

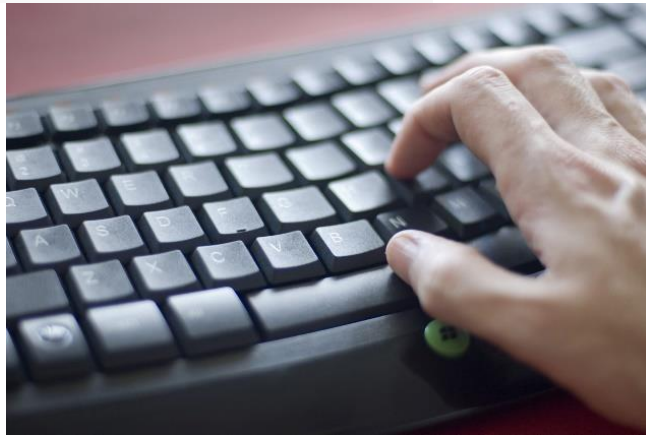
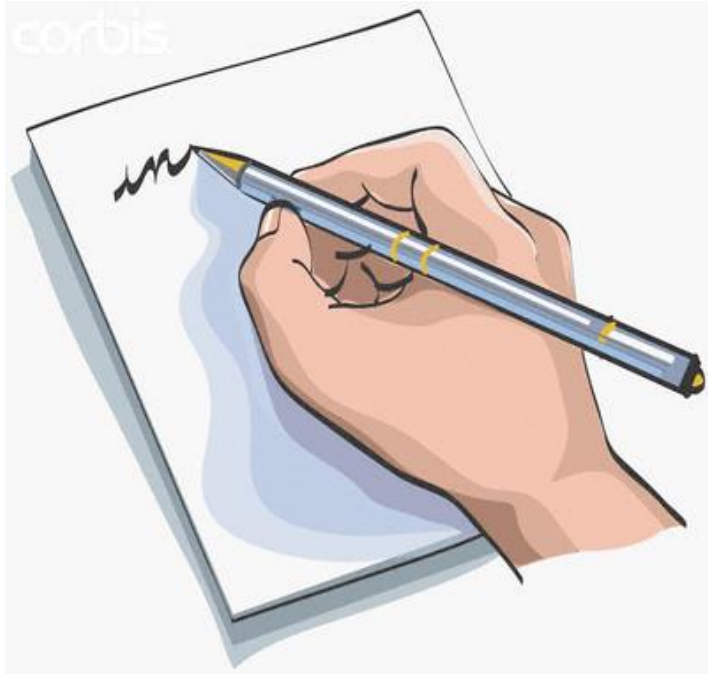
Ways of Learning from Neuroscience & Learning Theories

**Or Why Learning Can Make
You Happy**

Prof. Kate Goodman
CU Denver | Inworks



**What are your assumptions
about learning?**



why take notes?

Taking notes is a strong method to retain what you're hearing.

