# PROGRAMMED INSTRUCTIONS 2<sup>ND</sup> SMESTER/PAPER-202

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# INTRODUCTION

A program is a subject which pupils learn as far as programmed instruction is concerned, it is a new strategy of teaching it is a device or strategy to control student's behavior and helps them learn without the supervision of a teacher.

It is a highly individualized instructional strategy for the modification of behavior. Besides instructional purpose, it can also be employed as a mechanism of feedback device for improving teaching efficiency.

## CONT....

Programmed instruction method of teaching is an autocratic and individualized strategy. Its main focus is to bring desirable change in the Cognitive Domain of the learner's behavior. It got historical momentum only after the publication of "the science of learning and art of teaching "articles by B.F.Skinner in 1954.

### DEFINITIONS

"Programmed instructions is a planned sequence of experiences leading to proficiency, in term of stimulus -response relationship that have proved to be effective."

#### -Espich and Williams

"Programmed learning has been defined as a systematic step by step self instructional programme aimed to ensure learning or the stated behavior."

-Adger and Dail

## CONT....

"The arrangements of tiny bits of knowledge into logical sequence is called the 'programmed' and its process is called, 'Programmed Learning'."

-Stoffel

"programmed learning is a term sometimes used synonymously to refer the broader concept of auto-instructional methods."

-D.L.Cook

## CHARACTERISTICS

- Programmed Instructions based learning material is Individual and only one person can learn by it at a time.
- The subject matter is broken down in to small steps called frames and arranged sequently.
- Each step is related with another step.
- The learner should have made active response.
- Learner get immediate feedback in Programmed Instructions based material.

- Students learn by "Principle of self pacing."
- Programmed Instructions material is Pretested and valid.
- In Programmed Instructions based learning Error Rate and Fault Rate is very less.
- In Programmed Instructions Based learning Stimulus, Response and Reinforcement both are active.

## PRINCIPLES

- Principle of small steps.
- Principle of self-pacing.
- Principal of active response.
  - Principal of Immediate feedback.
  - Principal of Immediate Reinforcement.