

What is learning:-

- Learning is a change in behaviour of the learner as a result of experience. Behaviour can be physical or overt or can be intellectual or attitudinal.
- Learning is defined as "any relatively permanent change in behaviour that occurs as a result of practice and experience."
 - learning is change behaviour \rightarrow better or worse
 - it is a change takes place through practice or experience.
 - The change in behaviour must be relatively permanent & must ~~long~~^{last} for long time.

- learning may be include physical or Mental activities.

Definitions

Stephen Robbins

Stephen Robbins -

Learning is any relatively permanent change in behaviour that occurs as a result of experience."

"Learning is a process of having one's behaviour modified, more or less permanently, by what he does & the consequences of his action or by what he observes."

Munn N.L.

Principles of Principles of Learning

① Readiness

② Exercise. most often repeated & most remembered.

③ Effect. (emotional reaction of learner.)

④ Primary. (state of being 1st. creates strong, unshakable, impression)

⑤ Recency. (recently learned is best remembered.)

⑥ Intensity. (learn more from real thing than from substitute)

characteristics / Nature of learning.

- ①

Learning involves a change in behaviour. Though this change is not necessarily an improvement over previous behaviour.

Learning generally has the connotation of improved behaviour but bad habits, prejudice, stereotypes & work restrictions are also learned.

Behavioural change must be relatively permanent. Any temporary changes in behaviour due to fatigue or any other reason is not a part of learning.

The behavioural changes must be based on some form of practice or experience.

The practice or experienced must be reinforced in order for learning to occur.

Learning is purposeful.

Learning is an active process.

Effective Learning Process

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- ① Gain attention
(Reception)
↓
- ② Informing or providing learning objectives to learner
(Expectancy)
↓
- ③ Stimulating Recall or Prior learning
(Retrieval)
↓
- ④ Presenting the stimulus (medium) or style
(Selective Perception)
↓
- ⑤ Providing learning guidance.
(Semantic Encoding)
↓
- ⑥ Eliciting Performance.
(Responding)
↓
- ⑦ Providing feedback
(Reinforcement)
↓
- ⑧ Assessing Performance.
(Retrieval)
↓
- ⑨ Enhancing Retention & Transfer
(Generalisation)

Theory of Learning

★ Conditioning Theory

The Theory was given by Ivan Pavlov classical conditioning states that Behaviour is learned by Repetitive association b/w stimulus and Response.

Stimulus is something that causes Action.

Before Conditioning

Meat \longrightarrow Salivation

Bell \longrightarrow No Response

Conditioning

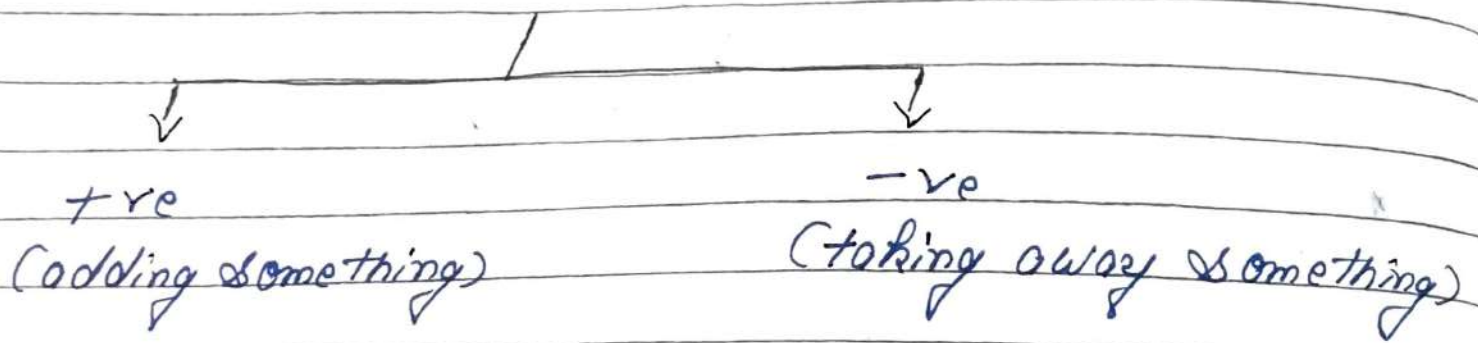
Meat + Bell \longrightarrow Salivation

After Conditioning

Bell \longrightarrow Salivation

★ Instrumental Theory

1. Instrumental / operant / Active Conditioning was given by B.F Skinner
2. It is Based on law of effect.



+ve → when the result of the work provides satisfaction, pleasure or benefits.

Ex → Reward, promotion.

-ve → The behaviour which avoid punishment, pain or fine.

We repeat it to avoid something unpleasant. Ex → Seat Belt.

Punishment is not the same as Negative Reinforcement.

Punishment → Decrease the Desired Behaviour or the weak the Behaviour.

Punishment



+ve

(Adding Unpleasant
consequences to decrease
the behaviour)



-ve

(To take something
pleasant away)

+ve → Ex → yelling at a child for bad
behaviour.