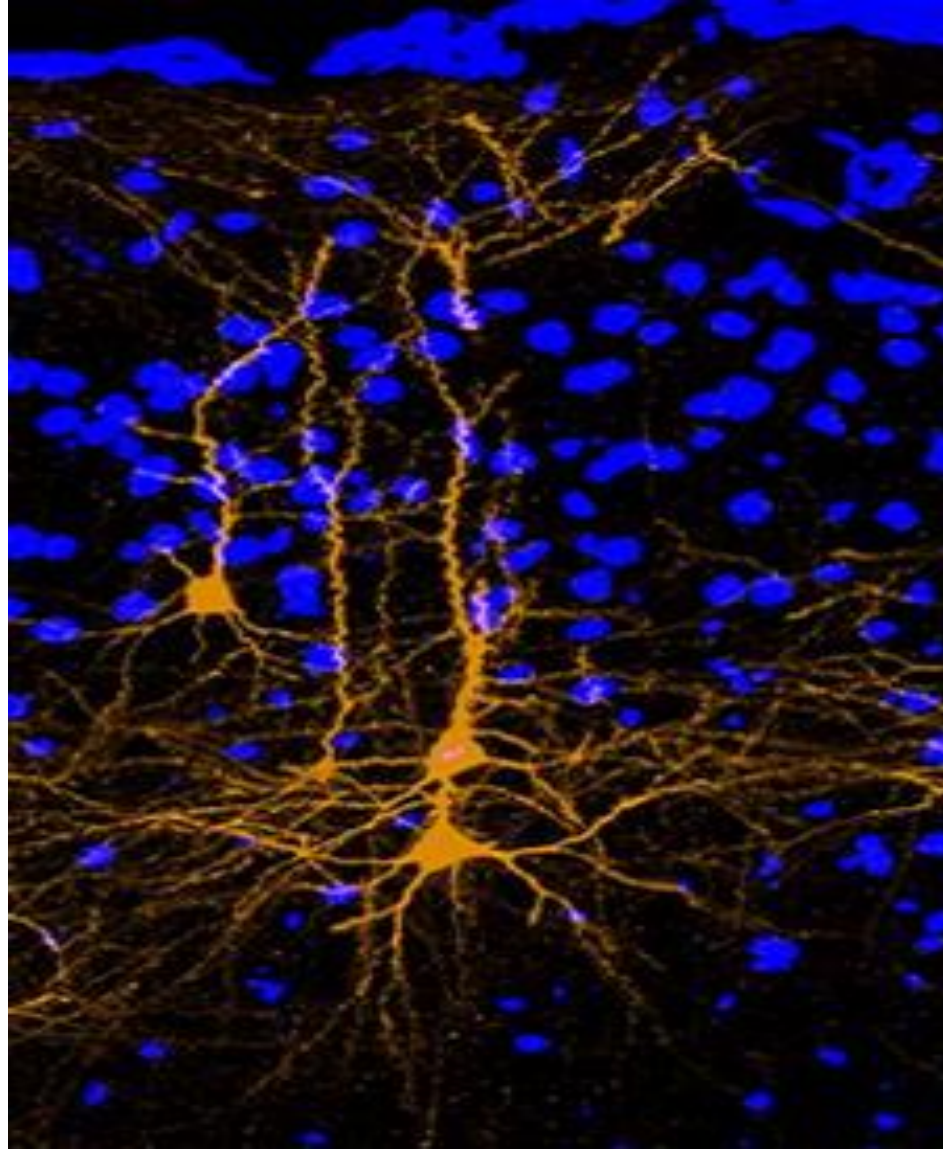
People taking notes by hand **retain better conceptual understanding** than people who typed their notes.

Mueller, P. a, & Oppenheimer, D. M. (2014). The Pen Is Mightier Than the Keyboard: Advantages of Longhand Over Laptop Note Taking. *Psychological Science*, 25, 1159–1168. <https://doi.org/10.1177/0956797614524581>

Meta- Cognition!

Thinking about Thinking

*The act of noticing how you are
thinking, what leads to **productive work**
and
what leads to a **dead end***



What's happening inside the brain when we learn?

Image source: <http://www.brainfacts.org>,
Nelson, et al. The Journal of
Neuroscience, 2013.

Exercise : a memory

- With a partner discuss a time you learned something
 - Can you recall events, sensation relating to senses other than vision?
 - How long ago was this memory?

