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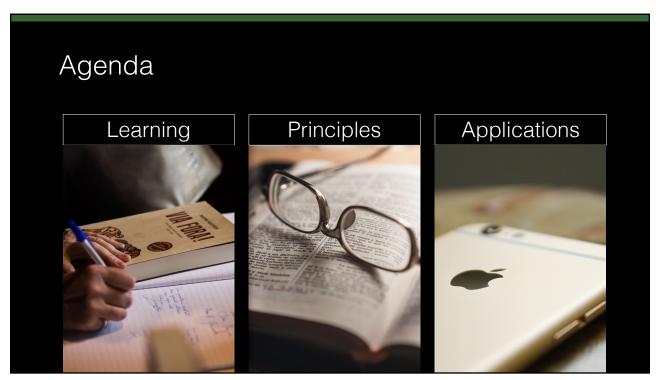
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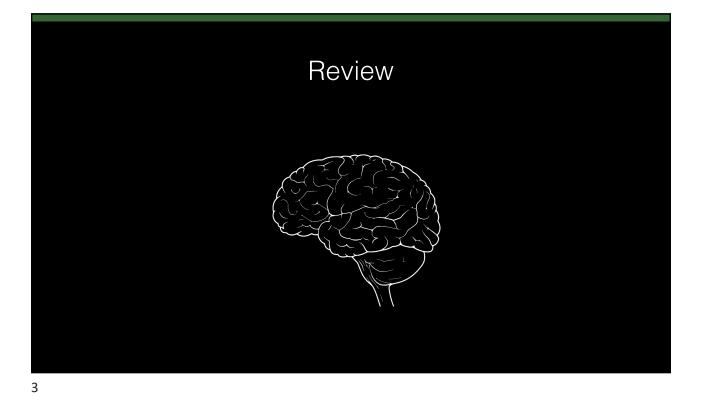


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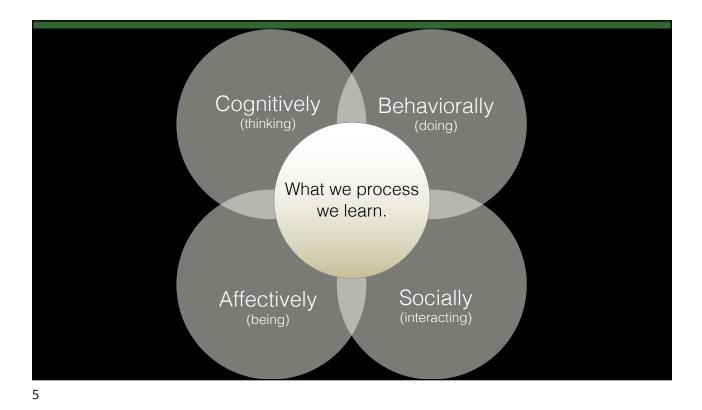
Peter E. Doolittle Director, School of Education Professor, Educational Psychology Virginia Tech • Blacksburg • Virginia

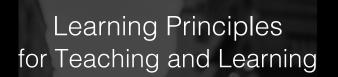




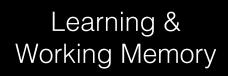
## Learning Principles and the Brain

- 1. Learning occurs through experience
- 2. Experience creates functional neural pathways
- 3. Pathways are created and activated through attention
- 4. Attention is intentional and incidental
- 5. Experience  $\rightarrow$  Attention  $\rightarrow$  Pathways is a feedback loop
- 6. Individual brains differ based on experience



