PROGRAMMED INSTRUCTION

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DEFINITION

A programmed instruction is a systematic step by step, self instructional programme aimed to ensure the learning of stated behaviour.

CHARACTERISTICS OF PROGRAMMED INSTRUCTION

- A logical sequence of small steps

- Active response

- Immediate feedback

- Objectives

- Mastery of each step

- Motivation

- Testing

STYLES OF LEARNING

- Linear Programming (Skinner)
- Branched Programming (Crowder)
- Mathetics (Gilbert)

1. LINEAR PROGRAMMING

- A stimulus in the form of a statement and a question.

- A response by the pupils.

- Receives immediate feedback whether he is right or wrong.

- A linear sequence which everybody must follow.

# LINEAR PROGRAMMING

s1 → R1 → A1 → S2 → R2 → A2 →

2. BRANCHED PROGRAMMING

- There must be two or more choices for answering each question.

- The incorrect answer should result in directing the pupil to materials or information which will correct him and guide him back to the correct programme sequence.
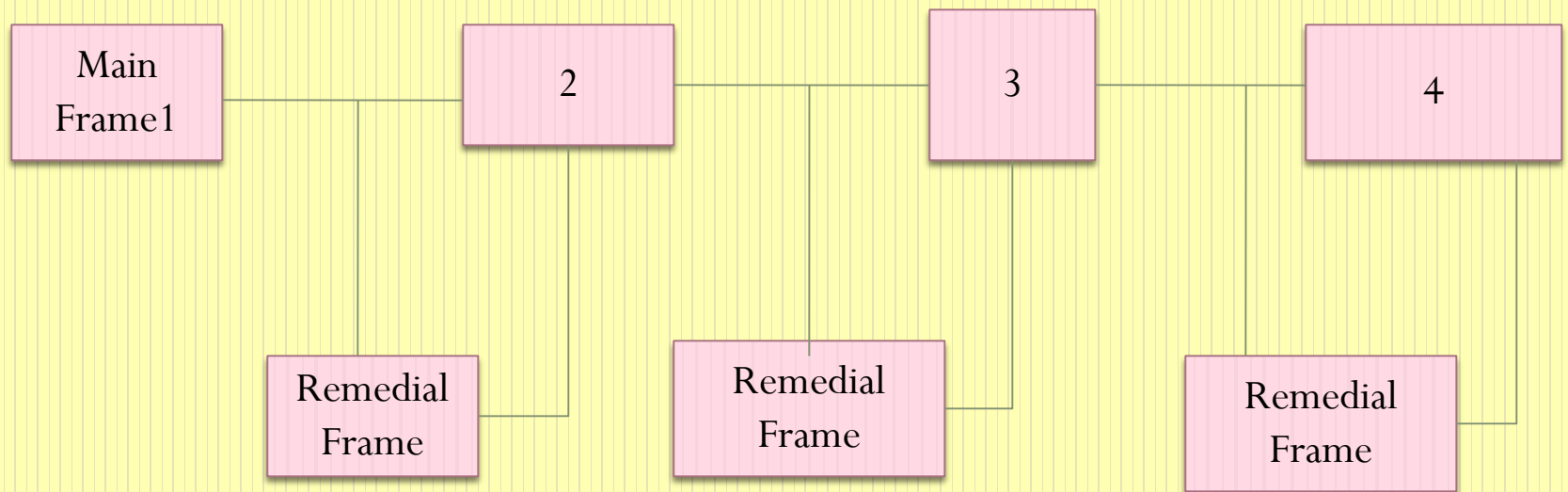
TECHNIQUES

- There are two techniques
1. Backward branching
2. Forward branching

BACKWARD BRANCHING

| Main Frame 1 | 2 | 3 | 4 |

Remedial Frame

Remedial Frame

Remedial Frame

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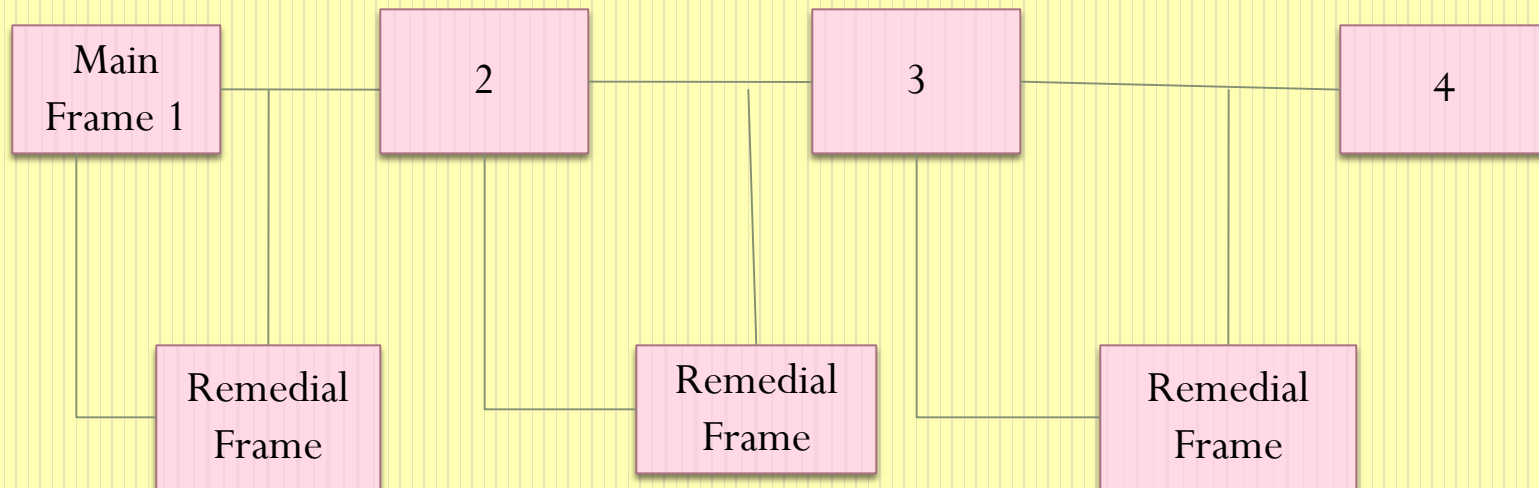
FORWARD BRANCHING

MATHETICS

- Developed by GILBERT.

- He defined it as the "systematic application of reinforcement theory to the analysis and reconstruction of learning and these complex behaviour repertories usually known as subject matter mastery, knowledge and skills"

- This is only a device which, develops mastery of subject matter among the learners.

- In mathetics, an exercise is the tubical unit of learning instead of a frame as in linear or branching programming.

- Learning involves three principles.

1. Principle of chaining.

2. Principle of discrimination.

3. Principle of generalization.

Thank You