

Constructivism, ZPD

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Logistics

- Piazza for questions / help
- svn for turning in assignments

Event-Driven Programming

- scratch.mit.edu
- Scratch account is:
 - CS209_#
 - # is your student ID % 1037
 - Password is cnetid@uchicago.edu
- If you added late,
 - Qi: CS209_1
 - Jeremy: CS209_2
 - Fonseca: CS209_0

Constructivism

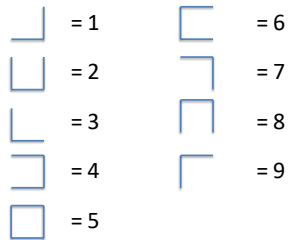
Constructivism

- All knowledge is interpreted through the lens of what is already known.
- New information causes us to add, modify, or discard old or new information.
- This is a very active, reflective process.
- The role of a teacher is to understand what students already know so the new knowledge can be properly fit with prior knowledge.

Counteracting this view:



Designing Curriculum: Theory: Constructivism



Designing Curriculum: Theory: Constructivism



Designing Curriculum: Theory: Constructivism

1	2	3
4	5	6
7	8	9

Designing Curriculum: Theory: Constructivism



The individual matters

- Their previous knowledge provides a **lens** through which new knowledge is understood.
- Different students may interpret the new information differently depending on their previous knowledge.
- “The world is round.”
 - Sphere?
 - Pancake?

Guided Reciprocal Peer Questioning

- Share with your neighbor some examples of constructivism in your education: 8 min
- Each person generates two or three thought-provoking questions about the material: 5 min
- Discuss those questions & identify any questions for class discussion: 5 min
- Class Discussion: 15 min
- Write down your questions & answers (I will give them back next class)

Generic Questions

- What are the strengths and weaknesses of...
- How does ... affect ... ?
- Explain how ... helped you learn.
- What you are turning in:
 - List of questions with discussion notes for each
 - You may turn in as group or individual – your choice

Zone of Proximal Development: ZPD

Zone of Proximal Development: ZPD

- The Goldilocks view of problem challenge
 - Too hard – student gets frustrated, learns little because material is out of reach
 - Too easy – student gets bored and isn't being given material that will teach
 - Just right – student learns
- Challenge:
 - As student learns, that zone changes!

Scaffolding



Scaffolding

- What are the elements necessary to be considered scaffolding?

Scaffolding

- What are the elements necessary to be considered scaffolding?
 - A learning goal
 - Scaffolds provided to help learning occur
 - Scaffolds are removed later so student can do task themselves

Scratch as a First Language

- Where was the Constructivism?
- Where was the Scaffolding?

Scratch as a First Language

- Where was the Constructivism?
 - Uses instructions closer to kid daily life
- Where was the Scaffolding?
 - Less typing
 - Don't need to remember commands

Guided Reciprocal Peer Questioning

- Share your educational stories about scaffolding / ZPD with your group with respect to scaffolding: 8 min
- Each person generates two or three thought-provoking questions about the material: 5 min
- Discuss those questions: 8 min
- Class discussion: 15 min
- Turn in your questions & answers (I will give them back next class)

Generic Questions

- What are the strengths and weaknesses of...
- How does ... affect ... ?
- Explain how ... helped you learn.

Scaffolding Discussion

- What were the most effective scaffolding techniques you learned about / experienced?
- What were the most fun scaffolding techniques you learned about / experienced?
- Why/how were they successful