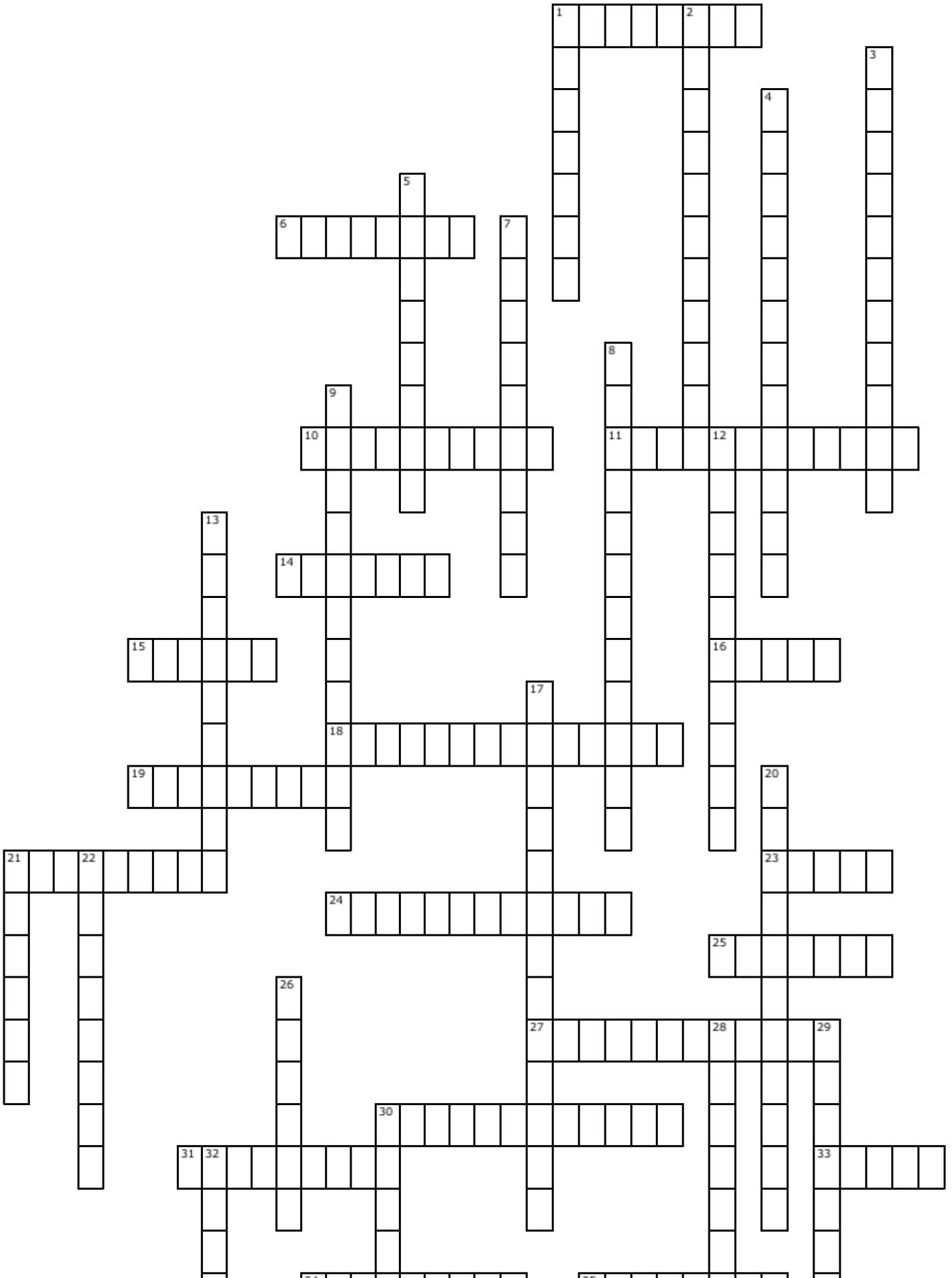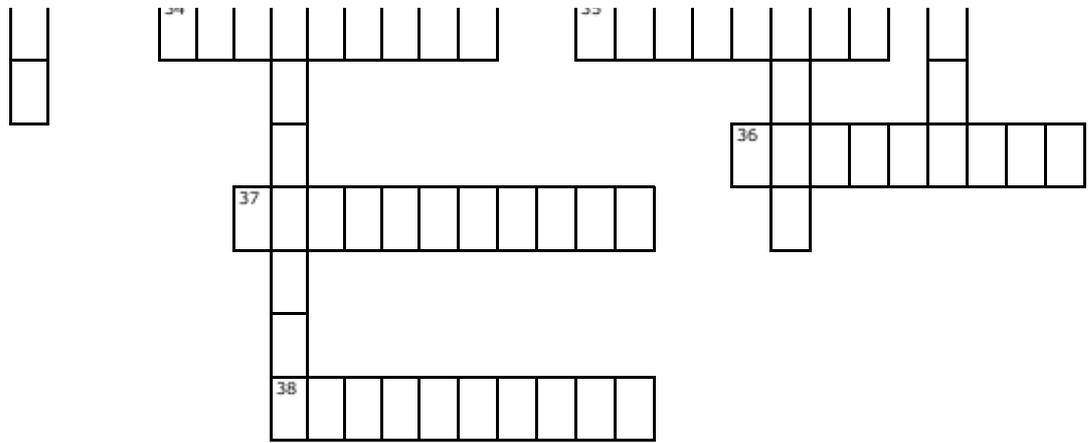# E Learning

