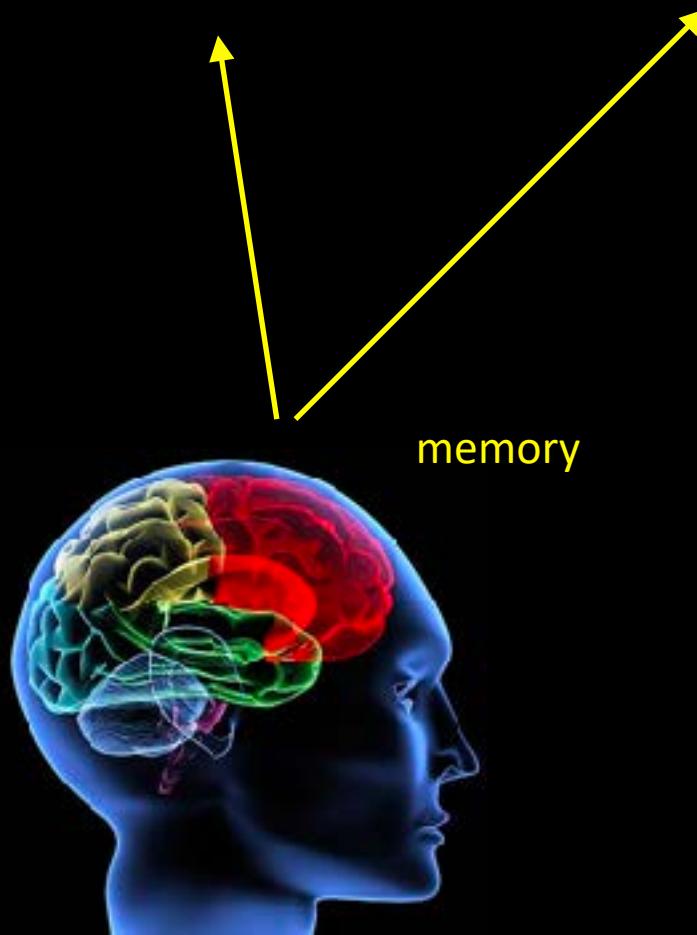


# Chapter 2: Learning & Memory

To understand how people learn, we need to 'understand' the constraints of our memory system.

To understand how people learn, we need to 'understand' the constraints of our memory system.

Learning is about producing knowledge and skills that is stored to be used later on for performing tasks.



# Test 1

Please cite as many cities as possible in 30 seconds

# Test 2

Please memorize the following cities list during 1 minute

1. Manchester
2. Brussels
3. Lille
4. Athens
5. Lisbon
6. Amsterdam
7. Lisbon
8. Washington
9. Camberra
10. Tunis
11. Montreal
12. Tokyo
13. Oslo
14. Berlin
15. Bratislava
16. Tashkent
17. Beijing
18. Calcutta
19. Marseille
20. Luzern

Sensory Memory  
(< 1 s)

The list is see / hear /...

Working Memory

The list I memorized

Long Term Memory  
( $\pm$  unlimited)

All the cities I know

Cognitive Psychology

To understand how people learn, we need to 'understand' the constraints of our memory system.

But learning is much more than memorizing



# A lesson

# NUUK

What is the capital of Greenland?

# The Lecture Model

*Information*

Perception

Processing

Storage

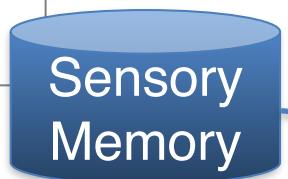
*Knowledge*

The capital of Greenland is Nuuk

# The Lecture Model

## *Information*

### Perception



The capital of Greenland is Nuuk

### Processing

### Storage *Knowledge*



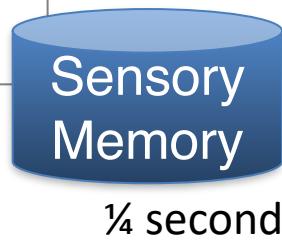
As you can guess, the Danish name of this city is Godthåb

What is the capital of Greenland ?

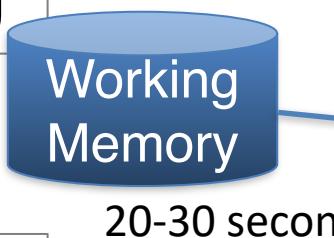
# The Lecture Model

## *Information*

### Perception



### Processing



### Storage

## *Knowledge*

My phone number is 076 825 34 57

My phone number is 076 825 34 57

My phone number is 079 353 11 64

1390





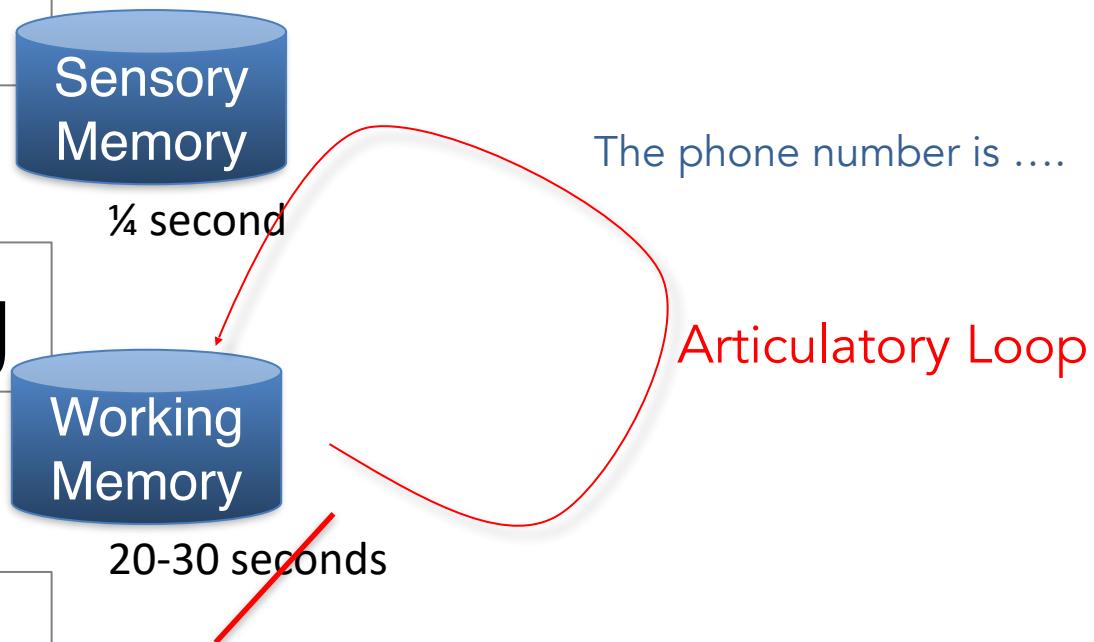
# The Lecture Model

## Information

### Perception

### Processing

### Storage Knowledge



My car plates are VD 657 31 07

## *READ ALOUD*

Nuuk has a long history of habitation. The area around Nuuk was first occupied by the ancient pre-Inuit, Paleo-Eskimo people of the Saqqaq culture as far back as 2200 BC when they lived in the area around the now abandoned settlement of Qoornoq.

