	Theorists	Description of Theory	How can this theory be useful in the classroom?	Example of specific techology that would be beneficial in the classroom using this theory
Behaviorist Theory	*B.F. Skinner *Pavlov *Bandura	New behaviors or changes in behaviors are acquired through associations between stimuli and responses. Havaviorism Theorists believe that learners are is a blank slate who must be presented with knowledge. It suggests that behaviors are influenced and learned from external forces rather than internal forces.	This theory relies on stimulus and response from stimulus using operate conditioning such as positive and negative reinforcement and repetition. Technology is centered around stimulii.	Many eduational games have repetive aspects. Students are rewarded and stimulated for choosing the right answers.
Cognitive Theory	*Plato *Descartes *Piaget	Learning occurs through internal processing of information. Information processing is governed by an internal process rather than by external circumstance.Teachers can give students opportunities to ask questions, to fail, and think out loud. These strategies can help students understand how their thought process works, and utilize this knowledge to construct better learning opportunities.	Some applications of Cognitive Theory are the efficient "chunking" of information in a way that provides structure for lectures. Imagery is also a useful approach cognitive theory uses to help link concepts to learners.	Technology helps streamline organizing information to make lectures more efficient and meaningful. Instructors can also provide links during lectures to imagery and video in real time.
Constructivist Theory "Constructivism"	*Piaget *Vygotsky	Knowledge is constructed based on individual experiances and prior knowledge. Students take what they're being taught and add it to their previous knowledge and experiences, creating a reality that's unique to them.	Research and team meetings for projects can be held virtually. Team members can communicate in real time using chat rooms and email. Students can also use simulations instead of older models for activities such as dissections.	Teams can collaborate virtually using platforms such as zoom or google teams. Case studies and other research can be accessed on the internet and virtual journal repository.
Connectivism	*Siemens *Downes *Cormier *AlDahdouh *Osorio *Caires	People learn and grown when they form connections in the world around them. Connections such as their roles, obligations and community involvements including hobbies.	Teachers try to "connect" with students to motivate them to learn by creating positive content with technology such as digital media that is up to date and current.	Teachers use digital media and other technology to excite and motivate learning.