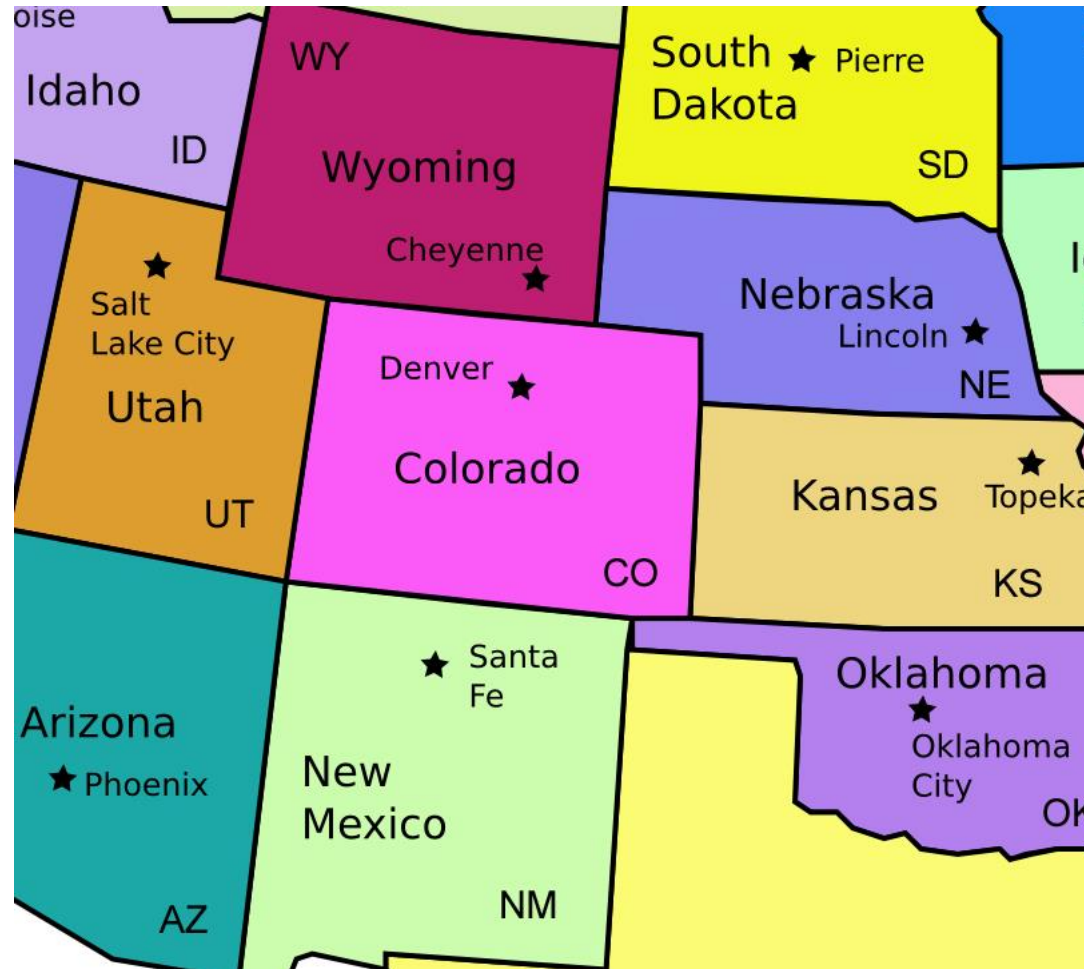
Episodic Memory

Exercise: Remember a fact

- With a partner:
 - List all the states that have a common boundary with Colorado
 - List their capitals

Semantic Memory

For those who
really want an
answer:



Declarative Memories

- Episodic (I can tell you the episode or story)
- Semantic (I can tell you the fact I know)

“remembering something”



“learning something”

Exercise: repeat a skill

- List daily tasks you don't have to really think about to do.

**Non-declarative or
Procedural
Memory**

Neurons learn in 2 ways

- Error-driven Learning

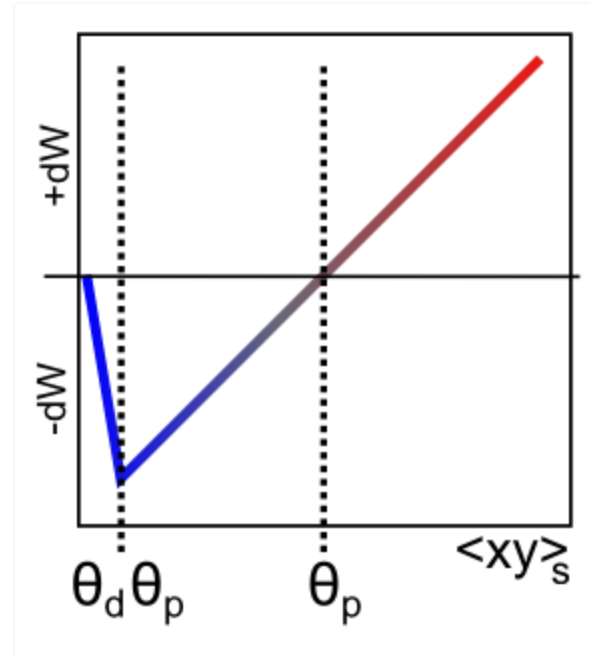
“Well, that didn’t go like I expected”

- Hebbian Learning

“What fires together wires together”

