Mathetics Programming
2nd semester/paper-202

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INTRODUCTION

Thomas F.Gilbert(1962)is the originator of the concept of mathetics programmed instruction. The word "mathetics" is derived from the Greek word mathein which means learn.it is defined as a systematic application or reinforcement theory to the analysis and construction of complex repertoires which present the mastery in subject matter.it is based on connectivist approach. It is based on principle of chaining, Discrimination and Generalization.

<u>Assumption</u>

Mathetics programming is based on following assumptions:-

1) **Chaining of responses helps in to reach up to mastery level .**

2) **Reverse chaining of stimuli helps in learning, i.e. from whole to part, from complex to simple.**

3) **Completion of task provides motivation to students.**

ADVANTAGES

- [ ] **It is a task oriented programme.**

- [ ] **Result can be linked to concrete goals which we intend to achieve through a mathetics programme.**

- [ ] **Its stress on learner success at 90/90 criterion level of mastery motivates the learner.**

- [ ] **It utilizes the principal of backward chaining.**

- [ ] **It is relevant, significant, meaningful and valid in the eyes of the learner and programmer.**

Limitations of mathetics programming:

1. **Main emphasis is on mastery of the content rather than chains in behavior of the learner.**

2. **Retrogressive chaining of stimuli if not effective of terminal behavior.**

3. **It is very difficult to develop retrogressive learning package.**

4. **It is very technical in nature and such as demands a lot of skill, training and labor on the part of the programmer.**

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5. It is not suitable for learning the material of all subjects.

6. Mathetics cannot be used for factual content.

7. Mathetics is not best on any sound learning theory.