My car plates are VD 657 31 07

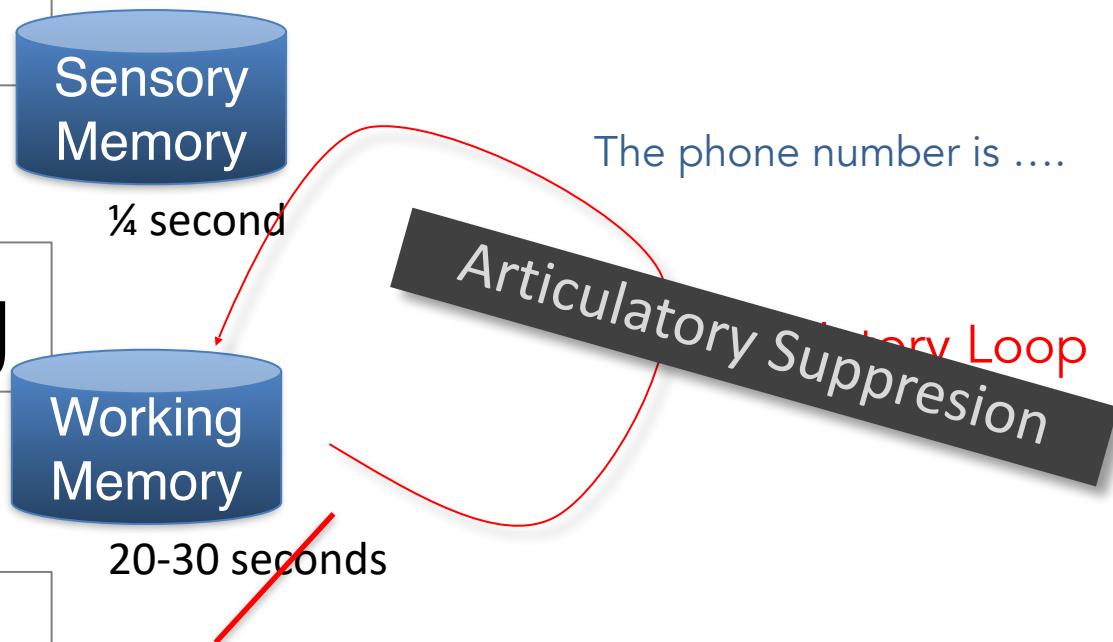
# The Lecture Model

## Information

### Perception

### Processing

### Storage Knowledge



My password is 123680



## *READ ALOUD*

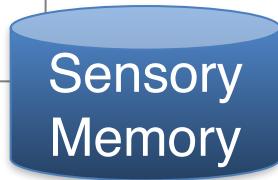
For a long time, Nuuk was occupied by the Dorset culture around the former settlement of Kangeq but they disappeared from the Nuuk district before AD 1000. The Nuuk area was later inhabited by Viking explorers in the 10th century (Western Settlement), and shortly thereafter by Inuit peoples.

# What is my password ?



# *Information*

Perception



Processing



- Verbal / Phonological Loop
- Visual-Spatial Sketchpad

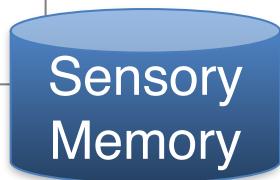
Storage

*Knowledge*

What is the capital of Greenland ?

# *Information*

Perception



Processing



Storage  
*Knowledge*



The capital of Greenland is Nuuk

# *Information*

Perception

Processing

Working  
Memory

Storage  
*Knowledge*

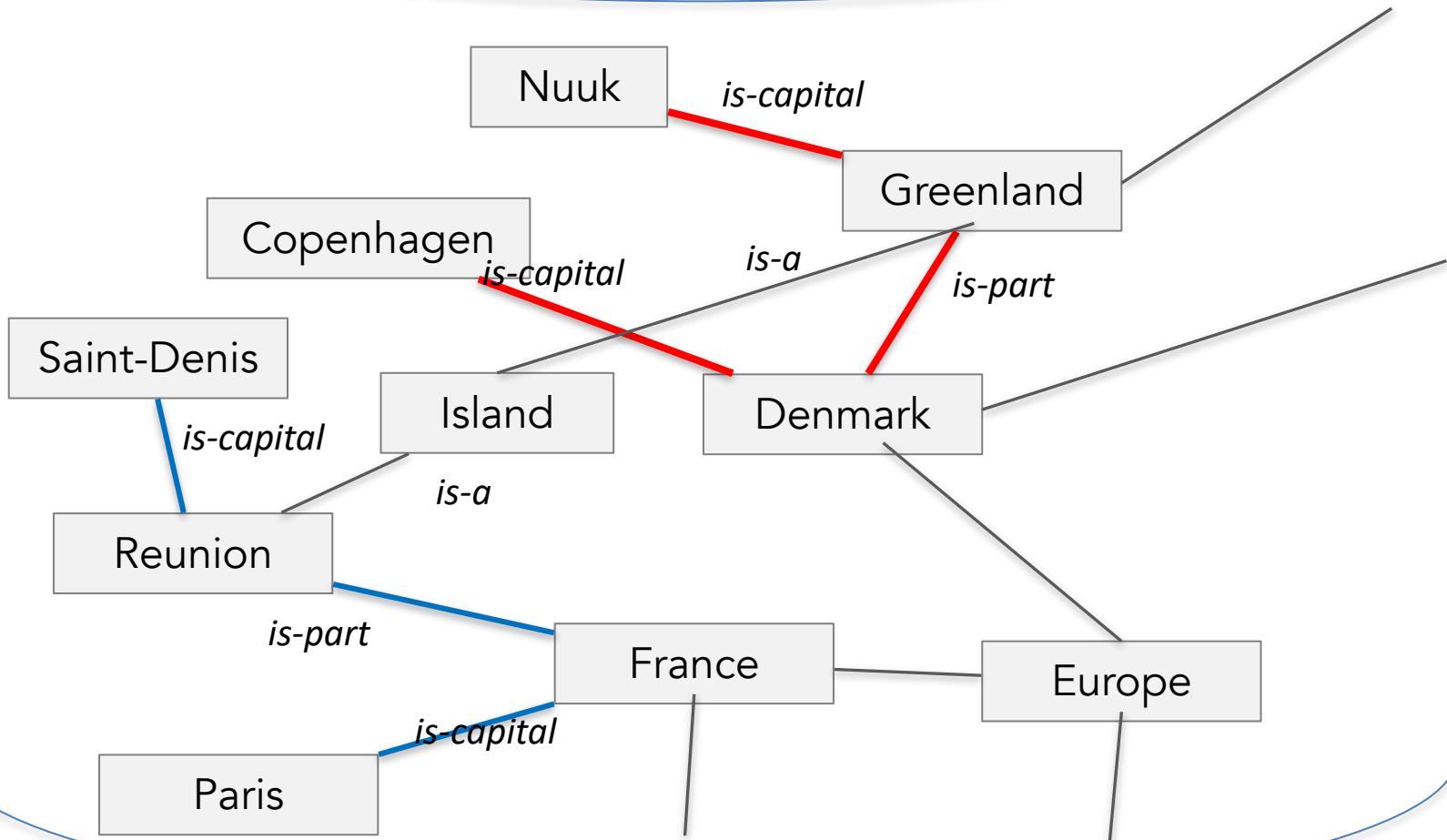
Long Term  
Memory

Nuuk is to Copenhagen,

what

Saint-Denis is to ..... ?

Nuuk is to Copenhagen  
What Saint-Denis is to ..... ?