Across

1. failure to learn about the association between a stimulus and some outcome because of the presence of some other stimulus that already predicts or has been associated with that outcome

6. information received that is either confirming or corrective of some action

10. the cognitive activity leading to original and relevant solutions to a problem

11. a criterion of rationality that says if you prefer A to B and B to C then you should prefer A to C

14. a specific, finite task with a well-defined set of predetermined outcomes

15. the second phase of the ADDIE instructional systems design process; its purpose is to verify the learning tasks, performance objectives, and testing strategies

16. example or pattern that prescribes relationships in a normative sense

18. the fourth phase of the ADDIE instructional systems design process; its purpose is to conduct the training

19. component of learning objective that describes the specific situation in which the performance occurs

21. the aspect of language dealing with meaning

23. a system of operators, facts, and schemas that allow conclusions to be drawn from a set of premises

24. measurable, tangible, verifiable output that must be produced to complete the project or a training coursedevelopment the third phase of the ADDIE instructional systems design process; its purpose is to generate and validate the training materials

25. this is the person who will be presenting the portions of the training that require lecture, facilitation, or other types of live coordination

27. idea that the best or correct level of description is the most specific one

30. smallest units of meaning about which one can reasonably assert truth or falsity

31. describes thought, fact or concept; such as a cognitive task

33. physical means selected or developed to communicate instructional messages. Examples include drawings, slides, audiotape, computer, model, etc.

34. a systematic procedure that is guaranteed to lead to a correct solution to a problem

35. the initial processing of a stimulus that leads to a

Down

1. learning and instructional techniques that integrate e-learning such as podcasts and online discussion with traditional (in-class) techniques such as lectures and tutorials

2. the delivery of information and activities that facilitate learner's attainment of intended learning goals

3. natural assumptions or biases that favor some possibilities over others

4. procedure for identifying and graphically representing the sequential and alternative relationships among processes and decision points relevant to completing a projecttryout the testing of a prototype or some subset of its elements, under actual or simulated conditions that are representative of those in the targeted system

5. the degree to which a test measures what it was designed to measure

7. the use of inferences or the process of reasoning from partial knowledge to more general situations

8. the development of processes that can be run off without the use of additional resources

9. process of assembling produced and/or revised instructional elements, and of testing, revising, summatively evaluating, and preparing the system for marketing

12. following procedures or rules

13. personal choice and human modeling are manifestations of these

17. a design technique for showing as individual scenes the proposed sequence of visual and audio elements in a production using some form of optically projected media, e.g., television, slid/tape, interactive video

20. the degree to which a test instrument consistently measures the same group's knowledge level of the same instruction when taking the test over again.

21. a generalized knowledge structure used in understanding

22. first phase of ADDIE. Aims at identifying probable causes for the absence of performance and recommend a solutionBehavior Action that is an overt, observable, measurable performance

26. instructional package with a single integrated theme that provides the information needed to develop mastery of specified knowledge and skills, and serves as one component of a total course or curriculum

28. the desired outcomes for the training event (what the

mental representation in memory

36. a rule of thumb for problem solving or reasoning, which may lead to a correct answer but is not guaranteed to do so

37. a form of learning manifested in reduced response to repeated stimulation

38. the fifth phase of the ADDIE instructional systems design process; its purpose is to assess the quality of the training materials prior to and after implementation and the ISD procedures used to generate the instructional products

training should accomplish in terms of performance the learners should exhibit in the learning environment in order to be considered competent); consist of three components (the performance, criterion and standard); are congruent with the tasks and testing strategies. (Objectives can also be established for on-the-job performance, business or impact performance, or ROI)

29. strategies or procedures for remembering material

30. the component of a learning objective that describes what the learner should be able to do at the completing of the instructionsystem describes interdependence, dynamic, synergistic and responsive to the environment

32. in network models, a unit that represents a particular concept or idea