

<i>Theory</i>	<b>Behaviorism</b>	<b>Cognitivism</b>	<b>Constructivism</b>	<b>Connectivism</b>
<i>Description</i>	Learners passively engage in the learning process. New behaviors and changes in behavior are caused by external stimuli. Association with a stimulus will lead to a change in behavior.	Humans process the information they receive. Behaviors are changed based on the internal processing that occurs. Learners actively seek new information and participate in understanding it.	Learning is active, and knowledge is constructed based on one's experiences. Learning is unique since everyone's experiences are different.	Learning is the process of connecting information through the "nodes" of a network, which results in new knowledge. It is not important what the individual currently knows, but that they understand how to access and understand it.
<i>Theorists</i>	B.F. Skinner, Ivan Pavlov, John B. Watson	Jean Piaget, Jerome Bruner, Marriner David Merrill	Lev Vygotsky, Jean Piaget, John Dewey, Jerome Bruner	George Siemens, Stephen Downes
<i>Technology Use in the Classroom</i>	Technology can be used to practice math facts, sight words, and other repetitive information. Websites and apps are available to drill these skills. It can also be used to reinforce positive behaviors.	Students can use technology to actively seek out new information. They can read books online, view videos, or browse the internet. Students can use various tools to respond to their learning and organize their thoughts.	Learners can collaborate through the use of technology. It can also be used to complete research projects.	Technology can be used for students to actively find information. The internet is easily accessible, even to young students.
<i>Specific Technology</i>	Online sight word practice: <a href="https://www.education.com/games/sight-words/">https://www.education.com/games/sight-words/</a> Behavioral reinforcement: <a href="https://www.classdojo.com/">https://www.classdojo.com/</a>	Students can use Discovery Education's Board Builder to organize their thoughts and map information: <a href="https://app.discoveryeducation.com/builders">https://app.discoveryeducation.com/builders</a>	Padlet can be used for collaboration between students: <a href="https://padlet.com/">https://padlet.com/</a>	Epic! can be utilized by young learners to find information on a topic and make connections: <a href="https://www.getepic.com/sign-in">https://www.getepic.com/sign-in</a>