

Project Resources

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Content Analysis Section

Major Sections and Sub Sections

- 1. What is Dale's Cone of Experience?**
 - 1.1. Goal: to define Dale's Cone of Experience.
- 2. The Layers of Dale's Cone**
 - 2.1. Goal: to introduce the learner to the layers of Dale's Cone of Experience.
 - 2.2. Direct, Purposeful Experiences Contrived Experiences
 - 2.2.1. Goal: to explain to the learner what direct, purposeful experiences are and give examples.
 - 2.3. Contrived Experiences
 - 2.3.1. Goal: to explain to the learner what contrived experiences are and give examples.
 - 2.4. Dramatized Experiences
 - 2.4.1. Goal: to explain to the learner what dramatic presentations are and give examples.
 - 2.5. Demonstrations
 - 2.5.1. Goal: to mention demonstrations and give examples.
 - 2.6. Study Trips
 - 2.6.1. Goal: To mention study trips and give examples.
 - 2.7. Exhibits
 - 2.7.1. Goal: To mention exhibits and give examples.
 - 2.8. Educational Television
 - 2.8.1. Goal: To mention educational television and give examples.
 - 2.9. Motion Pictures
 - 2.9.1. Goal: To mention motion pictures and give examples.
 - 2.10. Recording, Radio, and Still Pictures
 - 2.10.1. Goal: To mention recording, radio, and still pictures and give examples.
 - 2.11. Visual Symbols
 - 2.11.1. Goal: To explain to the learner what visual symbols are and give examples.
 - 2.12. Verbal Symbols
 - 2.12.1. Goal: To explain to the learner what verbal symbols are and give examples.
- 3. Applying Dale's Cone of Experience**
 - 3.1. Goal: to describe how the cone is used to guide learning decisions.

Original ChatGPT Generated Content Analysis

Dale's Cone of Experience, also known as the Cone of Learning or Cone of Experience, is a visual representation created by Edgar Dale in the 1940s. It illustrates different levels of learning experiences and their effectiveness. The cone is often used in the field of education, but its principles can be applied more broadly.

Imagine a cone with various layers, each representing a different type of learning experience. Starting from the bottom and moving upwards, the cone includes the following levels:

- 1. Direct, Purposeful Experiences (Doing):** *These are hands-on, real-life experiences where individuals actively participate in an activity. Examples include experiments, field trips, or practical applications of knowledge.*
- 2. Contrived Experiences (Simulations):** *Simulations or artificially created scenarios aim to replicate real-world situations. This could include role-playing exercises or virtual simulations that mimic authentic experiences.*
- 3. Dramatic Presentations (Seeing and Hearing):** *This level involves presentations, demonstrations, or videos that engage both auditory and visual senses. It allows learners to see and hear information in a compelling manner.*
- 4. Verbal Symbols (Reading or Hearing):** *At this level, learners engage with abstract representations of information, such as written or spoken words. Reading a book, listening to a lecture, or participating in discussions fall into this category.*
- 5. Visual Symbols (Seeing):** *Visual aids like charts, graphs, and diagrams are used to convey information. These symbols help learners grasp concepts through visual representations.*
- 6. Abstract Symbols (Reading or Hearing):** *This level involves dealing with abstract representations of information, such as reading textbooks or listening to lectures. It is less concrete than direct experiences and relies more on cognitive processing.*

It's important to note that the cone is not a strict hierarchy, and learners can benefit from various types of experiences. Dale's original intention was to emphasize the importance of incorporating diverse learning methods to cater to different learning styles and preferences.

In summary, Dale's Cone of Experience encourages a mix of hands-on experiences, simulations, visual aids, and traditional teaching methods to create a well-rounded and effective learning environment

Assessment of the AI-Generated Content Analysis

This analysis is explained well for what is there. However, it is oversimplified and inaccurate. Dale's Cone of Experience has eleven layers and there are only six listed here. It also mentions abstract symbols as a separate layer from verbal and visual symbols, when in actuality, verbal and visual symbols are examples of abstract symbols. Abstract symbols are not on the cone at all.