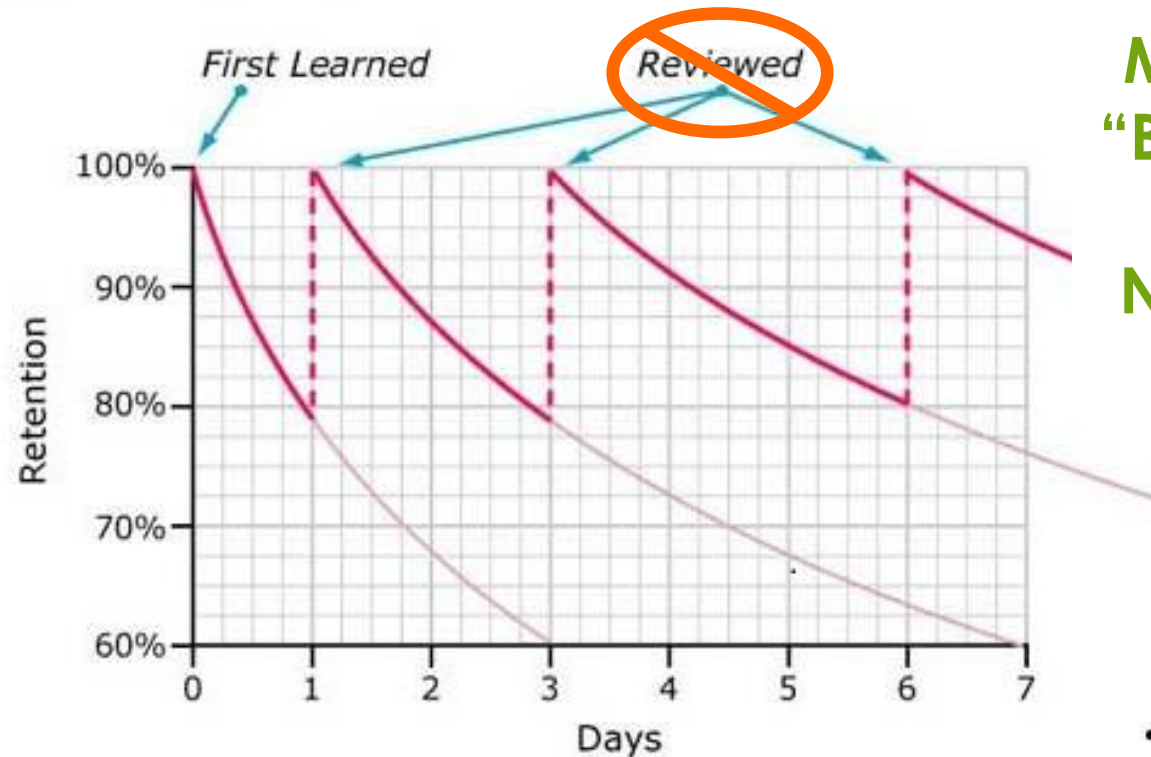
Error-Driven Learning

- Neurons require a certain amount of neuro-transmitter to fire. That threshold (Θ) is flexible
- When something unexpected happens, it resets to a new level



Spaced Recall uses Error-Driven Learning

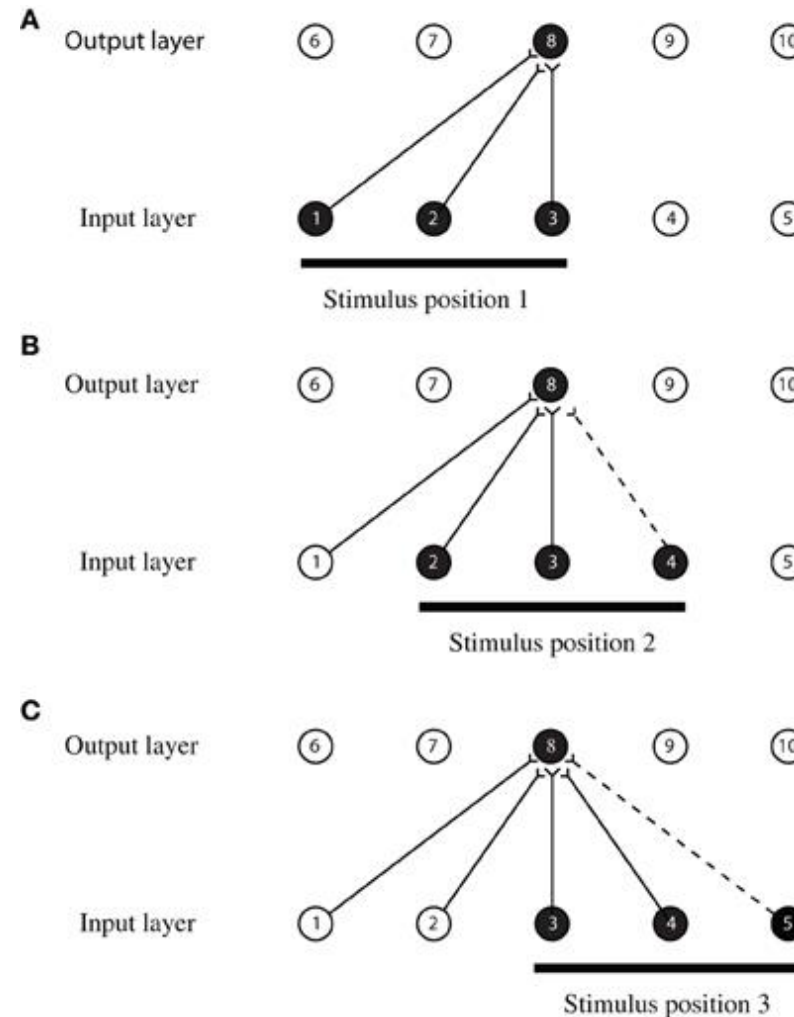
Typical Forgetting Curve for Newly Learned Information