-ve →

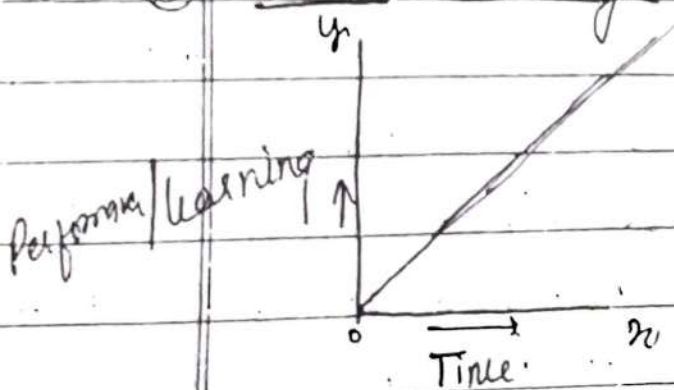
Punishment By Removal → A child for with
this brother and has
her favourite toy taken away.

LEARNING CURVES

- Time or effects and amount of learning if are presented in graph paper the curved line obtained is known as learning curve.
- If the progress of learning is recorded on a graph the obtained graph curve line is called learning curve.
- Graphical representation of learning ^{the state at} which learner make progress learning new info.

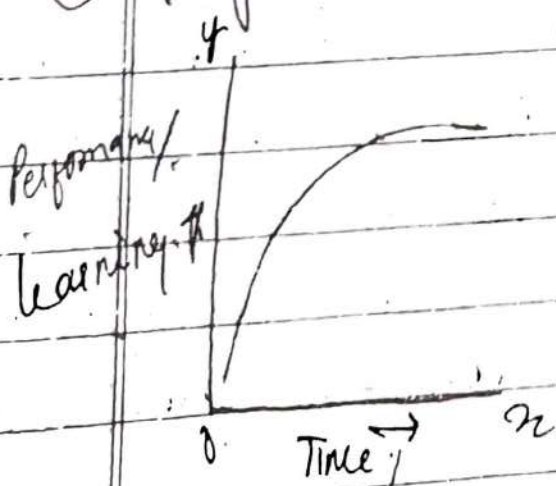
Types of learning curve:-

① Linear learning curve →

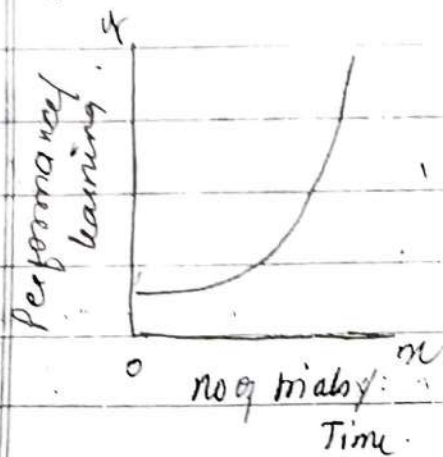


proportional increase in performance over time.

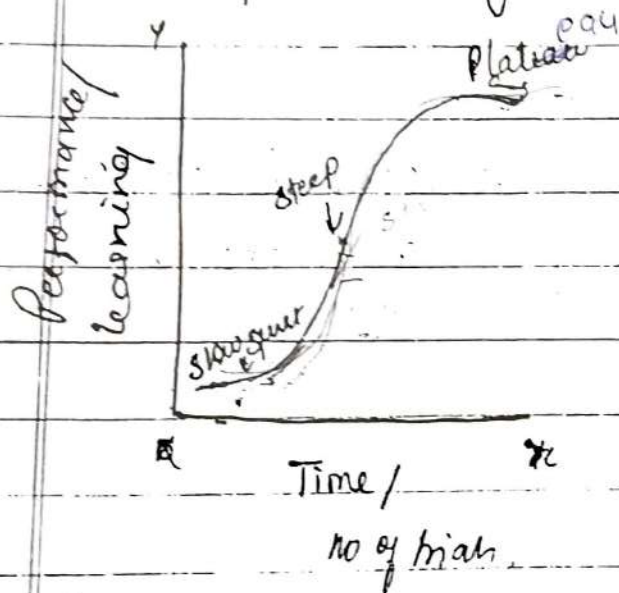
② Negative Accelerated Curve → ~~the~~ Such curve formed when learning is not difficult in beginning. Therefore the learning is easily progresses. It shows rise from the beginning. - Sply when task is simple or previously done.



- ③ Positive Accelerated Curve → Such curve formed when learning is difficult in the primary stage. Therefore at first the progress in learning is at slow pace and then just after adjustment learning speed increases. Specially when task is new & diff.



- ④ S-Shaped Learning Curve → In such curve rise of ~~less~~ in beginning is at slow pace then average & then again slow.
- initial part of the curve rises slowly as a person becomes familiar with basic component of a skill.
 - steep ascending phase occurs when there is enough experience with rudiments to start putting all together. Rapid progress follows until the skills hit a ceiling or stabilizes at high level.
 - At Plateau, ^{not flat but} harder to make significant progress. Maximum ~~skills~~ ^{competence} for given skills.



Steep - Rising / falling at sharp angle
Plateau → High level ground