



SOI3301: Social Studies Teaching Methodology

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Prior Knowledge Activation

QUEST LOG



What is the true definition of Learning?



How are the Learning Process and Learning Management related?



Where do Learning Theories originate, and how are they defined?



What are the core concepts of contemporary learning theories?

ACHIEVEMENT UNLOCK



Information Processing Theory



Cognitive Constructivism



Social Constructivism



Constructionism



Cooperative Learning Theory



Multiple Intelligence



Connectivism

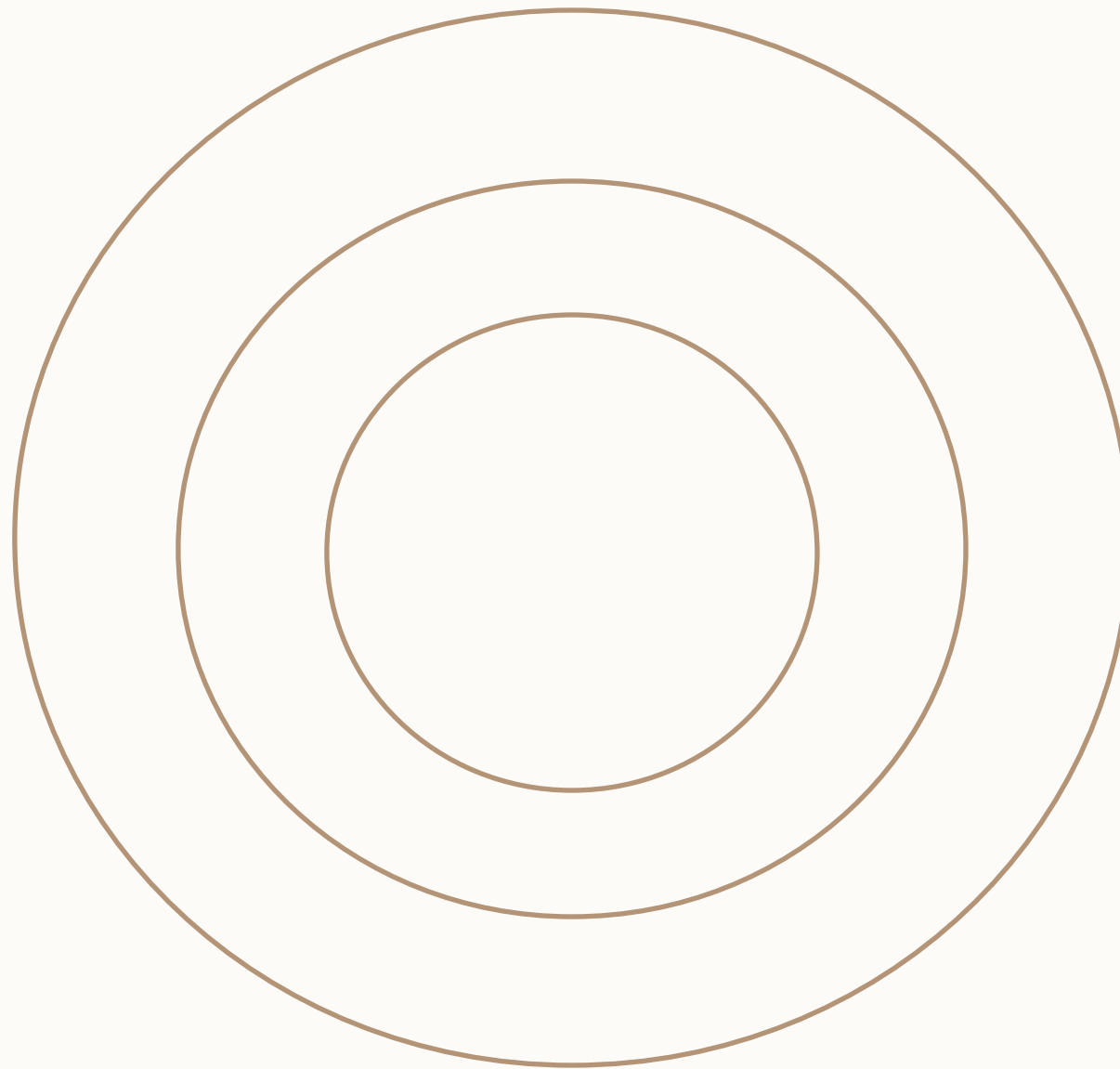
The Digital Learner Ecosystem



What Thais Worldwide Are Searching For Right Now

The Circle of Life

A Self-Reflection



Chapter 2: Principles & Concepts of Learner-Centered Instruction



The Legal Foundation: Section 24 of the National Education Act (Part 1)



Blueprint Cards

Align content and activities with learners' interests and aptitudes, respecting individual differences.



Blueprint Cards

Train thinking processes, management skills, and situational coping to prevent and solve problems.



Blueprint Cards

Provide hands-on activities drawn from real experience so learners can think, act, love reading, and learn continuously.

The Legal Foundation: Section 24 of the National Education Act (Part 2)



Blueprint Cards

Blend diverse knowledge areas proportionally while instilling virtues, values, and desirable traits in every subject.



Blueprint Cards

Facilitate supportive learning environments and resources, allowing teachers and students to learn through research and varied media.



Blueprint Cards

Enable learning anytime, anywhere through collaboration with parents and the community to develop learners to their full potential.