Moments of
“Blank Page”
Testing
NOT REVIEW

Hebbian Learning

- Sets of neurons fire together
- If one part of a neural sequence fires, the others that often fire with it will weakly activate



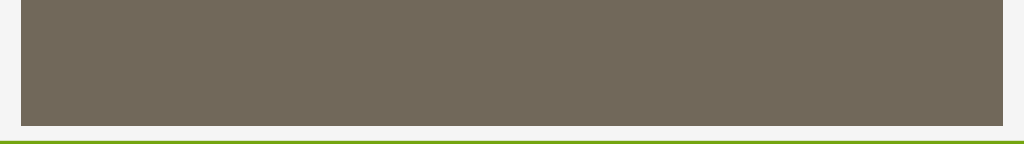
Error-Driven

- Learning a new fact can happen in a single instance
- Long-term learning assisted by repeated error-driven moments
- Placed into long term memory from working memory by your hippocampus during sleep

Hebbian

- Skills are learned through repeat exposure
- Method of “remembering” not completely understood

Source: <https://grey.colorado.edu/CompCogNeuro/index.php/CCNLab>



Long term memory is structural –
your neurons are wired in a new
configuration

Short term (working) memory
is (somewhat) electrical –
which is why something can
“slip your mind”

Learning Theories

or

**what do we think learning is on a
whole-person scale?**

Two Metaphors for Knowing

Plato

- ◉ We draw knowledge up out of ourselves
- ◉ Socratic method – guided questioning draws out knowing
- ◉ **Recollection** from *Meno*

Aristotle

- ◉ We settle down into knowing
- ◉ We experience things outside ourselves, and by settling into a particular context, learn it.
- ◉ Greek **hexis**, often translated as **habit**

(Aristotle never said)

We are what we
repeatedly do. Excellence
is not an act, but a habit."

- William Durant

(1926, summing up part of Aristotle's *Ethics*)

Problem: Recall & Habit - too Passive

Plato's *Recollection* is better described as introspection or **reflection**

Piaget's **Constructivism**

Focuses on learners *assimilating* new concepts to regain *equilibrium*

Highlights the need for *reflection*

(Piaget, 1964)