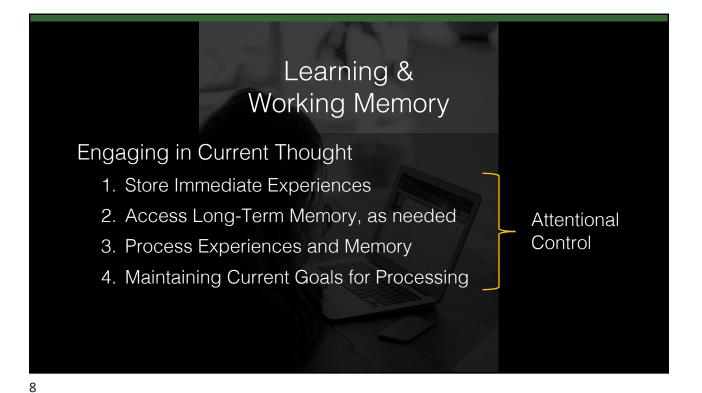


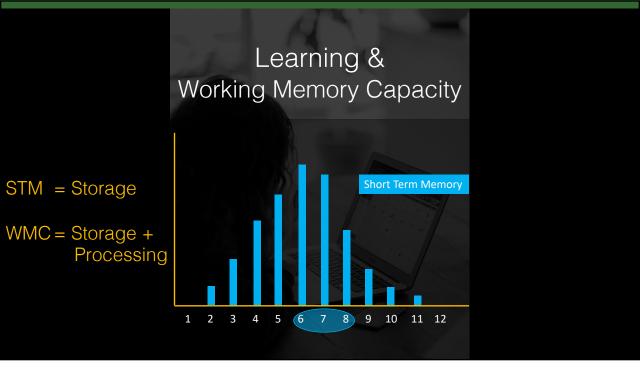
- 1. Learning through practice at retrieval
- 2. Learning through varied tasks and purposes
- 3. Learning by focusing on the principle ideas
- 4. Learning awareness and control (metacognition)
- 5. Learning in response to developmental feedback
- 6. Learning embedded in prior knowledge and experience