Approaches to Learner-Centered Instruction



Teacher-Centered
Instruction



Student-Centered
Instruction



Media-Centered
Instruction

Indicators of Learner-Centered Instruction: Defining Roles



The Teacher's Role



Facilitator



Guide



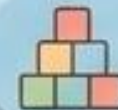
Environment Designer



The Student's Role



Active Participant

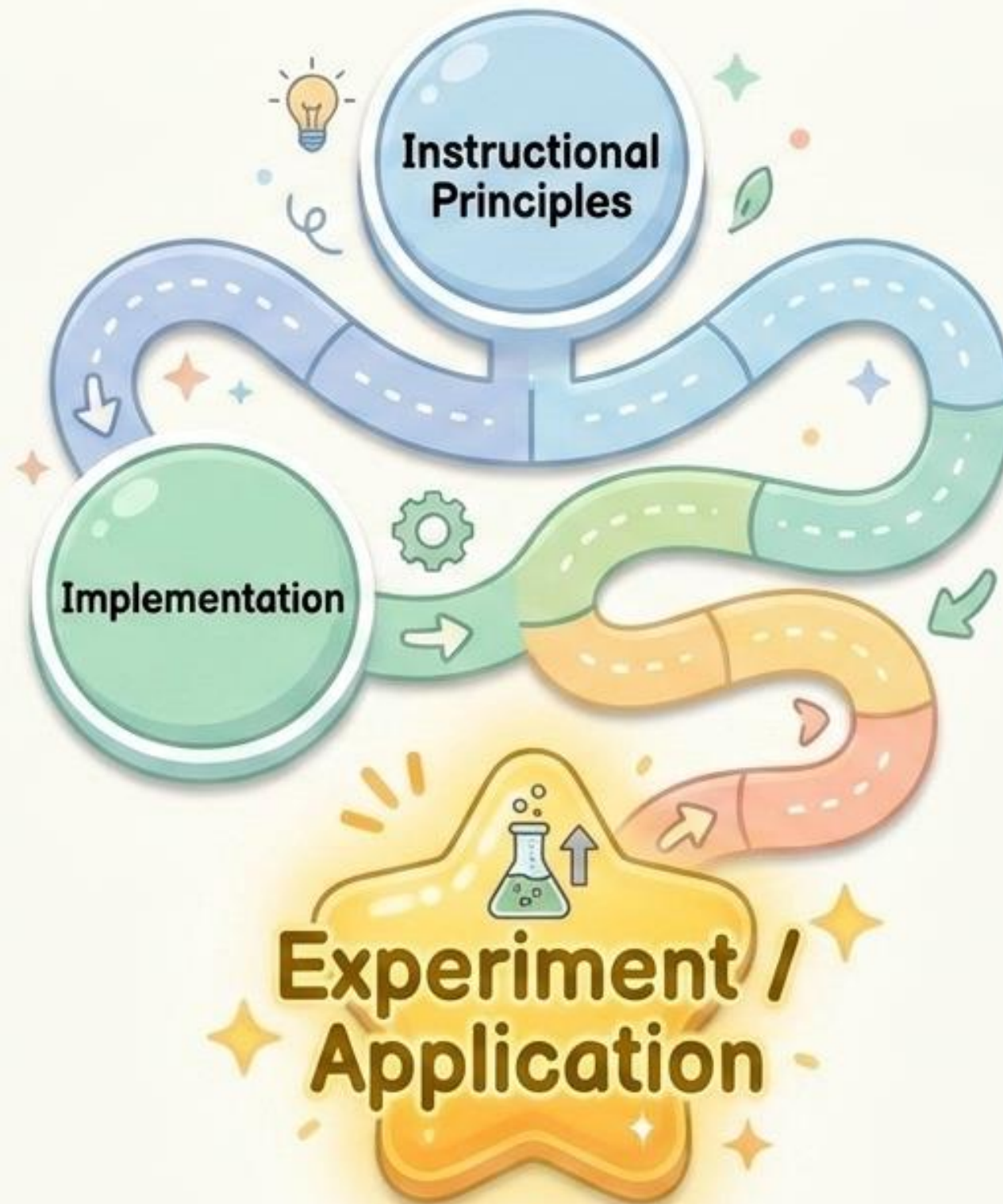


Knowledge Constructor



Explorer

Practical Guidelines for Learning Theories



Learning Approach



An unproven but widely accepted assumptions.



The practical application of learning theories and principles.

Student-Centered Learning Approaches

Modern Frameworks for Engaging and Empowering Learners



A cartoon illustration of a young boy with dark hair and round glasses, wearing a green shirt. He is holding a large magnifying glass with a blue frame and an orange handle. The magnifying glass is focused on a large, light-orange cloud. Inside the cloud, the word 'Learning' is in grey and 'Active' is in a larger, bold orange font. The background is a light teal color with scattered colorful confetti in shades of blue, orange, purple, and white.

