

# Constructivism and Connectivism

EDG14 Developing learning resources II Graduate Certificate in Teaching Tonga Institute of Education

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## Objectives

- Become aware of own theories of learning.
- Describe the implications of learning theories to teaching
- Describe what Constructivism is:
  - Essence and focus
- Describe what Connectivism is.
  - Essence and focus



## Your own theory of learning



## Just a theory

## Theory

- A (mere) reaction to experience?
- A well-substantiated explanation for a phenomenon.

## Why theories?

- 1. They help us:
  - explain
  - predict
  - live with a sense of security /certainty;
- 2. Provide motivation for action.
- 3. Can't effectively change action without changing our theories (beliefs)



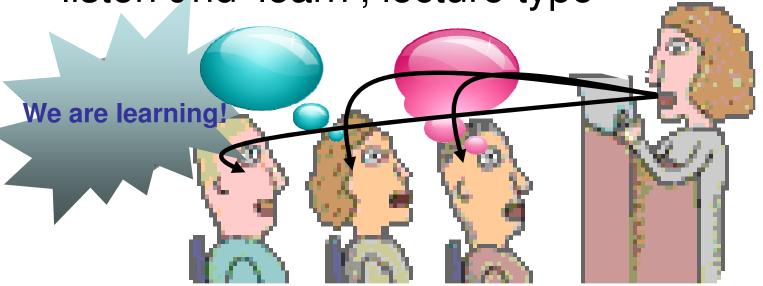
## Objectivism

- That knowledge resides in the book/teacher's brain.
   Therefore, it must be reproduced & memorised; passed on unchanged
- Emphasis on objectivity
  - Beliefs are not influenced by personal feelings or opinions; they are based on "facts". Facts = what can be observed (available to senses)
- Teaching = talking/speaking/lecturing
- Learning = memorisation? listening?



## Traditional theories about teaching & learning

 Teaching strategy - Teacher talks, students listen and 'learn'; lecture type



Teachers ask: "Is the answer right?"



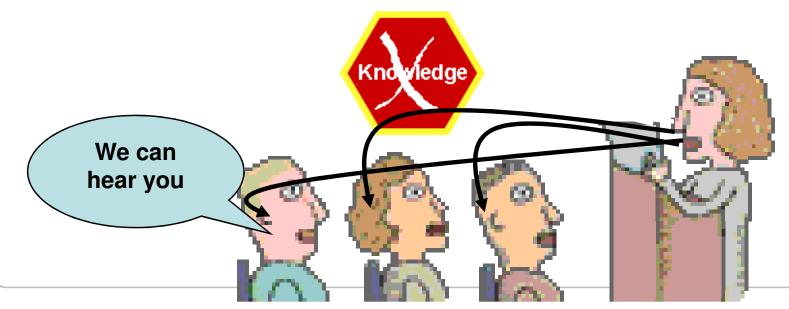
#### Constructivism

- 1. During learning, the ONLY tools available to a student are his/her senses (e.g. sight, hearing, feel, taste, smell)
- Learning is the result of an individual using his/her prior experiences to interpret new experiences.
  - We see the world through the lenses of our prior experiences (prior learning, culture, up-bringing, etc)
  - This interpretation involves the construction and deconstruction
- 3. Knowledge resides in the mind of the learner



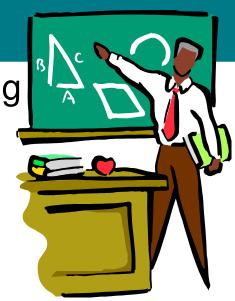
#### Constructvism

- Just because learners are listening doesn't mean they are learning!
- In constructivism: the learner is an active constructor of knowledge; the teacher is a facilitator of learners' construction of knowledge



#### Constructivism

The learner interprets new experiences using what he/she already knows about those experiences (prior experience/knowledge)





I can hear you. I can see you!

- Students construct knowledge in ways that make the best sense to them:
- ■The teacher asks: "Is the answer meaningful?"



