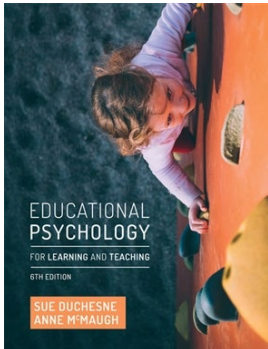


MindTap Quick Start Guide



Educational Psychology for Learning and Teaching 6th Edition

Dr Sue Duchesne

Educational Psychology for Learning and Teaching introduces key theories of development and learning to help you understand how learners learn, and how educators can be more effective in their teaching practice. Featuring current research on the various dimensions of learning and teaching alongside traditional theories, it provides a clear framework of theory and evidence that supports modern education practices.

3 Key Features

Activity	Where to find it – an example	What is it	Why it matters
Scenario Activities	<ol style="list-style-type: none"> 1. Module I – The learner developing over time 2. Chapter 4: Social, emotional and moral development 3. APPLY 4. Scenario 4: Strategies for developing learner social, emotional and moral competence 5. Clicking on the above will take you to the assignment in Pathbrite 	<p>Scenario Activities A scenario focused on a typical teaching and learning situation, requiring students to create and upload an artifact in response to the scenario, and evaluate their response. Connecting directly with Pathbrite, a leading ePortfolio company, students can share their work with their classmates for self-assessment and discussion.</p>	<p>Applies key chapter concepts to a typical teaching and learning situation. Moves students to the highest levels of Bloom’s Revised Taxonomy. Provides opportunities for students to “learn by doing”. Gives students a jump-start in creating their own materials for their portfolios and for their future practice. Helps students become reflective teachers.</p>
Interactive Learning Objects	<ol style="list-style-type: none"> 1. Module II – The learning process 2. Chapter 6: Cognitive explanations of learning 3. LEARN 4. Reading activity 6.3: Constructivism 5. Cognitive Explanations of Learning, 6-3c Constructivism in the Classroom Context 6. Click on Interactive Learning Object: constructivist teaching-learning cycle 	<p>Interactive Learning Objects The Interactive learning objects provide students with engaging activities that challenge them to put what they’ve learned in the chapter in to practice, including writing a research essay, and designing an interactive classroom.</p>	<p>Interactive learning objects model real world concepts and situations. They provide students with a wide picture of educational psychology.</p>
Classroom Videos <i>Available on the MindTap mobile app</i>	<ol style="list-style-type: none"> 1. Module III – Individual difference in the inclusive classroom 2. Chapter 10: Learning support needs and inclusive education 3. APPLY 4. Classroom video: Inclusive education? A parent’s perspective 	<p>Classroom Videos Real-world classroom examples illustrate how the key chapter concepts are applied in context of the chapter. These include discussion questions which encourage students to further apply their knowledge.</p>	<p>Students often struggle with understanding real-world educational psychology terminology and concepts, without real-world examples. These videos provide examples of real-world students and classrooms to contextualise theory for students.</p>

MindTap Learning Path

Educational Psychology for learning and teaching

6th Edition

Susan Duchesne, Anne McMaugh

Learning path location	Activity	How many	What is it	Seat time	Why it matters
MODULE	Module opener	4	Students can contextualise their learning with the module opener concept map, and key questions.	5 minutes	Key module questions help students investigate the holistic implications of their learning, across the whole part.
	Putting it together	4	Students can see the connections between the chapters, and maintain a holistic view of children, of learning, and of teaching with the Putting it Together table for each module.	5 minutes	This section summarises and consolidates student understanding of the whole module.
ENGAGE	What you will learn in the Chapter	14	Introduces the chapter content and what the student will learn in the chapter.	5 minutes	Introduces key chapter concepts and empowers the student to learn.
LEARN	Chapter reading activities		<p>This is where the core text content lives. It is an interactive eReader with integrated tools for students and instructors, including interactive figures that help bring concepts to life.</p> <p>Students can search, jump to sections, highlight, take notes, have the text read aloud, define words and more.</p>	Varies by student	This interactive eReader serves as a foundation and reference of content for the course.
	Interactive learning objects	16	The Interactive learning objects provide students with engaging activities that challenge them to put what they've learned in the chapter in to practice, including writing a research essay, and designing an interactive classroom.	10-15 minutes depending upon activity	Interactive learning objects model real world concepts and situations. They provide students with a wide picture of educational psychology.
	Video and research links (in-line)	14	Demonstrates theories and concepts in action with real teachers and students.	Varies – 5-10 minutes	<p>Helps students make multiple connections between different types of knowledge.</p> <p>Spurs in-class and online discussions when used in a flipped model.</p> <p>Stimulates student reflection.</p>
	Go Further content (in-line)	39	This extension material, that includes research articles, and important web links provides additional research opportunities for students to	Varies – 5-10 minutes	This content consolidates the chapter, and provides opportunity for deeper learning and further research.