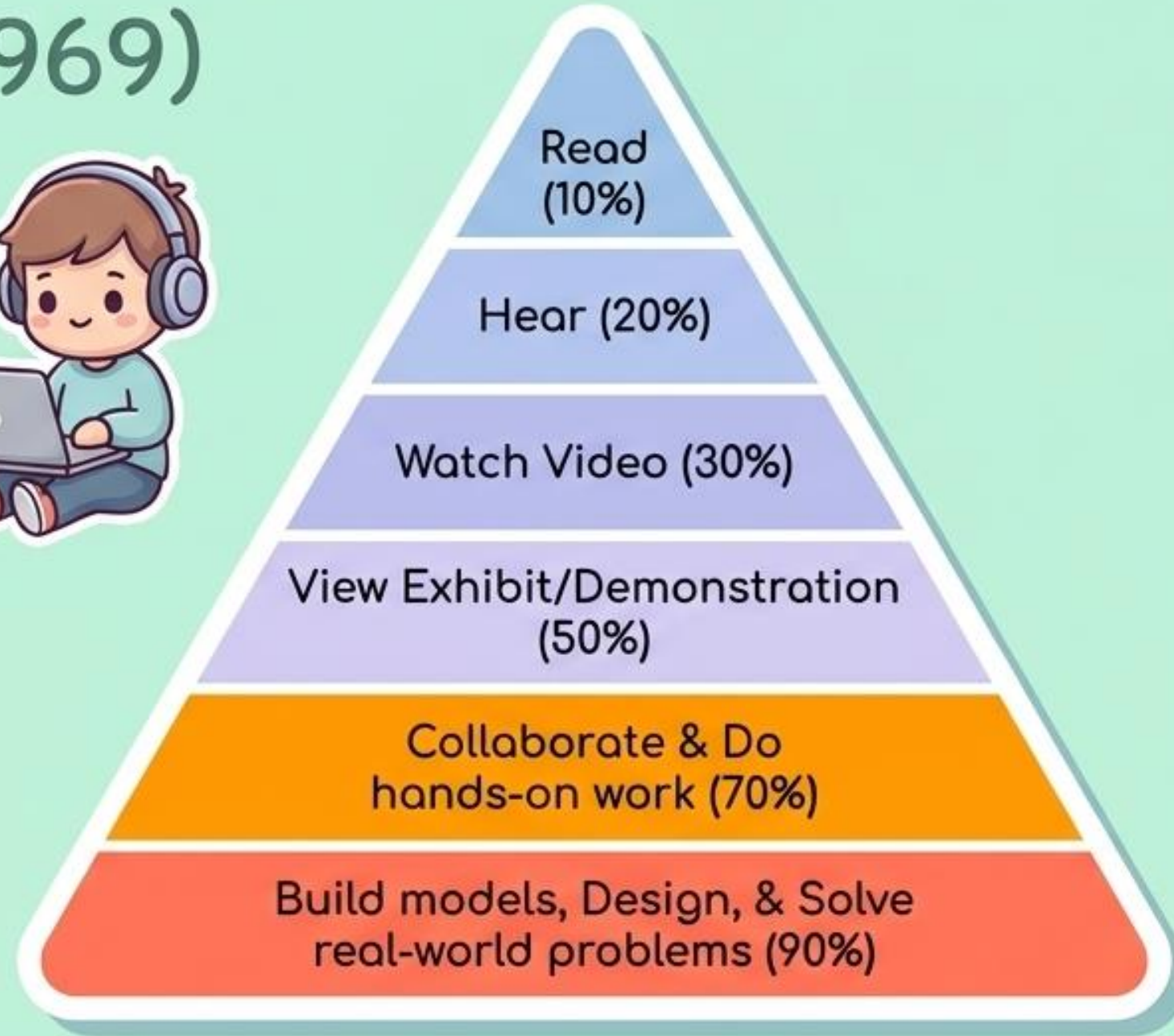
Learning **Active**

Approach #1: Active Learning



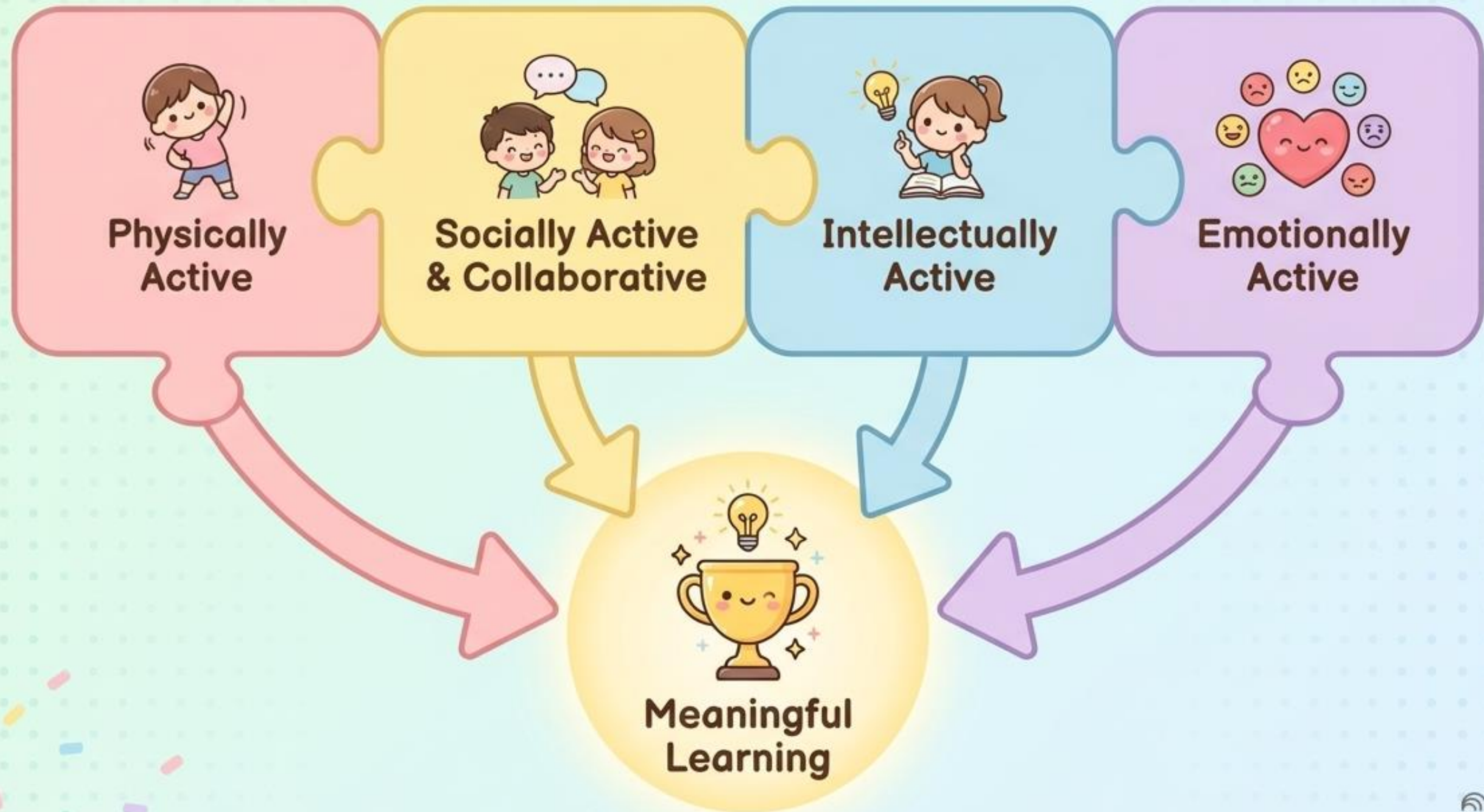
Moving from unproven
assumptions to
evidence-based
pedagogical practices.

Edgar Dale's Cone of Experience (1969)



Research shows that independent thinking and hands-on action lead to significantly better learning retention.

The Active Learning Framework



Approach #2: Self-Directed Learning (SDL)



What is Self-Directed Learning?

When individuals identify their own learning needs and set their own educational objectives.

DEFINITION

A process in which individuals take the initiative... in diagnosing their learning needs, formulating learning goals, identifying resources... and evaluating learning outcomes (Knowles, 1975).



EXAMPLES

Child Exploration

A toddler independently exploring an unfamiliar room to learn about their surroundings.

