

Project Resources

ROLE	NAME
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Dale's Cone of Experience: Learning and Instructional Strategies

Course Goal

Students will be able to explain Dale's Cone of Experience and describe how it is used to guide learning decisions.

Section Goals

Goal 1: The learner will be able to define Dale's Cone of Experience.

Objectives:

- 1.1. Without the use of notes, TLWBAT define abstract, concrete.

Instructional Theory: Behaviorism

Instructional Strategies/Activities: Define

a) abstract

b) concrete

Test the learner's memory by asking True/False questions about these definitions.

- 1.2. Without the use of notes, TLWBAT explain that learning materials vary from abstract to concrete.

Instructional Theory: Cognitivism

Instructional Strategies/Activities: Ask the learner to think back on learning geography. Use the example of memorizing the names and locations of all 50 US States to introduce learning experiences from abstract to concrete. In this example they are:

- a) Learning the names and locations of all 50 US States using only words. You can discuss them, write down descriptions of each state, and read textbooks without visual aids.
- b) A map of the 50 States.
- c) A game where you can label the 50 states on an empty map and receive immediate feedback on your answers.
- d) Visiting different states in real life.

For an activity, ask the learner to arrange the options above from abstract to concrete.

- 1.3. Without the use of notes, TLWBAT define Dale's Cone of Experience.

Instructional Theory: Behaviorism

Instructional Strategies/Activities: Give an overview of Dale's Cone of Experience. Test understanding of the material with True/False questions.

Goal 2: The learner will be able to explain each layer of the cone.

Objectives:

- 2.1. Without the use of notes, TLWBAT explain that direct, purposeful experiences are hands-on, real-life experiences where individuals actively participate in an activity.
- 2.2. Without the use of notes, TLWBAT explain that contrived experiences are simulations or artificially created scenarios aimed at replicating real-world situations.
- 2.3. Without the use of notes, TLWBAT explain that dramatized experiences are when learners participate in or watch a dramatization of an event.
- 2.4. Without the use of notes, TLWBAT explain that demonstrations, study trips, exhibits, educational television, motion pictures, recording, radio, and still pictures are six of the layers of the cone.
- 2.5. Without the use of notes, TLWBAT explain that visual symbols help learners grasp concepts through visual representations.
- 2.6. Without the use of notes, TLWBAT explain that verbal symbols are abstract representations of information, such as written or spoken words.
- 2.7. Given examples of experiences, TLWBAT match them to the layer of the cone they belong to with 80% accuracy.

Instructional Theory: Behaviorism

Instructional Strategies/Activities: Provide an overview of the eleven layers of the cone with explanations and examples. Use multiple choice questions to match examples with learning experiences.

Goal 3: The learner will be able to describe how the cone is used to guide learning decisions.

Objectives:

- 3.1. Without the use of notes, TLWBAT explain the takeaway of Dale's Cone of Experience.

Instructional Theory: Cognitivism

Instructional Strategies/Activities: Explain that Dale's Cone of Experience encourages a mix of hands-on experiences, simulations, visual aids, and traditional teaching methods to create a well-rounded and effective learning environment. Use multiple choice questions to reiterate the material.

- 3.2. Without the use of notes, TLWBAT give their own example of how they would apply Dale's Cone of Experience to a learning environment.

Instructional Theory: Cognitivism

Learning Strategies/Activities: Ask the learner to answer an essay question:

Imagine you are teaching a lesson on gravity. Using Dale's Cone to guide you, list four activities you can have your class do to learn about gravity.