*Information*

Experience

Perception

UNLIMITED, MULTIMODAL

Processing

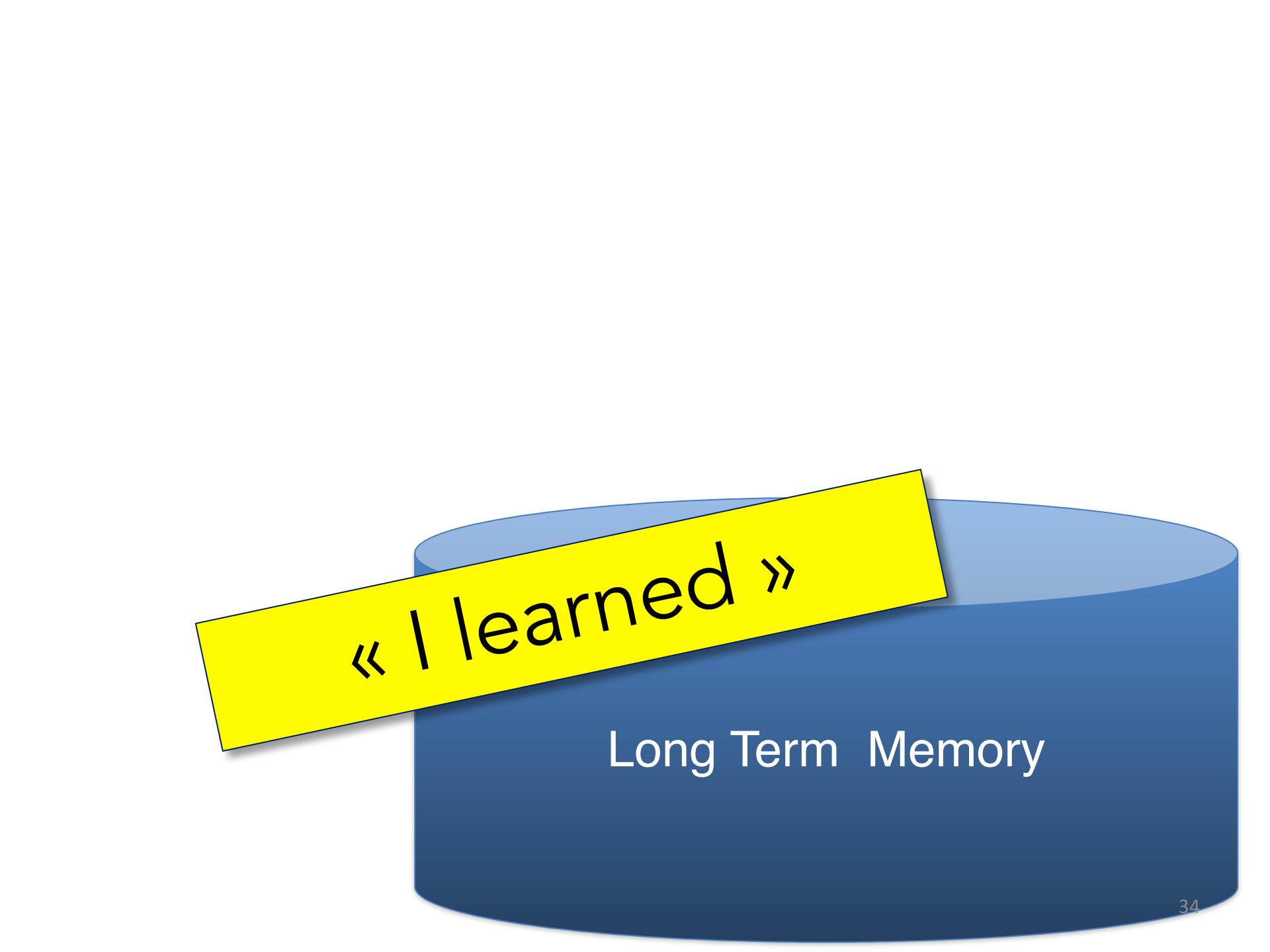
MOSTLY VERBAL  
LIMITED in SIZE  
LIMITED in TIME (20-30 s)

Storage  
*Knowledge*

Working  
Memory

EXTREMELY LARGE, SEMANTIC

Long Term Memory



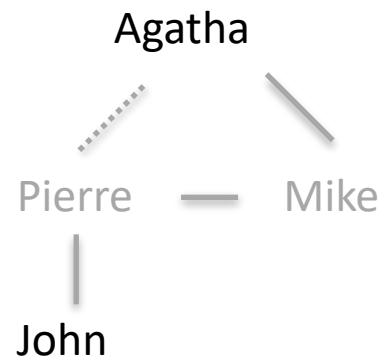
« I learned »

Long Term Memory

1. John is the son of Pierre
2. Pierre is the brother of Mike
3. Mike is the son of Agatha

**Who is the grand-son of Agatha ?**

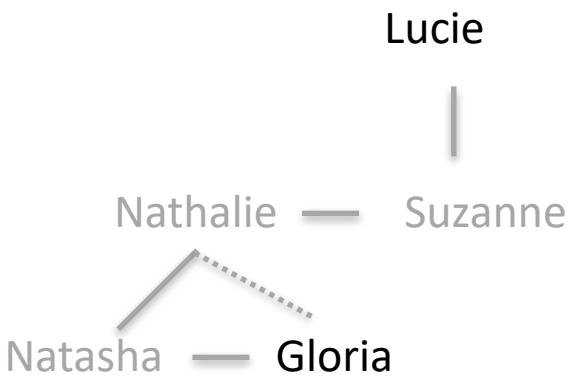
- John
- Pierre
- Mike



1. Nathalie is the sister of Suzanne
2. Suzanne is the daughter of Lucie
3. Natasha is the daughter of Nathalie
4. Gloria is the sister of Natasha

**Who is the grand-mother of Gloria?**

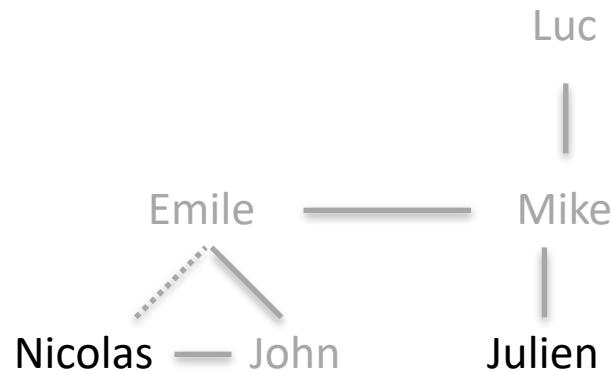
- Nathalie
- Suzanne
- Natasha
- Lucie



1. Luc is the father of Mike
2. Mike is brother of Emile
3. John is the son of Emile
4. Nicolas is the brother of John
5. Julien is the son of Mike

**Who is the cousin of Nicolas?**

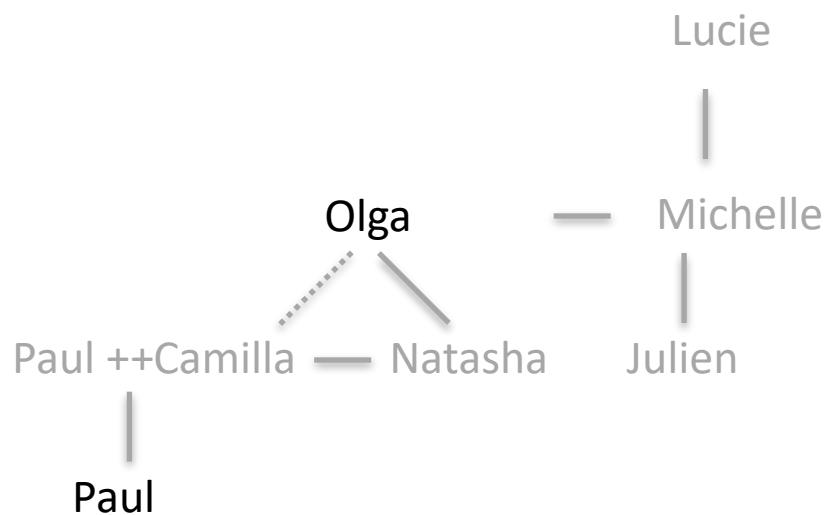
- Luc
- Mike
- John
- Luc
- Nicolas



1. Olga is the sister of Michelle
2. Michelle is the daughter of Lucie
3. Natasha is the daughter of Olga
4. Camilla is the sister of Natasha
5. Paul is the husband of Camilla
6. Donald is the son of Paul

**Who is the grand-mother of Donald ?**

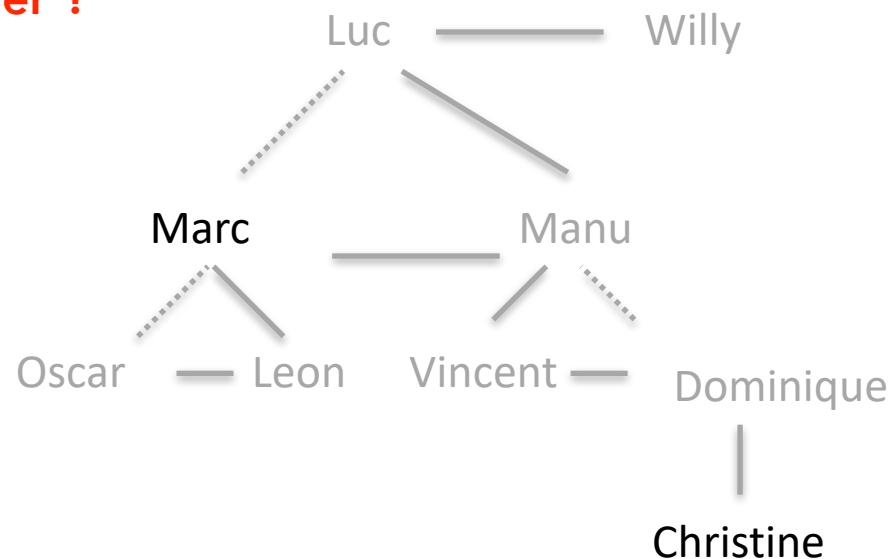
- Michelle
- Olga
- Natasha
- Camilla
- Lucie



