

Robert Gagne's 9 Events of Learning

Robert Gagne

- Robert Gagne—built on work of Behaviorists and Cognitivists
- He translated principles of these theories into strategies for instruction
- Best known for:
 - Categories of learning
 - 9 Events of learning

Events of Learning

- What is learning?

The process of acquiring knowledge

- What is instruction?

Activities and processes that support learning

- What are events of instruction?

Events are what leads the students from one stage to another in the learning process

9 Events of Learning

- Gagne defined 9 events of instruction that would support learning.
- They are a set of *communication* to the student.

The 9 Events

- Gaining attention
- Informing the learner of the objective
- Stimulating recall of prerequisite learning
- Presenting new material
- Providing learner guidance
- Eliciting performance
- Providing feedback about correctness
- Assessing performance
- Enhancing retention and recall

Event 1 – Gaining Attention

- **Activates the sensory register**
- Moving or ‘cutting images’
- Appealing to learner’s interests
- Focusing on learners’ problems
- FUN

Event 2 – Informing Learner of Objectives

- Orients learner's attention to what he will learn
- By stating objectives so that learners feel motivated

Event 3 – Recall Prior Learning

- To recall old learning on which new learning will be built
- By asking questions or giving other ‘cues’ to the learner that will fetch old learning from the long term.

Event 4 – Presenting the New Information

- Presenting the new content that is to be learnt.
- Its more about *how* the content will be presented
- Giving examples to illustrate the new content

Event 5 – Providing Learner Guidance

- Providing support strategies that will guide the learner to assimilate the new content
- This could be in the form of questions—more to direct the learners' thoughts than expecting answers

Event 6 – Providing Practice

- Providing practice opportunities for the new learning.
- Asking the learner to demonstrate the new learning thru:
 - Questions
 - Activities

Event 7 – Give Feedback

- Giving pertinent feedback on the specific content
- Feedback should be specific to the lacunae in the learning
- Feedback should be IMMEDIATE

Event 8 – Assess

- Test the learners' knowledge

Event 9 – Reinforce the Learning

- Consolidate the new learning with the previous knowledge
- Projects and strategies allied with teacher's existing off-computer learning activities
- Use advantages of multimedia to reinforce content in different channels that might appeal to different learning styles

The 9 Events—External & Internal

1. Gain attention
2. Inform learner of objective
3. Prior recall of knowledge
4. Present new content
5. Provide learner guidance
6. Elicit performance
7. Provide feedback
8. Assess
9. Reinforce

1. Alertness, motivation
2. Expectancy
3. Retrieval to working memory
4. Selective perception
5. “Record the meaning”
6. Retrieval and response
7. Reinforcement
8. Cueing for retrieval
9. Generalizing

Quick Recap

- Gaining attention
- Informing the learner of the objective
- Stimulating recall of prerequisite learning
- Presenting new material
- Providing learner guidance
- Eliciting performance
- Providing feedback about correctness
- Assessing performance
- Enhancing retention and recall

Quick Recap

- Gaining attention
- Informing the learner of the objective
- Stimulating recall of prerequisite learning
- Presenting new material
- Providing learner guidance
- Eliciting performance
- Providing feedback about correctness
- Assessing performance
- Enhancing retention and recall