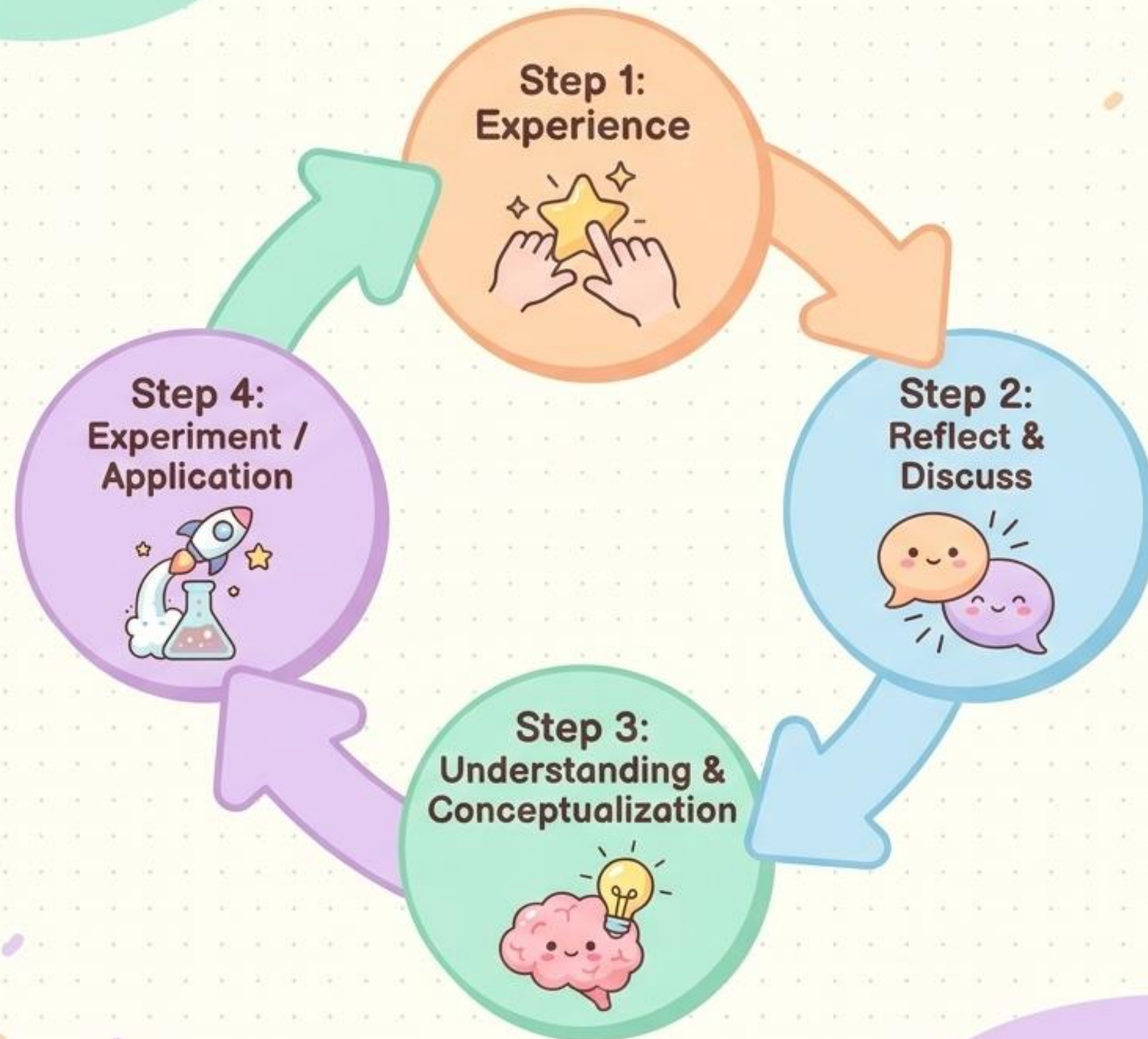
Adult Learning

Mika reading self-help books to find inspiration and reach her fullest potential.