1. Marc and Manu are brothers
2. Leon and Oscar are brothers
3. Leon is the son of Marc
4. Vincent is the son of Manu
5. Willy is the uncle of Marc
6. Dominique is the brother of Vincent
7. Christine is the daughter of Dominique

**Who is the brother of Christine's grand-father ?**

- Willy
- Dominique
- Marc
- Manu
- Leon
- Oscar
- Vincent



# Cognitive overload

Michel est le père de  
Martine

Martine est la sœur de  
Serge

Serge est le père de  
Tristan

Tristan est le frère de Tristan

Serge est la mère de  
Tristan

Nadine est la fille de  
Tristan

Marc est le frère de Michel

Michel est le père de  
Martine

Martine est la sœur de  
Serge

Serge est le père de  
Tristan

Luc est le frère de Tristan

Lucie est la mère de  
Serge

Nadine est la fille de  
Tristan

Lena est la sœur de Lucie

Marc est le frère de Michel

Martine est la sœur de  
Serge

Lucie est la mère de  
Serge

Nadine est la fille de  
Tristan

Sophie est la sœur de  
Serge

Lena est la sœur de  
Serge

Marc est le frère de Michel

Michel est le père de  
Martine

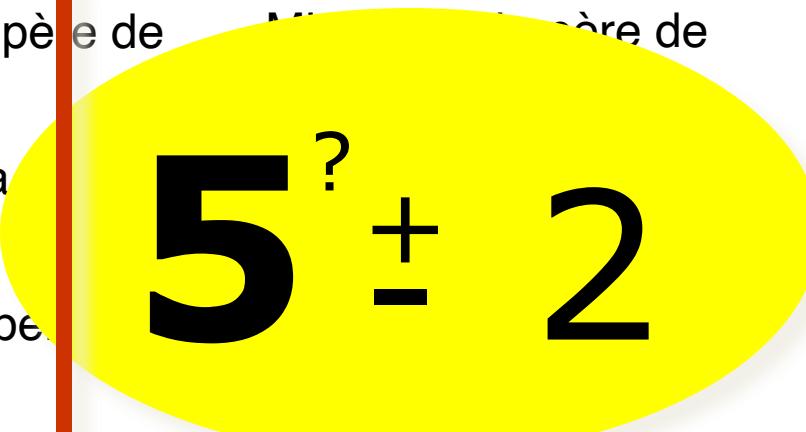
Martine est la sœur de  
Serge

Serge est le père de  
Tristan

Luc est le frère de Tristan

Lucie est la mère de  
Serge

Nadine est la fille de  
Tristan


$$5 ? + 2$$

*Information*

Experience

Perception

UNLIMITED, MULTIMODAL

Processing

MOSTLY VERBAL  
LIMITED in SIZE  
LIMITED in TIME (20-30 s)

Storage  
*Knowledge*

Working  
Memory

EXTREMELY LARGE, SEMANTIC

Long Term Memory

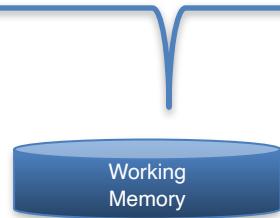


```
Java EE - JavaServer Faces Web Application Project - Eclipse
File Edit Source Refactor Navigate Search Project Run Window Help
File Edit Source Refactor Navigate Search Project Run Window Help
Source Editors Text 1 SIM Repository Explorer
Project Page
src/main/java/com/awesomedesigns/page/Page.java
1 package com.awesomedesigns.page;
2
3 import java.io.Serializable;
4
5 /**
6  * Main controller for all pages
7  * + used as default for pages
8  * + the content and master pages are loaded from
9  * +
10 * @author emreelaky
11 */
12
13 public class Page {
14
15     private static final Logger logger = LoggerFactory.getLogger(Page.class);
16
17     public static final String DISPATCHER = "DispatcherPage";
18
19     protected ServletContext context;
20     protected String charset;
21
22     private String parent;
23
24 }

```

Markers:  NullPointerException caught and uncaught  IOException caught and uncaught  StringIndexOutOfBoundsException caught and uncaught  IncorrectController [the 'by' - page based]

Variables Smartiner 52.1 susurra@gmail.com



# Reducing cognitive load: Compilation

Check the barrier

Tune radio

Speak

Listen

Get your badge

Slow down

Turn

Freiner

Embrayer

Changer

Débrayer

Freiner

# Who did what?

Dave wrote a play

Jean made a discovery

Lara ate an apple

Rebecca pressed the light switch

John set for sail

Carol made a movie

Emmanuel sang a song

Timothy played football

Zoe performed a dance

# Recall

Who wrote a play?

Who made a discovery?

Who ate an apple?

Who pressed the light switch?

Who set for sail?

Who made a movie?

Who sang a song?

Who played football?

Who performed a dance?

# Who did what?

Shakespeare wrote a play

Einstein made a discovery

Adam ate an apple

Edison pressed the light switch

Columbus set for sail

Jackie Chan made a movie

Elton John sang a song

Ronaldo played football

Michael Jackson performed a dance

# Recall

Who wrote a play?

Who made a discovery?

Who ate an apple?

Who pressed the light switch?

Who set for sail?

Who made a movie?

Who sang a song?

Who played football?

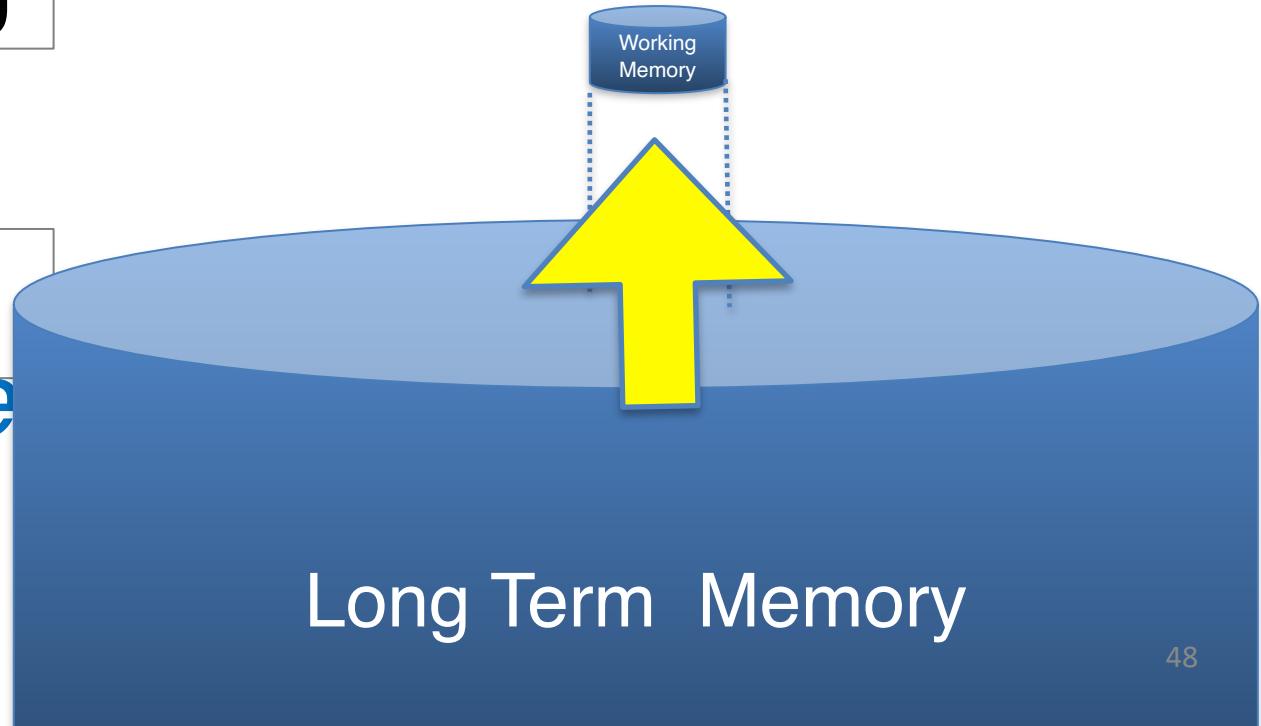
Who performed a dance?