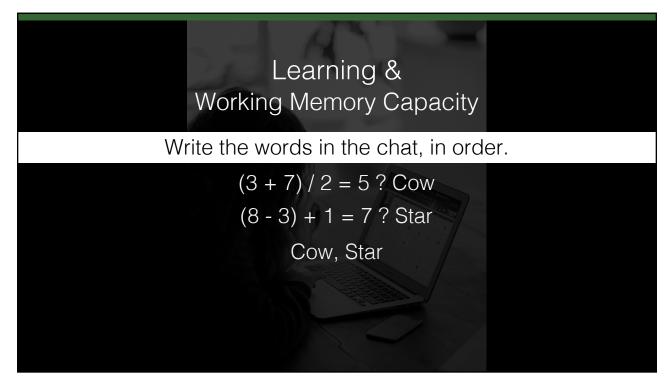


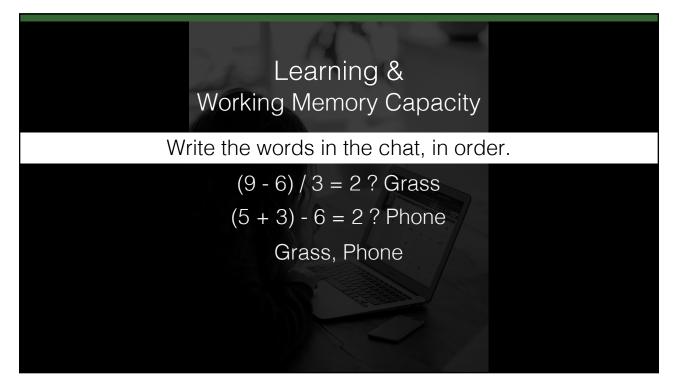


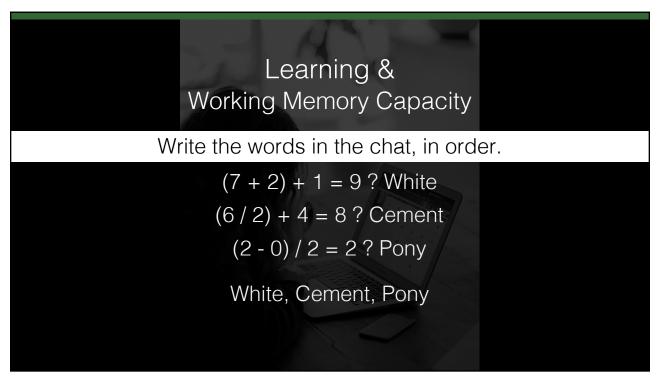


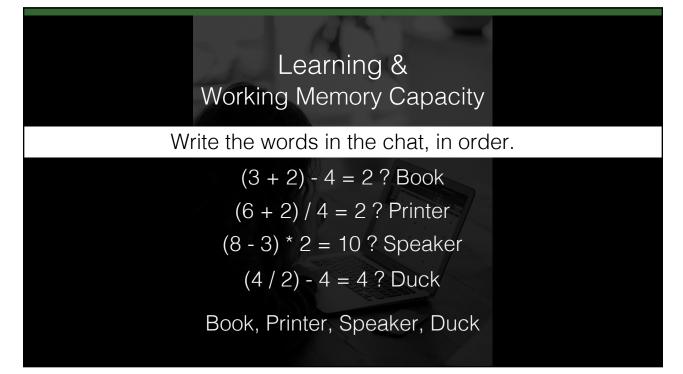


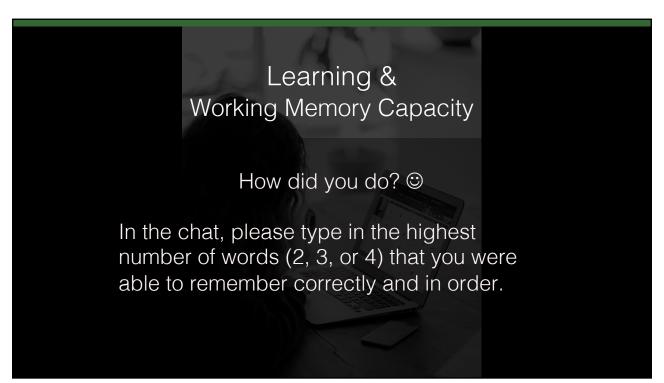




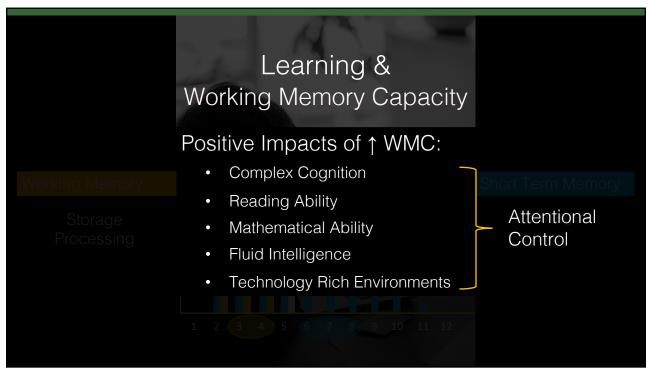


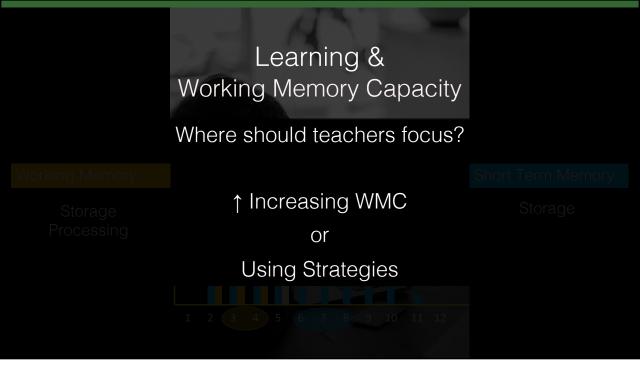












	Learning & Working Memory Capacity	
	WMC Strategies	
Working Memory	1. Segmenting Instruction Short Terr	
Storage Processing	<ol> <li>Scaffolding Instruction Sto</li> <li>Lower Cognitive Load</li> <li>Review Often</li> <li>Practice with Feedback</li> </ol>	
	6. Reduce Distractions	