Content Analysis

1. Goal: The learner will be able to define Dale's Cone of Experience.

- 1.1. Dale's Cone of Experience, also known as the Cone of Learning or Cone of Experience, is a model that was created by Edgar Dale in 1946. It illustrates different levels of learning experiences and their effectiveness.
- 1.2. Imagine a cone with various layers, each representing a different type of learning experience. The widest layers at the bottom are concrete, hands-on experiences. The levels of the cone gradually become abstract as they shrink to a point. The final layer is entirely cognitive.
- 1.3. The model suggests that retention of learning is best with hands-on experiences. Retention decreases as experiences become more abstract.

2. Goal: The learner will be able to explain the layers of the cone.

- 2.1. Direct, Purposeful Experiences:
 - 2.1.1. Hands-on, real-life experiences where individuals actively participate in an activity.
 - 2.1.2. Examples: experiments, field trips, or practical applications of knowledge.
- 2.2. Contrived Experiences:
 - 2.2.1. Simulations or artificially created scenarios aim to replicate real-world situations.
 - 2.2.2. Examples: role-playing exercises or virtual simulations that mimic authentic experiences.
- 2.3. Dramatized Experiences:
 - 2.3.1. Learners participate in or watch a dramatization of an event.
 - 2.3.2. Examples: reenactments, plays.
- 2.4. Demonstrations:
 - 2.4.1. Examples: Watching a science experiment, observing how to throw a ball, or do a push-up.
- 2.5. Study Trips:
 - 2.5.1. Examples: Field trips, hikes, tours.
- 2.6. Exhibits:
 - 2.6.1. Examples: museums, aquariums, zoos.
- 2.7. Educational Television:
 - 2.7.1. Examples: NOVA, Sesame Street, the Wild Kratts.
- 2.8. Motion Pictures:
 - 2.8.1. Examples: Apollo 11, Ruby Bridges, Napoleon.
- 2.9. Recording, Radio, and Still Pictures:
 - 2.9.1. Examples: recordings of music, speeches, or animal sounds in nature; the Complete Broadcast 1941 (Japanese Attack on Pearl Harbor), Sherlock Holmes radio broadcasts; pictures of events, places, or people.
- 2.10. Visual Symbols:
 - 2.10.1. These symbols help learners grasp concepts through visual representations.
 - 2.10.2. Examples: visual aids like charts, graphs, and diagrams are used to convey information.
- 2.11. Verbal Symbols:
 - 2.11.1. At this level, learners engage with abstract representations of information, such as written or spoken words.

2.12.2. Examples: reading a book, listening to a lecture, participating in discussions.

3. Goal: The learner will be able to describe how the cone is used to guide learning decisions.

- 3.1. It's important to note that the cone is not a strict hierarchy, and learners can benefit from various types of experiences. Dale's original intention was to emphasize the importance of incorporating diverse learning methods.
- 3.2. Dale's Cone of Experience encourages a mix of hands-on experiences, simulations, visual aids, and traditional teaching methods to create a well-rounded and effective learning environment.

Goals and Objectives Section: Assignment (A2)

Course Goal

Students will be able to explain Dale's Cone of Experience and describe how it is used to guide learning decisions.

Section Goals

Goal:

1. The learner will be able to define Dale's Cone of Experience.

Objective:

- 1.1. Without the use of notes, TLWBAT to explain what Dale's Cone of Experience is.

Goal:

2. The learner will be able to explain the layers of the cone.

Objectives:

- 2.1. Without the use of notes, TLWBAT explain what direct, purposeful experiences are.
- 2.2. Without the use of notes, TLWBAT explain what contrived experiences.
- 2.3. Without the use of notes, TLWBAT explain what dramatized experiences are.
- 2.4. Without the use of notes, TLWBAT explain what visual symbols are.
- 2.5. Without the use of notes, TLWBAT explain what verbal symbols are.
- 2.6. Given examples of experiences, TLWBAT match them to the layer of the cone they belong to with 80% accuracy.

Goal:

3. The learner will be able to describe how the cone is used to guide learning decisions.

Objectives:

- 3.1. Without the use of notes, TLWBAT explain the takeaway of Dale's Cone of Experience.
- 3.2. Without the use of notes, TLWBAT give their own example of how they would apply Dale's Cone of Experience to a learning environment.

Edgar Dale

He was arranging multimedia materials according to how concrete versus abstract.