Working memory taps into long-term memory

Processing

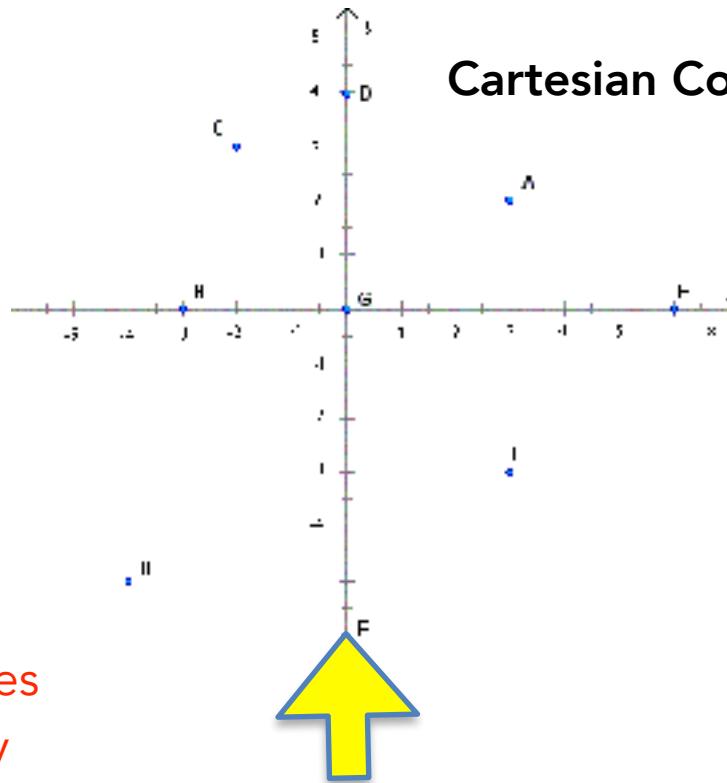


Storage  
*Knowledge*

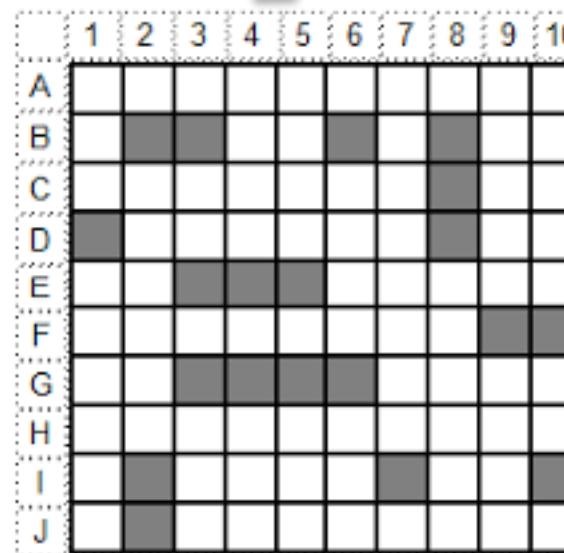


Long Term Memory

## Cartesian Coordinates System



An 'advance organizer' pre-activates elements of the long term memory that we'll need to be used in the working memory



Battleship

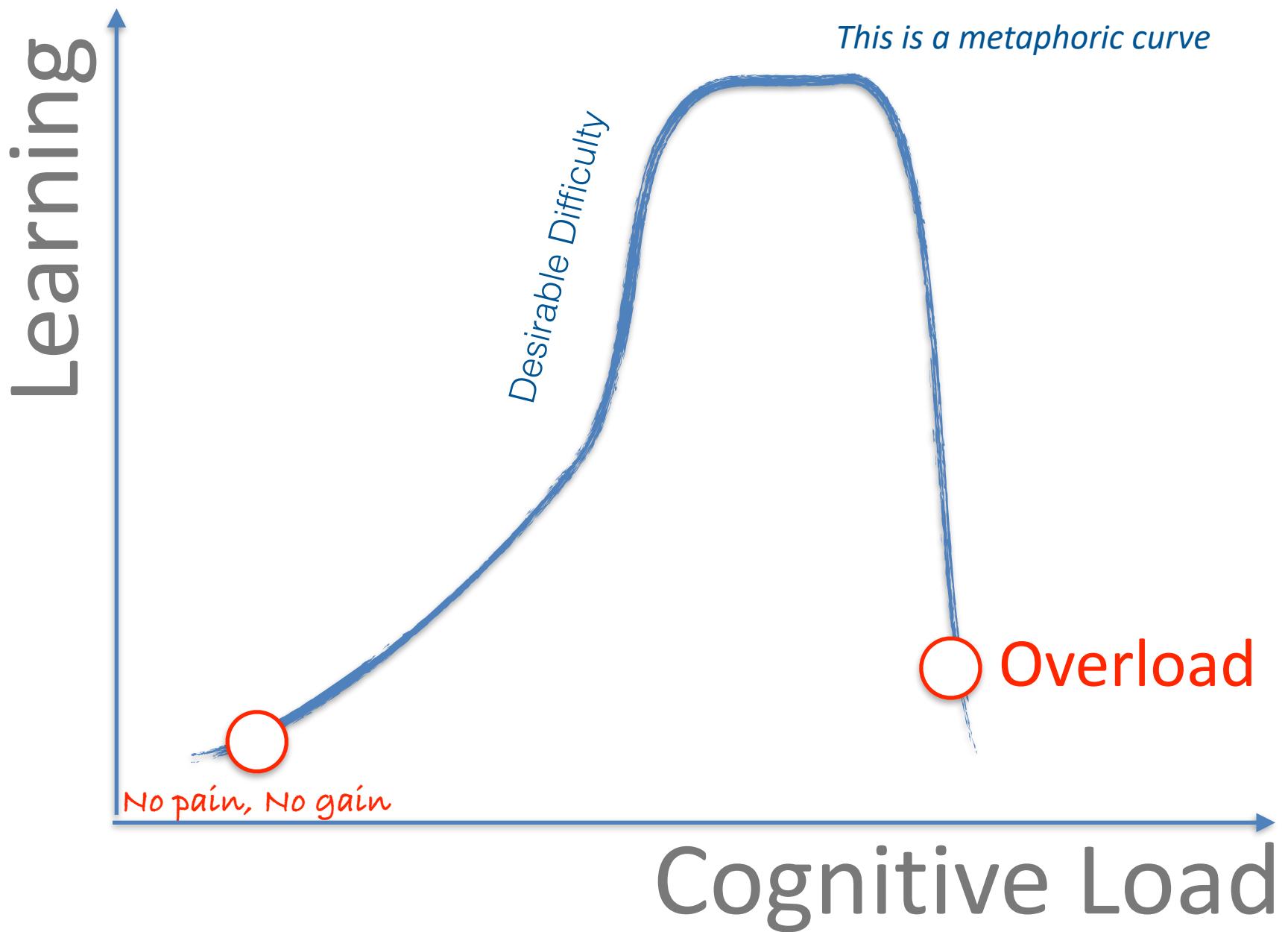
Learning comes from processing information

