Quiz 6

EDTC 6320.60 Dr. Sullivan

Chapter 8-*Write a three sentence synopsis of who "Charlie" is.*

Chapter 9- *Using John Keller's ARCS model, sketch out a simple system for how you would embed motivation into an instructional system that was teaching students the Gozindas*

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QUIZ 6

Chapter 8

One of the benefits of using this particular text is your exposure to some of the works of the best and most prolific leaders in the field of instructional technology. Charles Reigeluth is yet another example. Once again begin by reviewing the bibliography at the end of chapter 8 and get an idea of the number of articles that Reigeluth has cited from his own work just for this one chapter.

Write a three sentence synopsis of who "Charlie" is.

 Charles M. Reigeluth is an educational theorist who created the Elaboration Theory, an instructional design. He is a professor at the Indiana University within the Instructional Systems Technology. He received recognition from the Association for Educational Communications and Technology for editing instructional design theories and models by enhancing human education.

Image credit: profile.educ.indiana.edu

Reigeleuth says that our current industrial education system "sorts" students. What does he mean by that term?

Reigeleuth says that our current industrial education system "sorts" students. What he means is that this current industrial education system separates the students who don't learn fast enough or who don't try harder in being bright from the students who are. So this system leaves children behind, while the "bright" ones move on. In other words, he believes this system is intended for "sorting" not for learning.

Who was Robert Yerkes and how did his work, and his then status as the president of the American Psychological Association, systematize and institutionalize "sorting" into American education?

Yerkes was the president of the American Psychological Association (APA) back in 1917. During this time he develop the Army's Alpha and Beta Intelligence Tests, which were the first nonverbal group tests that were given to United States soldiers during the World War I. Yerkes transformed mental testing by expanding the use of the test and implementing group administration instead of individual ones. He also changed the role of the test by using test scores for positive and negative selection. In other words, instead of pointing out what the learner couldn't achieve, it would also help to understand what the learner could accomplish in the future; weakness and strengths. This is how this educational system "sorts" the types of learners.

Image credit: bobmccaughey.com

Chapter 9

Another towering figure in the field of instructional technology is John Keller. His specialty is motivation.

I sincerely believe if you use his "ARCS" model for motivation, and embed that model in any type of instructional design model that you like using, the resultant instructional system that you create will be extremely effective.

In just a few words, describe ARCS.

ARCS is an instructional design model developed by John Keller. It emphasizes on motivation which is used more in distance learning courses. ARCS stand for: Attention, Relevance, Confidence, and Satisfaction. This model contains strategies that support instructors in igniting enthusiasm and helps in sustaining each motivational element.

Using John Keller's ARCS model, sketch out a simple system for how you would embed motivation into an instructional system that was teaching students the Gozindas.

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Attention
Arouse and sustain a learner's curiosity

In math there are different ways to get the students' attention. To introduce multiplication, the teacher will begin the class by playing a rap multiplication song. This will get the students' attention. After the song they could start playing a class game with manipulatives to introduce multiplication. Elementary students love games; they will be interested in playing with fruit or candies.

- **Class Game Ideas http://www.mathcats.com/grownupcats/ideabankmultiplication.html#introduce**
- **This is a rapping multiplication song http://www.youtube.com/watch?v=e9xe80NqSwM**

Relevance
Link a learner's needs, interests and motives

The teacher will use multiplication examples or stories that are of the students' interests. For example, ask: there are 9 cars, each car has 4 wheels. How many wheels are there in all?
Or read an illustrated book story that is related to multiplications. 4th graders like images, they will pay attention and link the image to multiplication. Also the teacher will explain how this knowledge will help them in the future and give examples.

- **I found this interesting websites that suggests stories when introducing multiplication http://www.multiplication.com/teach/remember-with-pictures**

Confidence
Develop positive expectations for achieving success

Students will be provided instant positive feedback for achieving success. Teacher will explain each step by using different methods of learning to make sure students are achieving success. After they learn the objective, teacher will provide feedback on the quality of the students work; it could be in the form of a grade and comments. To feel more confident, students will practice their multiplications by playing online games in the computer.

- **This is a neat website to practice multiplication www.funbrain.com**

Satisfaction
Provide reinforcement and reward for learners

Teacher will provide positive reinforcement by awarding with certificates to students who master the complete set of skills.

- **Here a website to create and print certificates for free http://www.freeprintable.net/**

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