			extend their understanding of educational psychology.		
APPLY	Scenarios	14	<p>A scenario focused on a typical teaching and learning situation, requiring students to create and upload an artifact in response to the scenario, and evaluate their response.</p> <p>Connecting directly with Pathbrite, a leading ePortfolio company, students can share their work with their classmates for self-assessment and discussion.</p>	30 minutes to 1 hour	<p>Applies key chapter concepts to a typical teaching and learning situation. Moves students to the highest levels of Bloom's Revised Taxonomy. Provides opportunities for students to "learn by doing".</p> <p>Gives students a jump-start in creating their own materials for their portfolios and for their future practice. Helps students become reflective teachers.</p>
	Classroom videos	13	<p>Real-world classroom examples illustrate how the key chapter concepts are applied in context of the chapter. These include discussion questions which encourage students to further apply their knowledge.</p>	5-15 minutes	<p>Students often struggle with understanding real-world educational psychology terminology and concepts, without real-world examples. These videos provide examples of real-world students and classrooms to contextualise theory for students.</p>
REVISE	Chapter review and putting it together linkages	14	<p>This section recaps key chapter material, provides questions to assess student understanding of key elements, links to useful resources and important concepts in other chapters, and provides an extensive references list.</p>	5 minutes	<p>Strengthens students understanding of key chapter concepts. Provides revision and extension opportunities ahead of final assessment.</p>
	Revision quizzes	14	<p>Interactive quizzes covering all chapter concepts are applied to nursing scenarios and are automatically graded.</p>	15 minutes each	<p>Checks students' understanding of and ability to remember key concepts from the chapter reading. Offers students instant feedback and directs students to sections to re-read when they answer incorrectly.</p>
DEVELOP YOUR PHILOSOPHY	Develop your philosophy tool	1	<p>This downloadable tool helps the student develop their own philosophy of learning and teaching as they read the chapters. It can also be used later in their own practice.</p>	Varies by student	<p>Enables the learner to constantly review their own philosophy of learning and teaching while they learn, and later while they are teaching.</p>
ASSESS App dock – CNOW app	CNOW app Test bank (for Instructors only)	14	<p>Instructor assignable questions available through the CNOW app. Each chapter includes the approx. 15 multiple choice questions. Each question is aligned to learning objectives from the book.</p>	Varies by set assessment	<p>These assessment questions delivered through the CNOW app help you create, customise and deliver test in minutes. The CNOW app guides you step by step through the test-creation process.</p>

Digital contents

Topic/Chapter	Digital activities and resources
Chapter 1 <i>Educational psychology for learning and teaching</i>	Scenario 1: Reflective teaching using action research Classroom Video: Using reflection tools Interactive Learning Object: Example of a research report
Chapter 2 <i>Emerging skills</i>	Scenario 2: Effective parent-teacher interviews for supporting learner development Classroom video: An adolescent's view of physical activity. Interactive Learning Object: An example of children's storytelling
Chapter 3 <i>Cognitive development</i>	Scenario 3: Lesson plan for improving reading comprehension Classroom video: What happens to the sun at night? Interactive Learning Object: A few more conservation tasks Interactive Learning Object: Logical operations tasks Interactive Learning Object: More examples of formal operations tasks for you to try
Chapter 4 <i>Social, emotional and moral development</i>	Scenario 4: Strategies for developing learner social, emotional and moral competence Classroom video: What makes someone a good friend? Interactive Learning Object: Moral development stages card matching test
Chapter 5 <i>Behavioural views of learning</i>	Scenario 5: Math Skills Development Plan Classroom video: A behavioural approach to classroom management Interactive Learning Object: Task Analysis sorting test
Chapter 6 <i>Cognitive explanations of learning</i>	Scenario 6: Science Skills Development Plan Classroom video: Constructivist teaching and learning Interactive Learning Object: Observing, thinking, and questioning: the nine times table Interactive Learning Object: the constructivist teaching-learning cycle Interactive Learning Object: Case study: the multistore information processing model
Chapter 7 <i>Humanist approaches to learning</i>	Scenario 7: Implementing humanist teaching approaches in the classroom Classroom video: Humanist education: A teacher's approach
Chapter 8 <i>Motivation and engagement</i>	Scenario 8: Communicating strategies for improving and maintaining motivation Classroom video: How do teachers motivate and engage students? Interactive Learning Object: Your motivation and engagement wheel
Chapter 9 <i>Intelligence and creativity</i>	Scenario 9: Assessing a learner with exceptional abilities Interactive Learning Object: Explore your own view of intelligence
Chapter 10 <i>Learning support needs and inclusive education</i>	Scenario 10: Communicating Inclusive Education Teaching Practice Classroom video: Inclusive education? A parent's perspective Classroom video: Three gifted students talk about extension science Interactive Learning Object: Least restrictive environment
Chapter 11 <i>Sociocultural factors in the learning process</i>	Scenario 11: Effective practice with Aboriginal and Torres Strait Islander Students Classroom video: Involving indigenous communities in schools: A teacher's approach
Chapter 12 <i>Information and communication technology (ICT) in learning and teaching</i>	Scenario 12: Technology integration for ICT literacy and learner engagement and achievement Classroom video: A teacher talks about using ICT for powerful pedagogy Interactive Learning Object: Explore the TPACK model and its use in ICT
Chapter 13 <i>Assessment and reporting</i>	Scenario 13: Creating a Psychology Curriculum Assessment Plan Classroom video: A parent talks about her ideal report



	Interactive Learning Object: Designing a user-friendly format for school reports
Chapter 14 <i>Creating a positive classroom</i>	Scenario 14: Planning for a positive classroom environment Classroom video: What do good teachers do? Interactive Learning Object: Arranging your own classroom