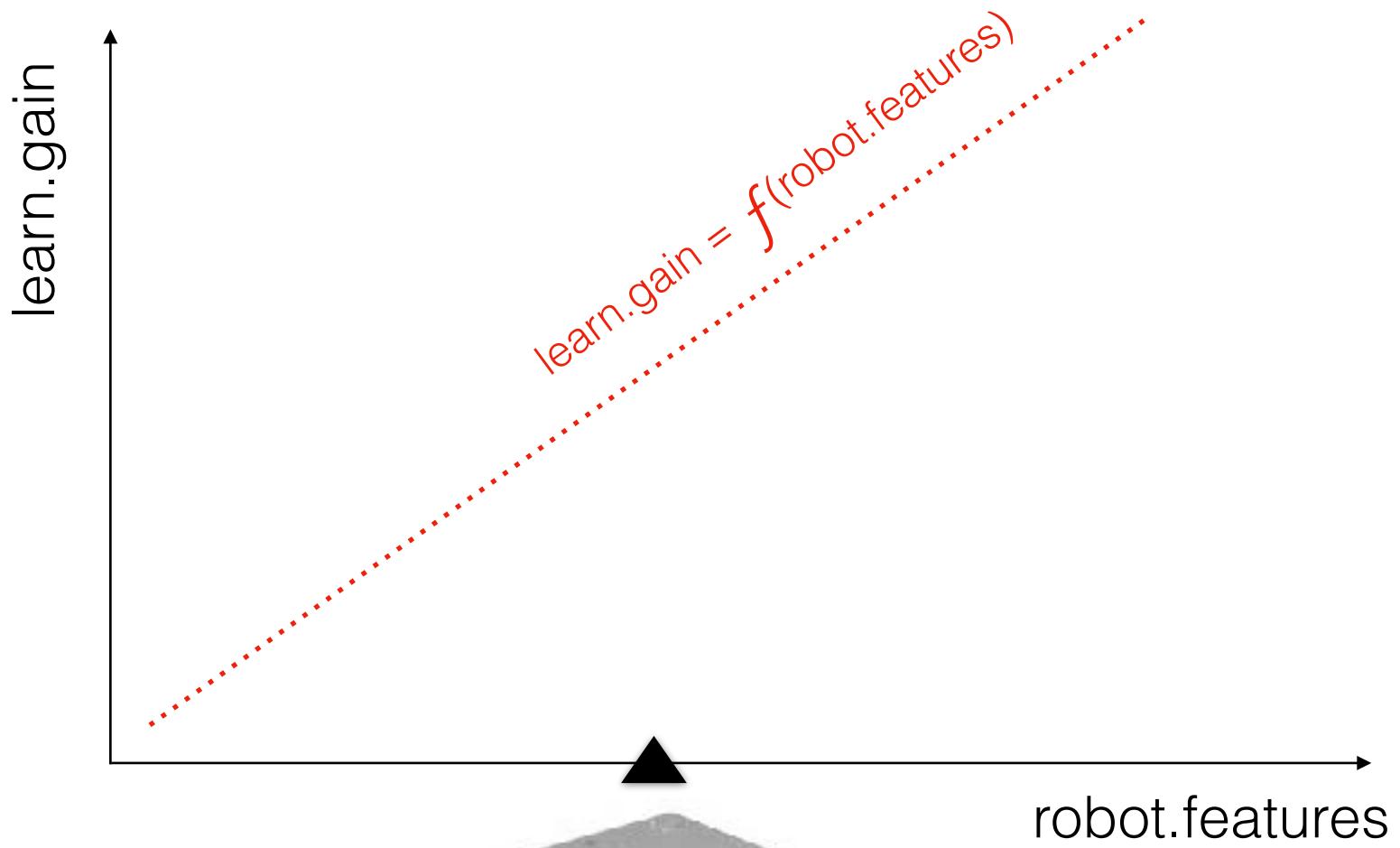
perceived or stored in long-term memory

Processing information is managed by the working memory

If cognitive overload, processing will fail, hence no learning

If no processing, no cognitive load but no learning





thymio

# Experience 1

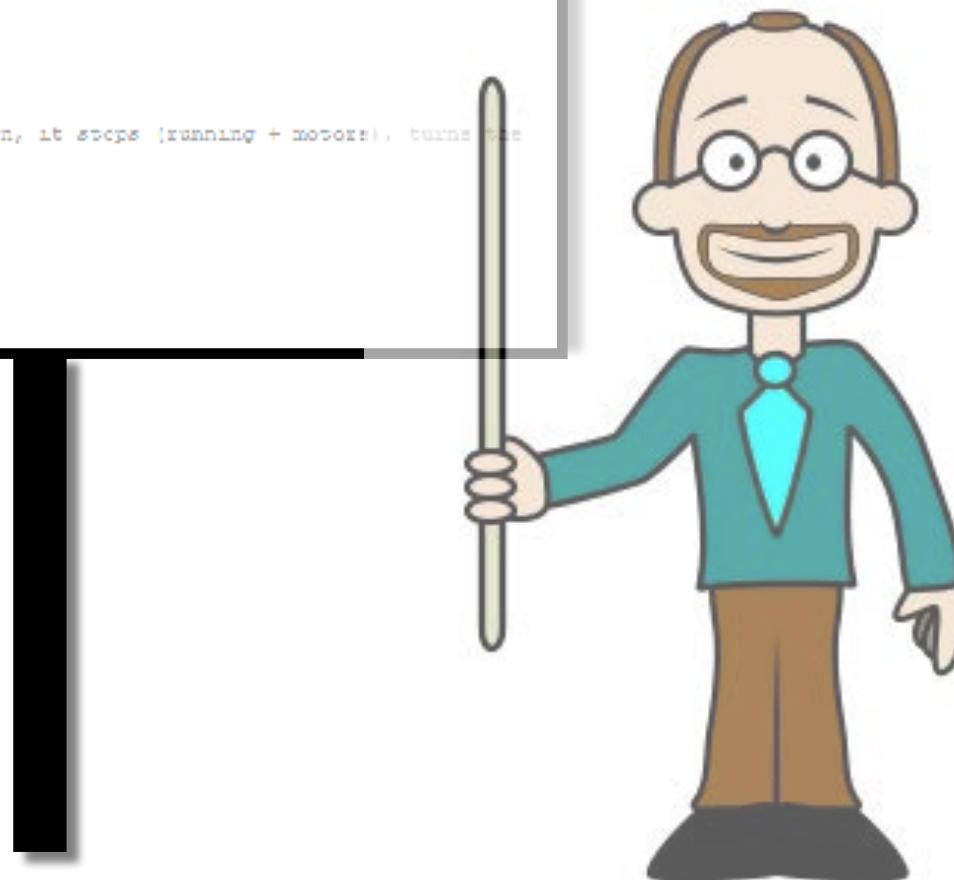


2011/06/09

11:02:10

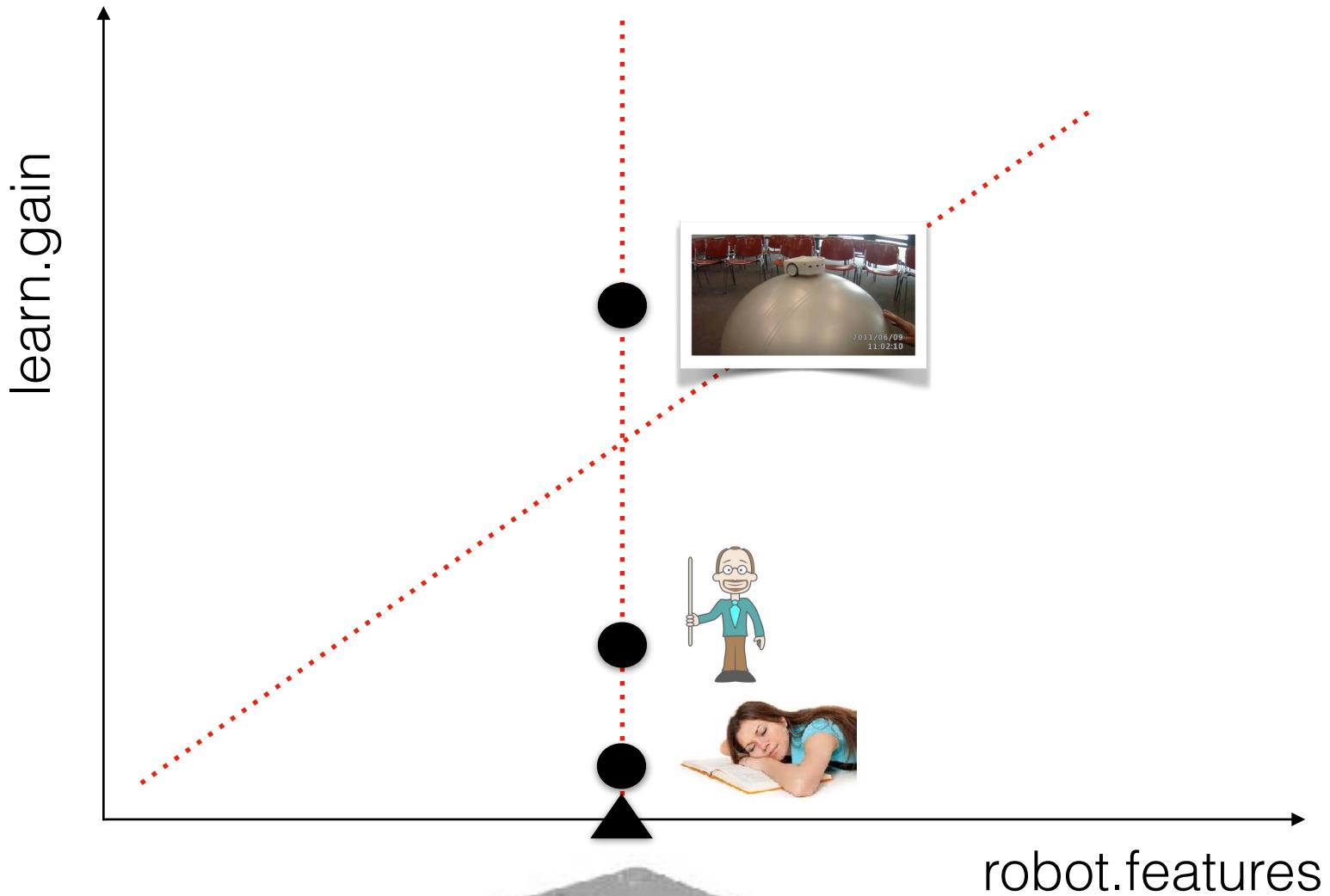
# Experience 2

```
26 ### EVENT BUTTON FORWARD ####
27
28 onevent button.forward
29 # when we press the forward button, it start the line tracking and wait for
30 # the sync block box
31 if button.forward == 1 then
32   running = 1
33   state = S_WAIT_SYNC
34 end
35
36 ### EVENT BUTTON CENTER ####
37
38 onevent button.center
39 # when we press the center button, it stops (running + motors), turns the
40 # lighter off and set white to 0
41 if button.center == 1 then
42   running = 0
43   motor.left.target = 0
44   motor.right.target = 0
45   call leds.top(0,0,0)
46   white=0
47 end
```



