Panama's Tech University
Bocas del Toro Center
English 1 for Education and Informatic Systems
Learning Theories Workshop

Student's name: _____ ID: _____

Certainly! Here's a revised version of the test with 10 scenarios, including the additional learning theories of Connectivism and Network Learning. The answers will be provided at the end.

Choose the correct Method or Approach according to each situation.

Scenario 1:
A teacher uses rewards and punishments to reinforce desired behaviors in the classroom.
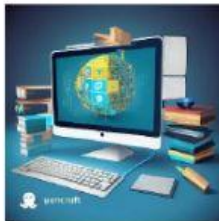

Scenario 2:
Students engage in problem-solving activities where they actively seek information, analyze it, and apply it to find solutions.

Scenario 3:
A teacher facilitates group discussions and encourages students to share their perspectives and learn from one another.

Scenario 4:
Students learn by interacting with a computer-based learning system that adapts to their individual progress and provides personalized feedback.

Scenario 5:
A teacher guides students in creating a project that integrates knowledge from different disciplines and encourages them to explore real-world connections.

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Scenario 6:
Students engage in online discussions, collaborate with peers, and utilize digital resources to construct knowledge and make connections.

Scenario 7:
A teacher emphasizes the importance of self-reflection, self-directed learning, and the development of critical thinking skills.

Scenario 8:
Students participate in a simulation or role-playing activity to gain hands-on experience and enhance their understanding of a concept.

Scenario 9:
A teacher encourages students to build and expand their knowledge networks by engaging with experts, online communities, and diverse sources of information.

Scenario 10:
Students collaborate on a project that involves sharing resources, ideas, and expertise through online platforms and social networks.