# Learning & Working Memory Capacity

### **WMC Strategies**

- 1. Segmenting Instruction
- 2. Scaffolding Instruction
- 3. Lower Cognitive Load
- 4. Review Often
- 5. Practice with Feedback
- 6. Reduce Distractions

#### Learning Principles

- 1. Practice at Retrieval
- 2. Vary Tasks and Purposes
- 3. Focus on Principle Ideas
- 4. Foster Awareness and Control
- 5. Use Developmental Feedback
- 6. Embed in Prior Knowledge

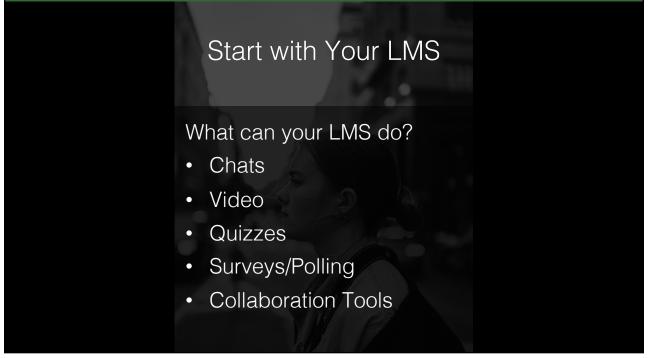


## Instructional Strategies with Technology

Technology is neither good nor bad but using it makes it so.

Instructional Strategies with Technology

- 1. Learning through practice at retrieval
- 2. Learning through varied tasks and purposes
- 3. Learning by focusing on the principle ideas
- 4. Learning awareness and control (metacognition)
- 5. Learning in response to developmental feedback
- 6. Learning embedded in prior knowledge and experience



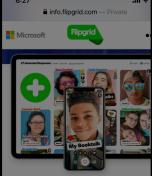




## Practice at Retrieval Varied Tasks & Purposes

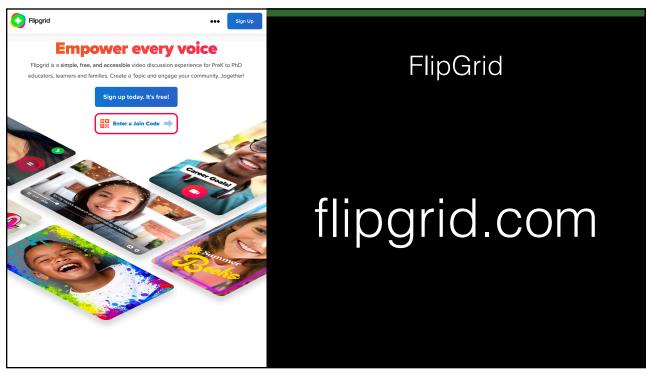
How to use technology to: Motivate students to retrieve knowledge and skills to solve problems, answer questions, or create artifacts.

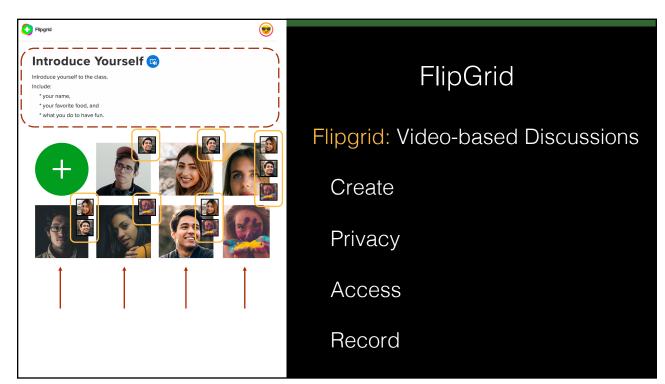
- 1. Provide explanations
- 2. Create a representation
- 3. Demonstrate problem solving
- 4. Brainstorm solutions

