B.F. SKINNER'S CONTRIBUTION TO INSTRUCTIONAL DESIGN

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Skinner on Instruction

Education is what survives when what has been taught is forgotten.

-B.F. Skinner

Teaching Machine

- 1950s and 1960s:
 - Poor education at all levels
 - Skinner and his students devised a Teaching Machine

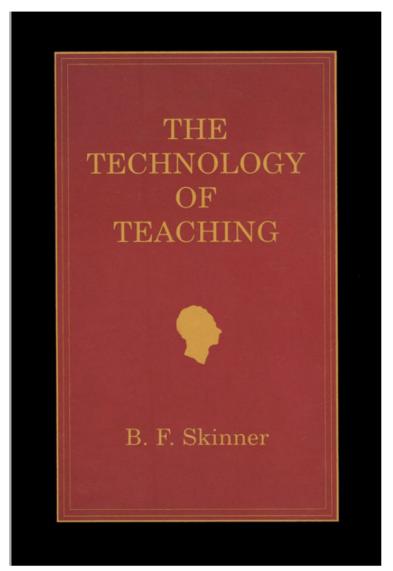


Skinner (1968)

Programmed Instruction

 Interactive, student-controlled pace, with R+ for each mastery

Skinner (1968)

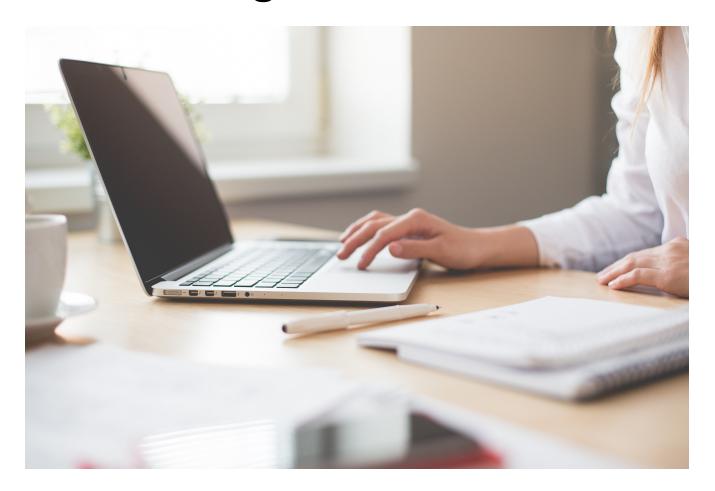


Programmed Instruction

- 1. Instruction builds in complexity.
- 2. Active response are required.
- Learners can't proceed until they've mastered a step.
- 4. Feedback (+ or) is provided for each response.
- Learners progress at their own pace.

From 1950s to Today

Passive learning is still the norm today.



Discussion

Do you and/or your employees have similar experiences with passive learning designs?

Activity: Apply Programmed Instruction

Part 1:

- Partner with a person sitting near you.
- Both partners select a topic they're an expert in and their partner is not.
- Independently create 5 flashcards that are progressively more challenging.
- Be prepared to teach your partner.

Example: Teach language

Instruction: On one side, write the word or phrase in the learner's native language. On the other side, write the same word or phrase in the new language.

- Card 1. "Hello"
- Card 2. "Hello, my name is Barbara."
- Card 3. "Hello, my name is Barbara. What is your name?"

Example: Teach language

- Card 4. "Hello, my name is Barbara. What is your name? Nice to meet you."
- Card 5. "Hello, my name is Barbara. What is your name? Nice to meet you. Have a good day."

Activity: Apply Programmed Instruction

Part 2:

- Person A teaches Person B with their deck of flashcards
 - A confirms that B has mastered flashcard 1 prior to moving to flashcard 2, etc. until B has mastered the entire sequence
- Person B teaches Person A with their deck of flashcards using the same approach

Discussion

What did you learn during the activity? How can you apply it?