THE NATURE OF KNOWLEDGE

Memory and Learning

“Memory is the means by which we draw on our past experiences in order to use this information in the present.” (Sternberg, 1999). “Human memory is the continuously active system that receives, modifies, stores, retrieves, and acts upon information.” (Klatzkty, 1980). The Memory and Learning LDP uses research from Anderson; Baddeley; Bruning, Schraw, Norby, & Ronning and others to show why understanding how learners encode, retrieve, store, modify, and make use of information is important when discussing the design and development of learning environments.

LEARNER IMPACTS
- Achievement
- Behavior
- Self-regulation

CAPABILITIES
- Cognitive Tools: Flash card and concept map creation
- Assessment: Selected response
- Assessment: Short answer, constructed response

SAMPLE DESIGN IMPLEMENTATIONS
- Robust Technology: Design for encoding, retrieval, storing, and modifying learned material
- Simple Technology: Foundation for metacognition, authentic learning, self-regulated learning
- Content Support: Visuals, prior knowledge activation, analogies

Recommendations include:
- Leveraging instructional design strategies for memory
- Applying the principles of metacognition and self-regulated learning
- Designing learning activities and environments to:
  - Help students organize new information into meaningful chunks
  - Make information processing easier by distributing it within working memory
  - Have students connect procedural knowledge to real-life contextualized situations by practicing and integrating new skills into complex problems
  - Distribute practice and retrieval

The LDP presents research on memory to provide insights on the following:
- Limits on memory
- Memory capacity
- What causes information to be lost from memory
- What happens when information is lost from memory
## Memory and Learning

### SELF-ASSESSMENT INSTRUMENT

<table>
<thead>
<tr>
<th>Principle Criteria</th>
<th>Integration (4-5 points)</th>
<th>Exploration (2-3 points)</th>
<th>Consideration (1 point)</th>
<th>Not Applicable (0 Points)</th>
<th>Total Points</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Purpose/Model</strong></td>
<td>The product strategy is aligned to memory and retention as a core principle of a learner-centered product.</td>
<td>The product team is exploring memory/retention as a core LDP for creating a more learner-centered product.</td>
<td>The product team considers memory and/or retention to be an important LDP for creating a more learner-centered product.</td>
<td>The memory LDP does NOT align to the product strategy and is not necessary to explore further.</td>
<td>= _____</td>
</tr>
<tr>
<td>Memory Application</td>
<td>The product uses a computational cognitive model of memory to facilitate long-term retention.</td>
<td>Principle is applied only to a specific area of the product and more focus on enhancing memory is needed to improve principle application.</td>
<td>Product team thinks applying this principle would add value to their product strategy.</td>
<td>This principle is NOT currently being applied to any area of the product and is NOT needed to improve the product.</td>
<td>= ____</td>
</tr>
<tr>
<td>Delivery</td>
<td>Memory/retention on a capability or service aligned to this principle has been gathered/reported on.</td>
<td>Product team is in early discussions about partnering with LD team to validate this principle with learners.</td>
<td>Product team needs more information about how this principle might be tested with learners using LD's validation services.</td>
<td>This principle does NOT need to be validated in order to inform product design &amp; development.</td>
<td>= ____</td>
</tr>
<tr>
<td>Learner Characteristics</td>
<td>Design &amp; development are currently using validation reports to further align the principle and the product strategy.</td>
<td>Product team is currently exploring how validation results and recommendations could be used in product design &amp; development.</td>
<td>Product team feels there is time in the schedule to include validation data to inform product design &amp; development.</td>
<td>Validation data will NOT be used to inform product design &amp; development.</td>
<td>= ____</td>
</tr>
</tbody>
</table>

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