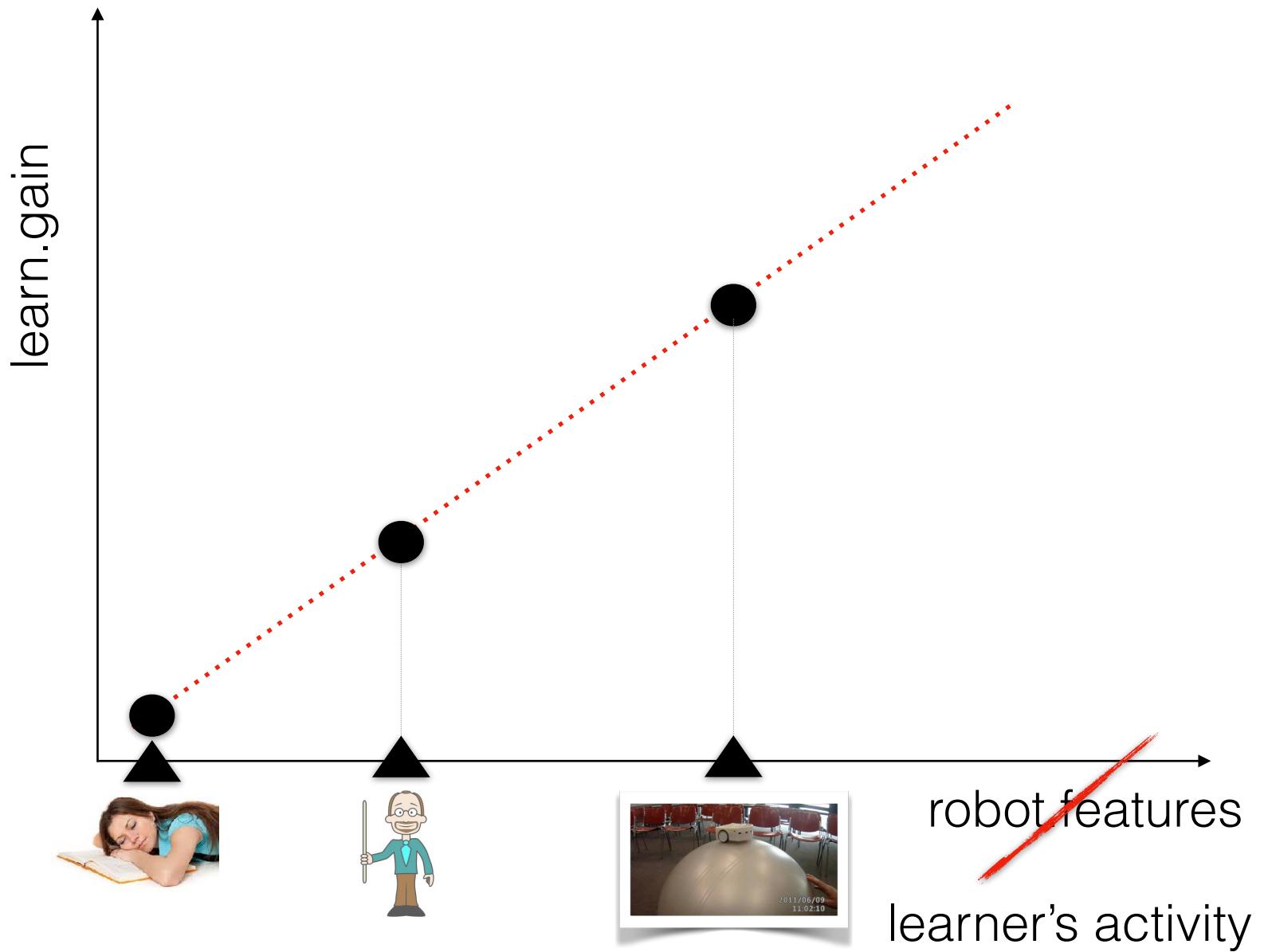


<https://fr.dreamstime.com/photo-stock-le-bel-%C3%A9tudiant-dort-sur-le-livre-image19226880>



thymio

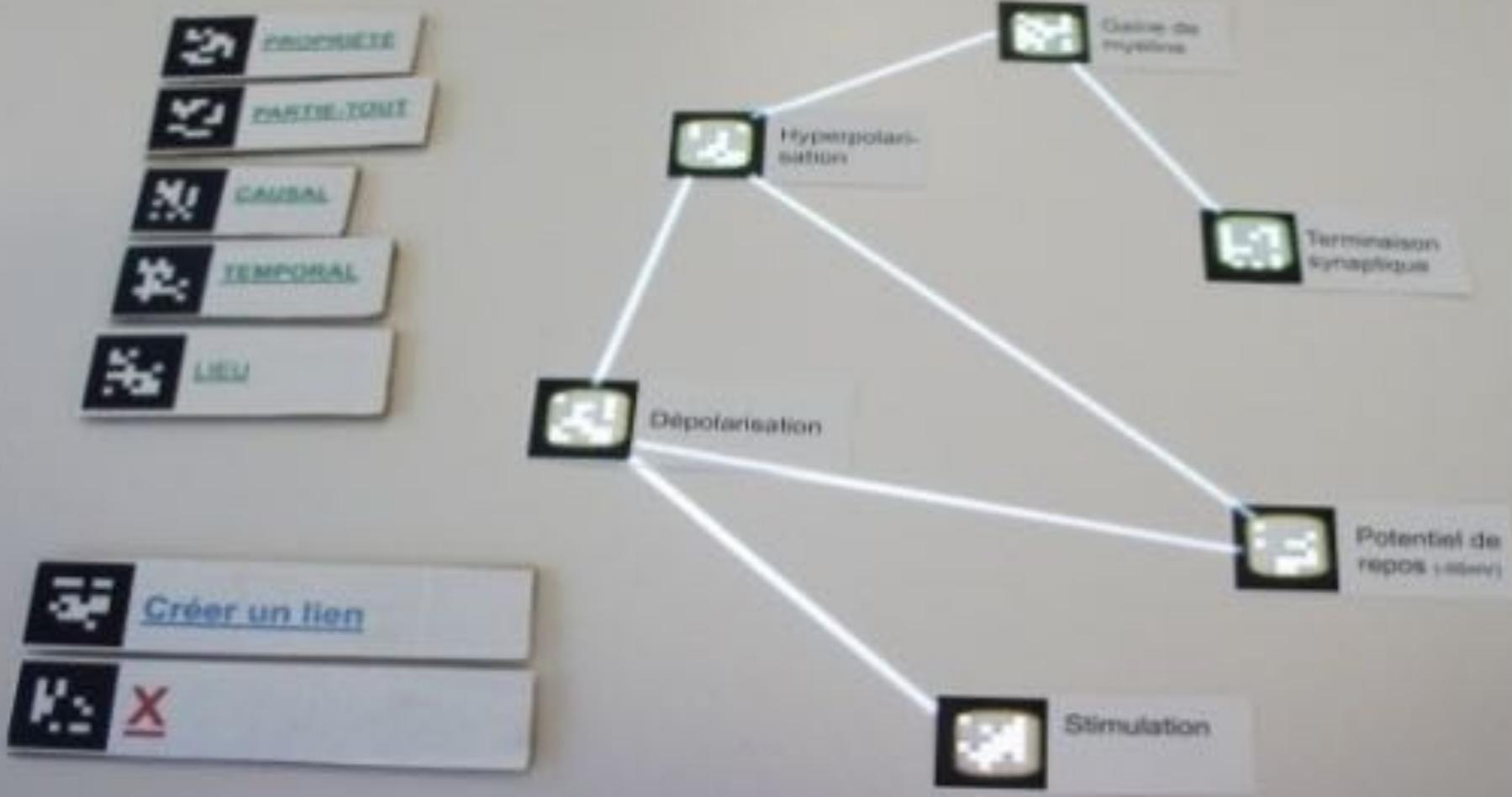
$$\text{learn.gains} = f(\text{learn.activity})$$



