

Theory	Description	Theorist	Guiding Technology
Behaviorism	Stimuli and response cause changes in behavior or new behaviors	B.F. Skinner	Students are taught to use technology as a tool for deeper learning
Cognitivism	Internal processing of information leads to learning	Piaget	Technology gives opportunities for students to interact with real world problems at the click of a button
Constructivism	knowledge based from personal experience	John Dewey	Students research is made easy through different educational websites and data bases
Connectivism	the integration of principles explored by chaos, network, and complexity and self-organization theories	Driscoll	Students take control of their education based on what works for them

Example
Students are given the opportunity to earn bonus points/extra credit for researching and explaining concepts before the start of class.
Students interact with valid news cites and social media to form an opinion on situations in their society.
Students construct a research paper using research gained from the internet and other resources dealing with a particular topic of their choice dealing with their curriculum.
Students connect with fellow classmates and teachers to understand the best stratagies that suit them best to better their education.