#### Constructivism

- If answer is meaningful and workable = right
- Embraces diversity of ideas —promotes freediverse thinking
- Prior experience is important: can either enhance learning or prevents meaningful understanding. Expose student to diversity of experiences:
  - Family members, TV, newspapers, toys, books, videos, etc



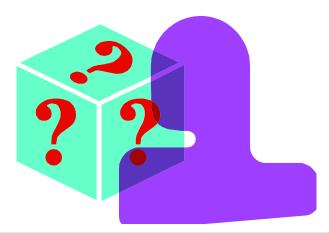
## Objectivism vs Constructivism

- Target of learning is:
- Knowledge to be transferred to the mind of the learner (Objectivism)
  - Knowledge to be created in the mind of the learner (Constructivism).





Acquisition of Knowledge



## We need new learning theories!

- Advancement in technology (tech. revolution) makes existing learning theories very limited.
- Change is fast:
  - Old (traditional) theories behaviorism and constructivism were conceived to explain learning which was not heavily impacted by technology;
    - Information development was slow. 'Knowledge life' (from when knowledge is obtained to when it is obsolete) was measured in decades (Gonzalez, 2004).
  - Last 10-20yrs: technology is impacting our lives significantly (ATM-cards, e-mail, e-banking, e-learning, e-survey, driving license, Passports, EFTPOS, FB, Twitter, etc)
    - Knowledge life is decreasing very quickly. Good ideas become obsolete very quickly (e.g. Where is Bebo now?, CDs, USB-flash; mobile phones).
- World is more complex now.
  - Envision Tonga in 15-20 yrs time!



## Tonga of 2020

- More complex
- Advances in technology:
  - Especially the ubiquity of the mass media and the Internet
  - Traditional ideas & knowledge become outdated/obsolete quickly
    - Due to shortening knowledge half-life
  - Information overload
- Are we preparing students for their future?

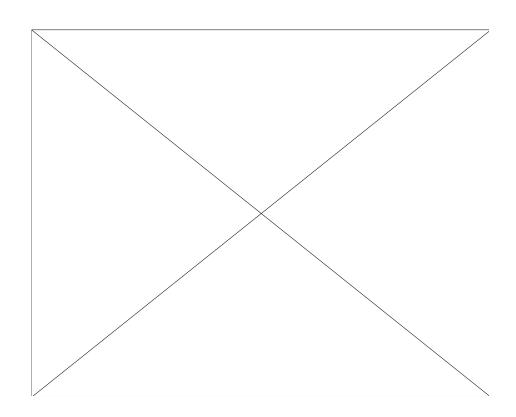


## The theory of Connectivism

- A theory for a world that is complex
- What's important in a fast-changing world:
  - the ability to seek information out in a system when it is needed, to ascertain whether or not it is still acceptable, and to recognize the connections present



#### Connectivism is



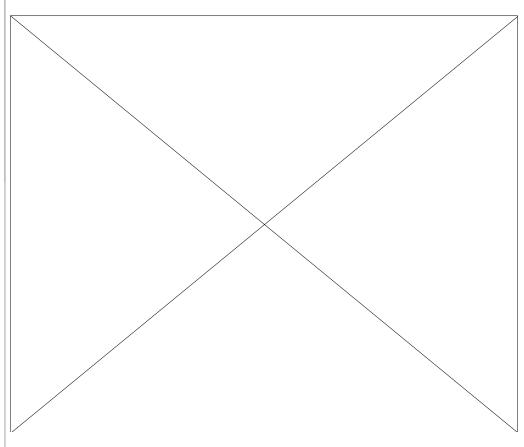
- View or theory of learning
- Knowledge resides in non-human objects (e.g. computers, web, internet, networks, etc)
- Emphasis on the connection than on content

