Philosophy of Learning

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How does learning takes place

Learning takes place like a seed that needs soil, water, sunlight, air and nutrients to grow. A seed takes all shapes, sizes, and types, similarly, the learners come from a diversity of cultures, experiences, and education. If a teacher is considered a gardener who provides soil and water with the right conditions to develop the plant, the additional external resources will be provided from the family to make the plant to bloom into a capable person. An educator provides a variety of learning styles that promote the development of the learner and facilitates growth. "Learning is a lasting change in behavior, or in the capacity to behave in a specified fashion, which results from practice or other forms of experience" (Ertmer, 2013). Nevertheless, the learners are different in terms of their learning styles, learning capacities, and the type of intelligence as such the educator helps to mold them to match their potentials.

The three main classified learning theories are Behaviorism, Cognitivism, and Constructivism. Behaviorism assumes that if the learners are given the correct motivation to learn then the learner will respond correctly as stimuli provoke reactions and responses (Ertmer, 2013). Similar to a plant that needs the sunlight and air to grow the environmental factors are considered important which differs according to each learner. In the same manner, the objective model would be transferring the knowledge from the expert to the learner. Cognitive learning outlines the change in the mental processes and influences the way things are learned. In constructivism, learners generate knowledge in the form of meaning, based upon their experience and biases. With the extensive use of IT in the educational background the learning models seek

to highlight some kinds of assumptions, goals and instructional implications while the constructivism model has a number of derivations. The cooperative model of learning is a shared goal of learning through interaction with individuals by way of communication, listening, participation and sharing knowledge. The sociocultural model of learning focuses that the individual learning takes place through the attitudes the results of upbringing and cultural beliefs, and all the perspective that focuses how our cognitive processes like attention, perception, encoding, storage, and retrieval of knowledge are described is called the cognitive information processing model of learning.

The best way for someone to teach and who makes the best teacher

As mentioned, the teacher is a gardener or best known as a guide that shares their knowledge of what they know. Teachers understand that the focus is not on them but on their learners. While considering how learning takes place through behaviorism, cognitivism, and constructivism and the other connected learning modules the educator reinforces the most effective ways for the student with the arrangement of stimuli and consequences within the environment (Ertmer, 2013). Educators address the issues on how information is received, organized, stored and retrieved by the mind. The instructions are developed in a way the learner acquires the knowledge by their preferred learning styles and the most effective would be when the instructions methods match the individual learning style, while actively participating in the process (Leidner, Jarvenpaa, 1995). By determining the most effective manner, to organize and structure the information and tap the learner's previous knowledge, abilities, and experience.

Arrange practice with, rewards and feedback that the new information will effectively and efficiently be assimilated with the learner's memory. Cooperative learning involves a small group working together for a common task and an excellent way to get students to think critically

without replying for the educator to answer, the knowledge is created shared and more it is shared the more they learned. Through constructivism, the educator would effectively engage the learner in the actual use of the tools in real-world situations and measure based on how effectively the learner's knowledge structure is in facilitating thinking and performing the use of these tools.

The best teacher is one who relates to learners on a personal level, and is approachable, not only teach but learns and one who finds a way to personalize the curriculum to fit the needs of the learner. An educator is who will do anything to help their students whether it is a positive or negative feedback one who will transform the students learning. In terms of qualities, a teacher's description reflects as admirable in terms of intelligence ("knowing about the teaching field", engaging "able to capture the attention of the learner", "funny, made-up story problems", "storytelling",) dedicated, easy-going, strict but fair (Chang-Kredl, Colannino, 2017).

The learning theory that best fits the current worldview

Constructivism, a theory of learning based on observation. Learners build into their own understanding of knowledge that develops through experiencing entities and reflecting on those experiences. Technology has been changing what we know, how we work and how we interact and socialize. Technology also has challenged education to be different due to the changing times that made way how people learn. (Schrader, 2015). The classroom is no longer the primary learning place. Knowledge is obtained now anywhere and everywhere. One continuously evaluates how activity is helping them grow, how it turns and how it functions and being aware of the existing knowledge and new knowledge and becoming "expert learners" that challenges them to keep learning which forms cognitive and constructive learning that best fits the current digital era, the process of teaching, learning and changing minds (Schrader, 2015).

In conclusion, education today is challenging. Technologies have brought opportunities for changes in the way people learn, the way learners want to learn as they choose their own environment to learn. The educator's roles have shifted with the new technology involvement, combined as one who has various knowledge sources, creators and coordinators of the learning communities. Hence the education environment needs to be creative, inventive and allow room for discoverers.

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