Problem: Recall & Habit - too Passive

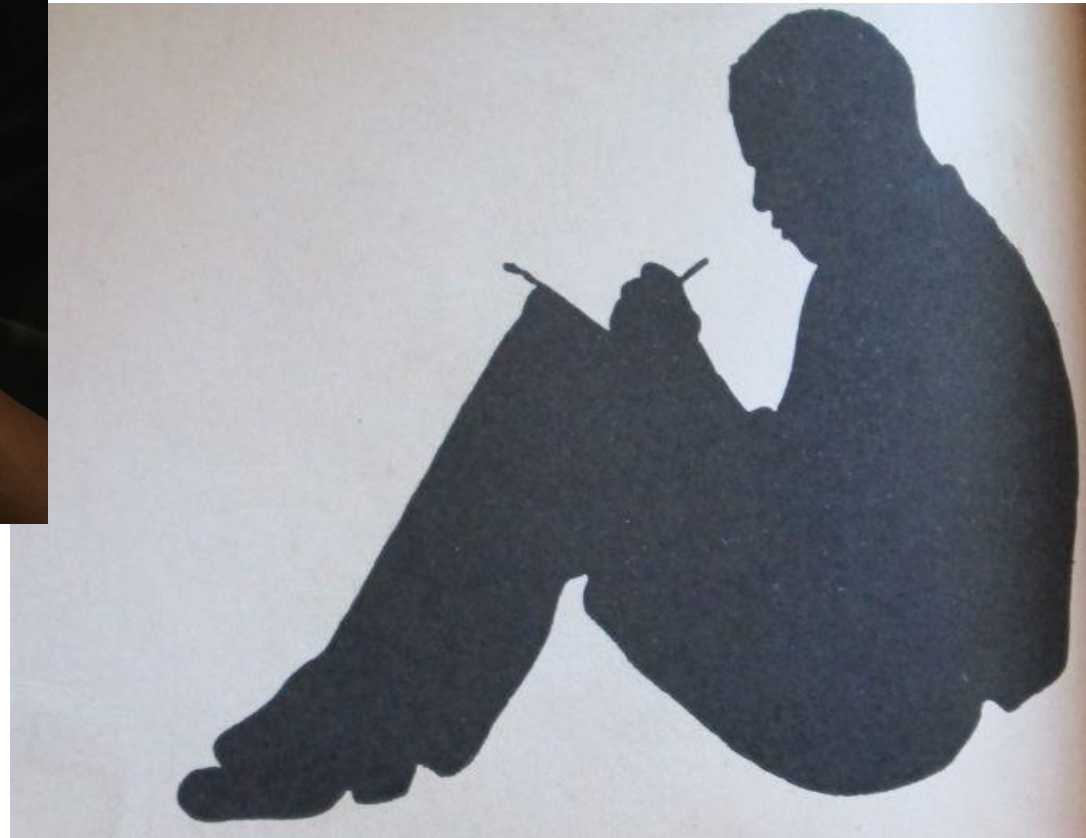
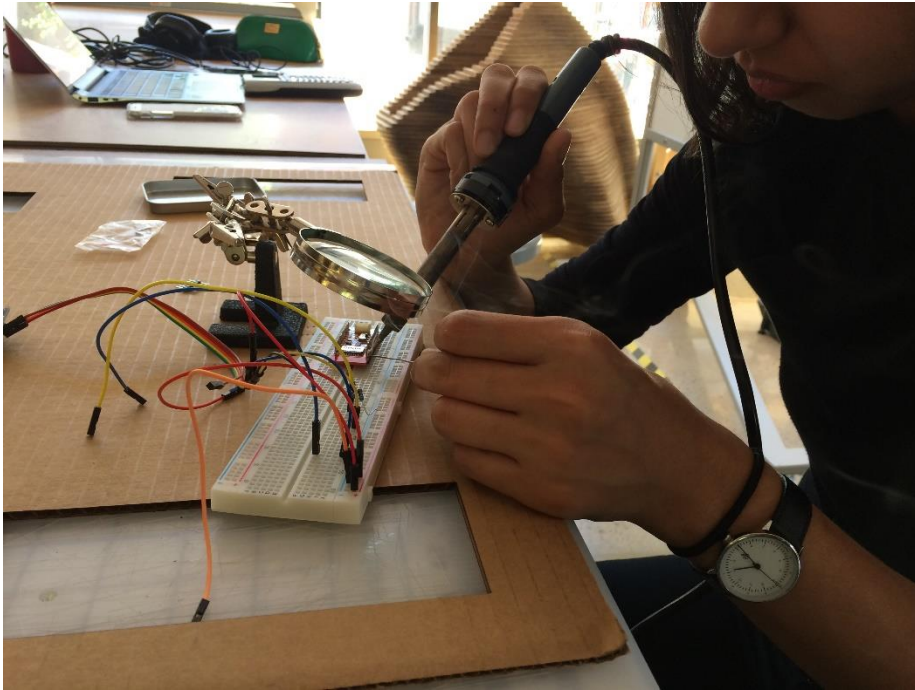
Aristotle's *Habit* better described as **immersion**