YouTube video: Teemu Arina on What is

Connectivism



#### What is learning (in connectivism)?



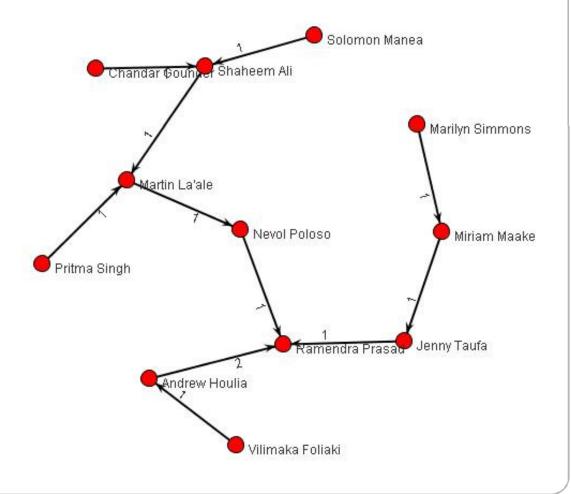
You Tube video: George Siemens on What is learning?

- Knowledge is networked (exists in networks).
- Learning is the ability to:
  - seek out information within a network when needed,
  - ascertain whether or not information is still current and acceptable
  - connect to others
  - recognize the connections present within a network



## Connectivist learning starts

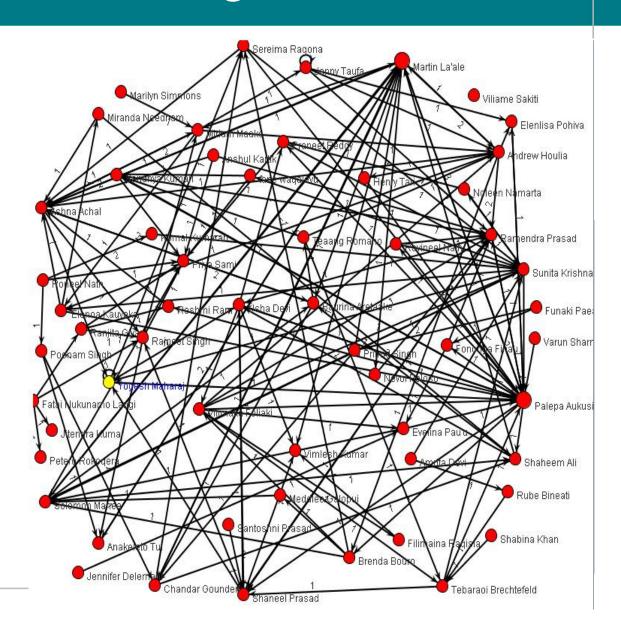
 When learner makes a connection, starts feeding information into a learning community (Kop and Hill, 2008)





## In connectivism, knowledge is:

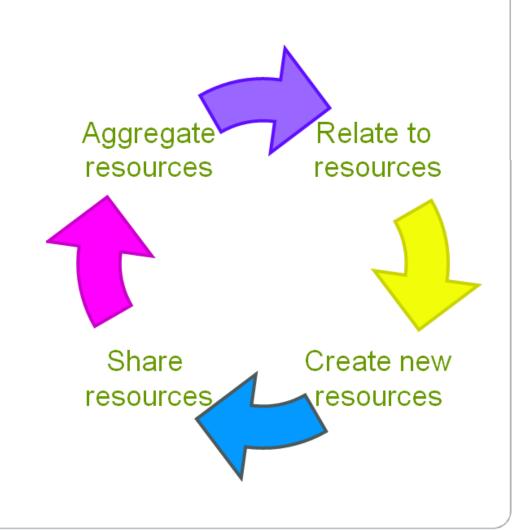
- Distributed (not located in any particular place)
- Consisted of network of connections
  - Cannot be transferred(Downes, 2006)





#### In networks

- People are actively engaged with resources in communication with others in the network
- Learning is enhanced by these 4 processes (Kop, 2010):
- Learning makes networks complex but the synergy of network makes learning manageable.





	Constructivism	Connectivism
Focus	Learner's preparation for a wide variety of situations  Meaningful interpretations	Learner seeking for information and knowledge that already exist;  Best tools to use
Where knowledge resides	In the mind of the learner	In networks
Learning means	To construct.  To interpret new information using what learner already knows.	To connect to others in a network  To seek for knowledge when it is needed;  To ascertain whether or not knowledge is still current and acceptable,



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