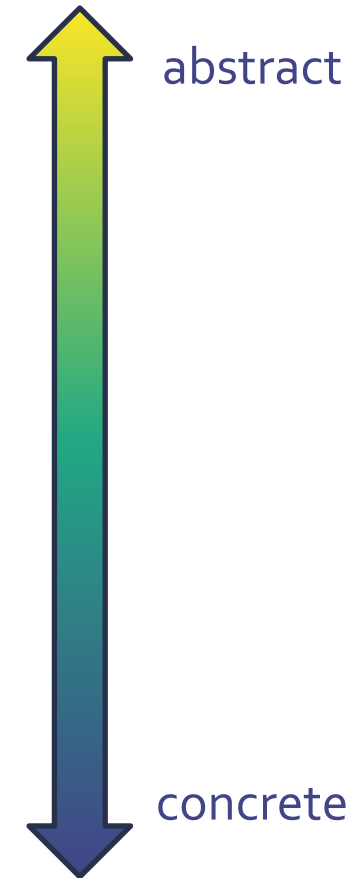
Expanded taxonomy: knowledge dimension

metacognition

procedures

concepts

facts



A taxonomy table

Metacognitive						
Procedural						
Conceptual						
Factual						
	Remember	Understand	Apply	Analyze	Evaluate	Create

A taxonomy table

Metacognitive						
Procedural						
Conceptual						
Factual	1					
	Remember	Understand	Apply	Analyze	Evaluate	Create

1. List the steps of good instructional design

A taxonomy table

Metacognitive						
Procedural						
Conceptual		2				
Factual	1					
	Remember	Understand	Apply	Analyze	Evaluate	Create

1. List the steps of good instructional design.
2. Distinguish between good and bad cognitive load.

A taxonomy table

Metacognitive						
Procedural				3		
Conceptual		2		3		
Factual	1					
	Remember	Understand	Apply	Analyze	Evaluate	Create

1. List the steps of good instructional design.
2. Distinguish between good and bad cognitive load.
3. Connect learning strategies to the cognitive processes they promote.

A taxonomy table

Metacognitive					4	
Procedural				3		
Conceptual		2		3		
Factual	1					
	Remember	Understand	Apply	Analyze	Evaluate	Create

1. List the steps of good instructional design.
2. Distinguish between good and bad cognitive load.
3. Connect learning strategies to the cognitive processes they promote.
4. Assess your teaching outlook in relation to what you've learned.

Implications for classroom teaching

learning

instruction

assessment

alignment

Learning experiences

lecture: remember, understand

exercise: apply, analyze

group discussion: analyze, evaluate

?

Challenge 1.9 (3 min + 3 to discuss)
Identify LEs and assessments aligned with LOs
Breakout Rooms: 8 groups of 3-4

Pick one learning outcome and identify a learning experience and an assessment aligned with that LO. Write them in the shared document.

By the end of this course, you should be able to:

list the planets of the solar system

explain the difference between a nut and a berry

develop a short programming script (in x language)

Questions and feedback

Homework Reflection

How do you understand the 6 strategies for effective learning?

How do you understand the 8 principles of learning?

Reflect for the next session

Choose a topic to demonstrate your training in 3 minutes; you'll prepare for next time.

Examples:

how to make an origami bird

intro to biochemistry

how bats recognize obstacles

the second law of Newton

how to draw a comic strip

Resources

Bob Bates. Learning theories simplified... and how to apply them to teaching. 3rd ed (2023).

James M. Lang. Small teaching: everyday lessons from the science of learning. 2nd ed (2021).

Marsha C Lovett, Michael W Bridges, Michele DiPietro, Susan A Ambrose, Marie K Norman. How learning works: 8 research-based principles for smart teaching. 2nd ed (2023).

[PDF overview of How learning works](#)

The carpentries: instructor training. <https://carpentries.github.io/instructor-training/>

Yana Weinstein, Megan Sumeracki, Oliver Caviglioli. Understanding how we learn: a visual guide. 1st ed (2018).

See you on Wednesday, April 17!

Before you go: Please fill out the Feedback Form that is in the chat!