Papert's **Constructionism**

- Focuses on learners need to construct new ideas as structures in their minds; this is most easily accomplished while building things
- Highlights the need for *immersion*

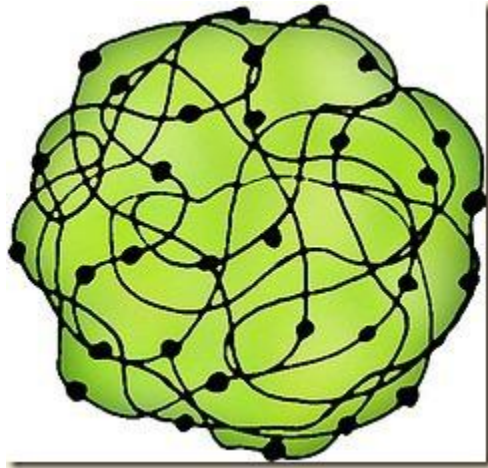
(Papert & Harel, 1991)

We need both reflection
& immersion

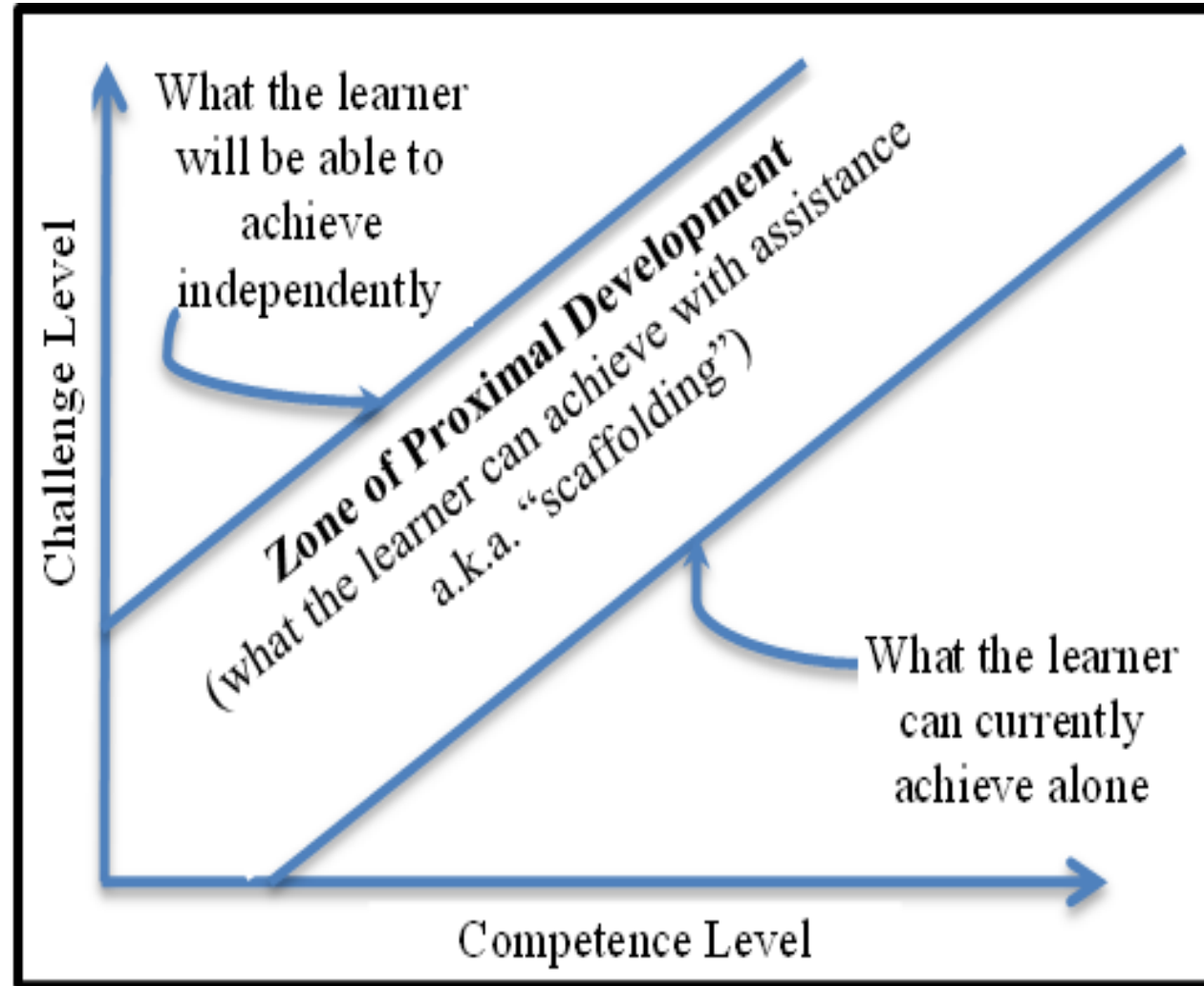


**When do you allow your
mind to wander?**

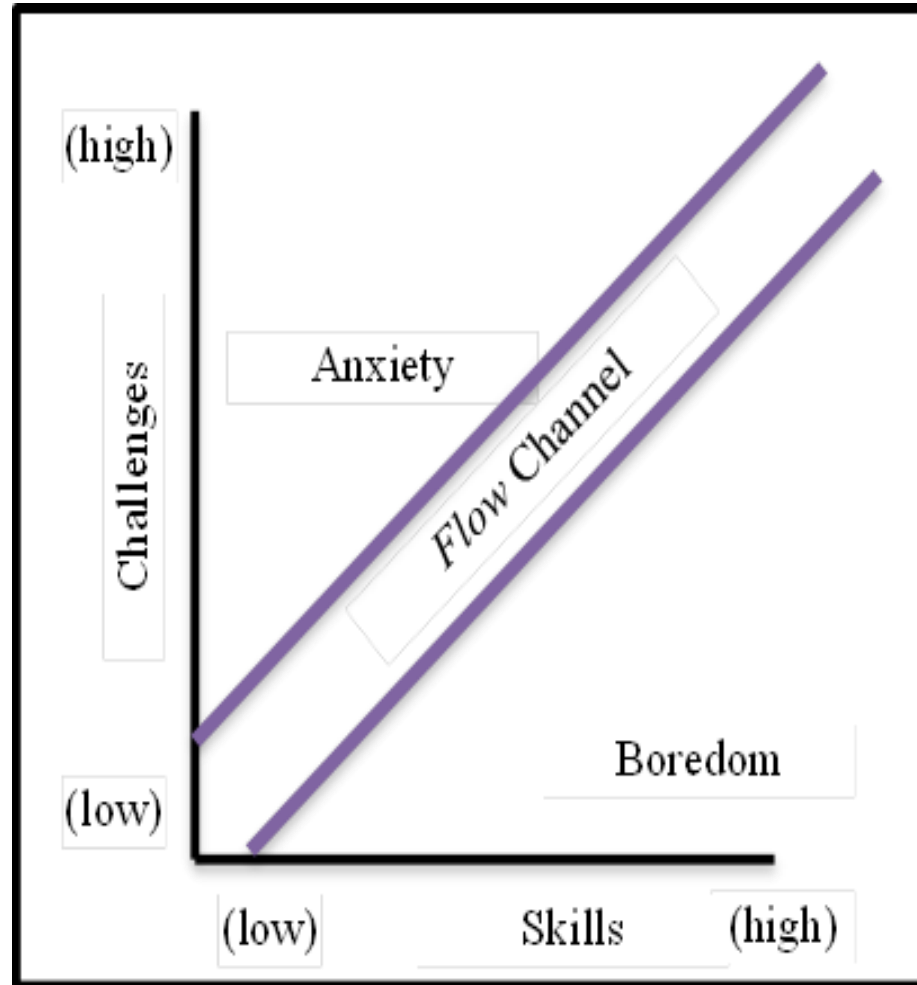
Why is this important?



Vygotsky and the Zone of Proximal Development (ZPD)



Flow by Csikszentmihalyi



What are you doing when you report being the happiest?

So what?

- ◉ Being **self-aware** about how you learn will help you learn (meta-cognition)
- ◉ Declarative memory requires **sleep** to encode;
- ◉ **Blank Page** Quizzing helps (creates a moment of error-driven learning)
- ◉ Skills (non-declarative memory) require **repetition** (encourages Hebbian / habit forming)
- ◉ Challenging yourself to learn more puts you in your ZPD – and also leads to **flow**

The “So What” for Engineers

- Introducing people to a new design or system often **requires that they learn** how to use it.
- How can we design in ways that naturally work with how people learn, to reduce frustration / **increase usage of our work?**