

	Behaviorism	Cognitivism	Constructivism	Connectivism
Brief Description	Desired behaviors are acquired through positive and negative reinforcement. Reinforcements can be rewards (adding positive or negative stimuli) or punishments (removing positive stimuli)	Internal processing focused on decision making and emotion. Understanding the process of learning and processing is the central focus of learning through cognitivism.	Learning is a process that builds on previous knowledge and experiences, specifically social experiences. Problem solving with a group is a large part of constructivism.	Educators create an environment conducive to all students by allowing students to work on their own and using their strategies and techniques.
Notable Theorists	B.F Skinner, Watson, Bandura	Piaget	Vygotsky	Siemens, Downes
Use in Technology	EdPuzzle can be used to reinforce with grades based on correct answers while watching videos	Students can use online concept map makers.	Problem Solving as a group using virtual means that send them to another website or webpage	Online courses
Technology Example	Students can watch a video and answer questions that have been embedded throughout. Students can replay the video if they are unsure of their answer or guess – but they lose points if they’re wrong.	Students can create a concept map or project board through research to convey their knowledge. Students can also comment on each other’s assignment to explain their reasoning behind their finished product.	Students can complete a WebQuest or Virtual Scavenger hunt as a group to solve problems that take them to the next step or activity.	Allowing students total freedom in their learning experience if for only one lesson for students to either acknowledge they need structure to learn or realize they thrive in freedom