BEHAVIORISM AND INSTRUCTIONAL DESIGN THEORY

Instructional design is the process of devising a solution for a specific learning outcome and identifying the parts and features necessary to achieve that outcome.

How does behaviorism inform the design of instructional activities?

Structure objectives so behaviors can be reinforced and rewarded

Chunk the material appropriately

Get rid of distractions

Leverage Behavioralism In Your Instructional Design!

Mastery Learning

Click the baton to see an example

- Master one skill before moving on to the next one
- No time limit—mastery is the rate-limiting step
- Clear learning objectives
- Small chunks
- Frequent assessments
- Immediate reinforcement for correct answers
- Immediate remediation for incorrect answers

Programmed Instruction

Click the book to see an example

- Can be self-paced—good for computer-assisted learning
- Small chunks
- Clear learning objectives
- Frequent assessments
- Immediate reinforcement for correct answers
- Immediate remediation for incorrect answers before moving on
- Learning path can be linear or branching
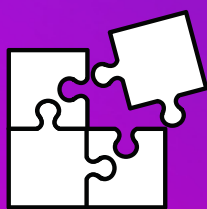
Criterion-Referenced Instruction

Click the checklist to see an example

- Performance-based objectives and tasks
- Small chunks
- Clear learning objectives based on job tasks
- Immediate reinforcement for correct answers in order to move to the next performance level
- Frequent assessments
- Feedback on performance

Behaviorism Features in ID

Clear objectives

Small chunks of material

Immediate reinforcement

Frequent assessments or testing