Approach #3: Participatory Learning



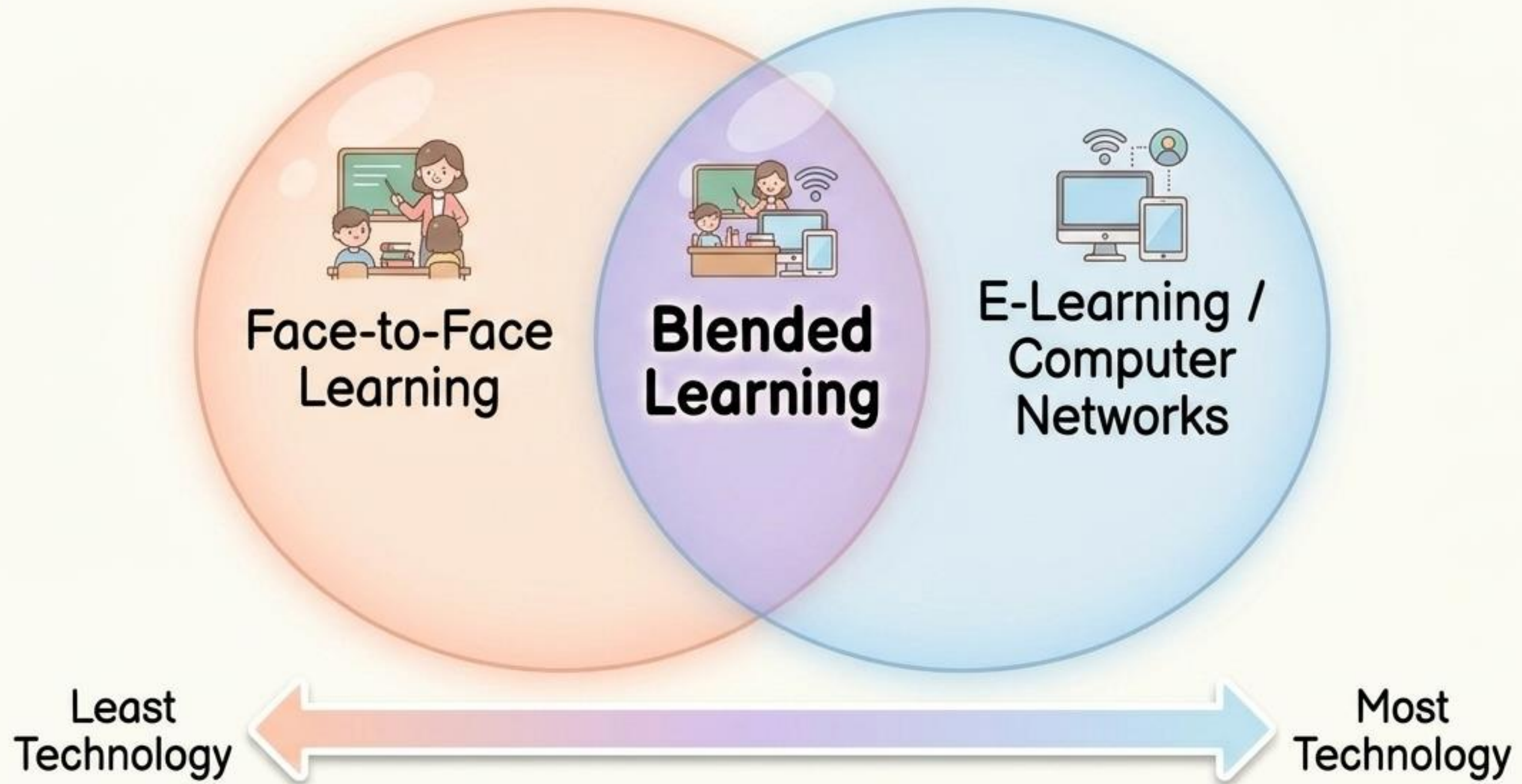
The Cycle of Participatory Learning



Approach #4: Hybrid & Blended Learning



Defining Blended Learning



Blended vs. Hybrid: The Timing Distinction



Blended Learning



Face-to-face & Technology-based learning
Both Synchronous and Asynchronous



Hybrid Learning



Face-to-face &
Technology-based learning
Synchronous Only

The 6-Step Gamification Learning Design Process



Reward



Stats Bar

Point



Level

Player Profile



Achievement



Respect/Status



Competitiveness



Self-expression

Emotional Status



Satisfied

Happy



Enjoy



Bored

Disappointed

The Quest Map

1



Identify learning outcomes

2



Choose a big idea

3



Storyboard the game

4



Design learning activities

5



Build teams

6



Apply game dynamics