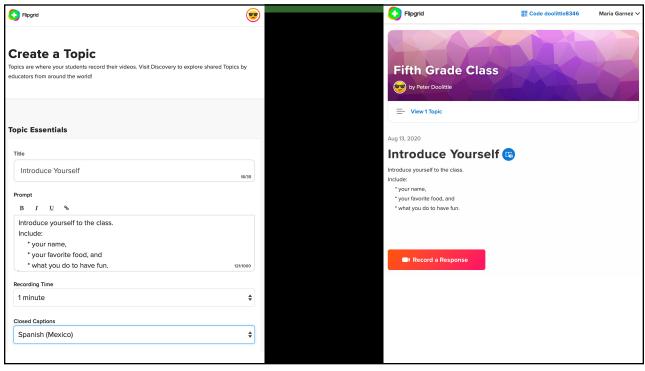


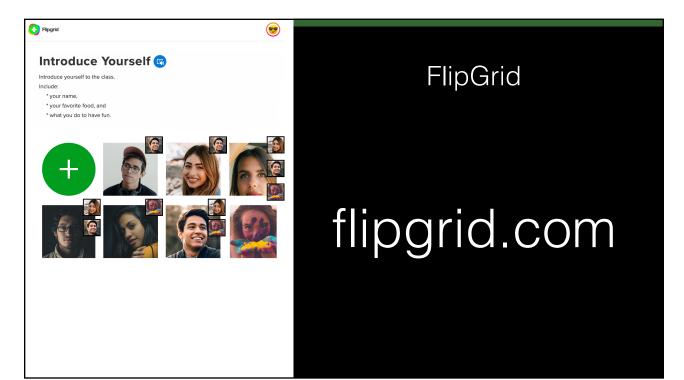
#### Flipgrid is social learnin for PreK to PhD learner ... and beyond!

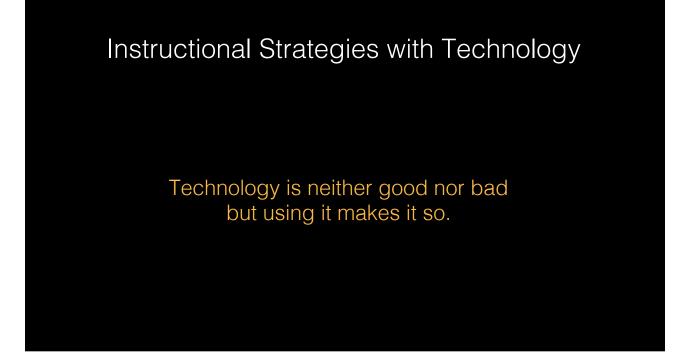
Join educators and learners across 180 count as they experience the magic of student voi When learners reflect upon, discuss and showcase what they are learning, making reading, solving, experiencing, playing ... it always better together!

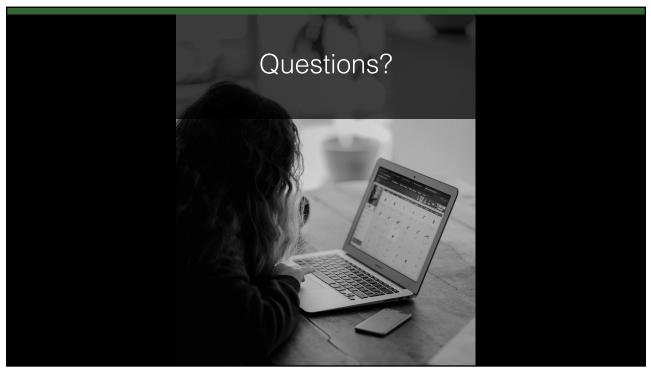












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