



Techno-pedagogy of Social Science

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Different pedagogic goals

- Didactic and reflective (cognitive) – knowing and thinking, analysing, etc.
- Affective – feeling, having values, thinking about values, acting
- Psycho-motor – physically doing things
- Lower and higher order cognitive abilities from Anderson 2001 (Bloom's Taxonomy version 2001) :
 - Remember,
 - understand,
 - apply,
 - analyze,
 - evaluate,
 - create

Why we ask questions, create activities for students

- When students try to articulate, try to practice, try to examine, that is when they learn the best
- Different types of questions / activities:
 - Cognitive – develops propositional knowledge
 - Affective – develops commitment, values, decision-making
 - Psychomotor – develops coordination

Types of Cognitive Questions / Activities

- 1) Personal belief / experience questions
- 2) Memory questions
- 3) Comprehension questions – reasoning and information processing.
- 4) Creative expression – create a story, painting, etc.
- 5) Creative alternative – build alternatives, solutions, etc.
- 6) Judgment questions – spell out criteria for judgement, reason on the judgement
- 7) Follow up questions

What kind of digital resources will help us engage with these questions?