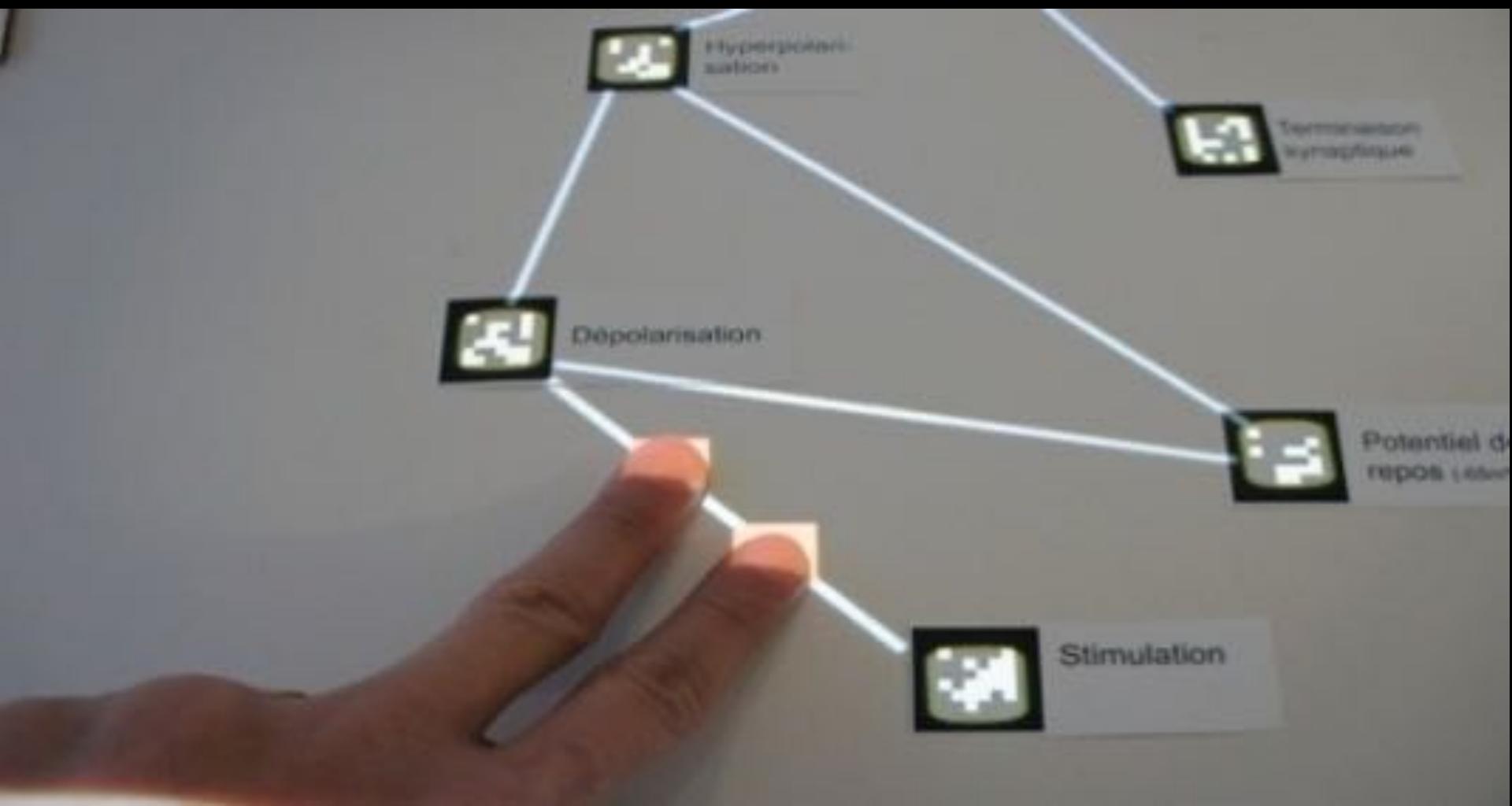


# Who will win the next race ?

# Desirable Difficulty



Concept Map: paper concepts, augmented links

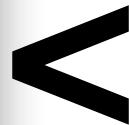




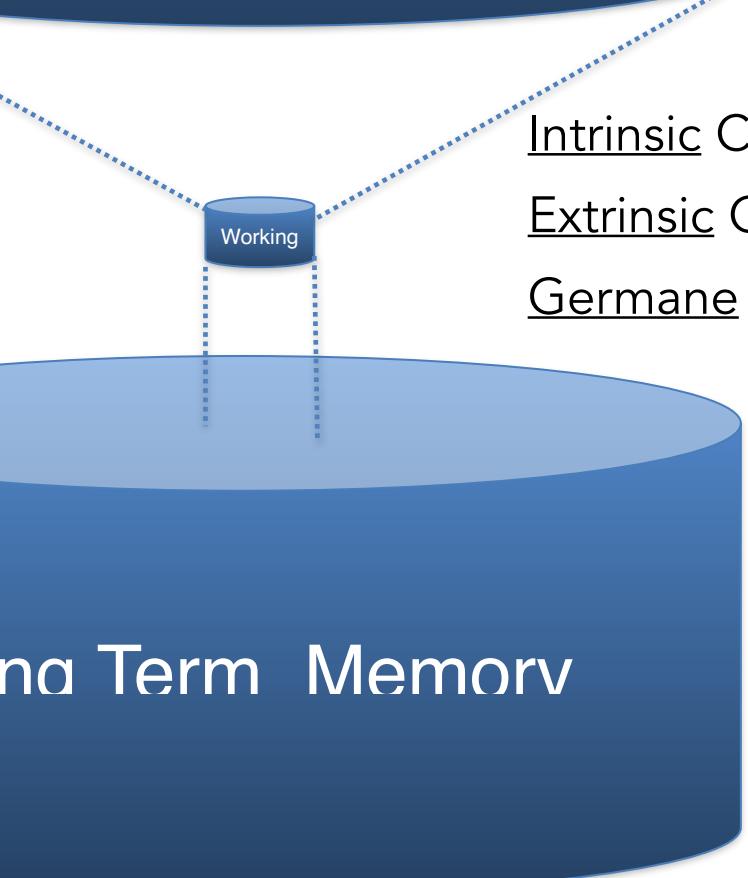
8 teams in the experimental condition



8 teams in the control condition



# Experience



Intrinsic Cognitive Load: some things are harder to learn

Extrinsic Cognitive Load: due to bad design

Germane Cognitive Load : the effort to create schemas

# Intrinsic Cognitive Load

## 3 Modular forms

Let  $\mathbb{H}$  be the upper half-plane  $\{z \in \mathbb{C} \mid \operatorname{Im}(z) > 0\}$ . The modular group  $\Gamma(1) := \operatorname{PSL}_2(\mathbb{Z})$  acts on  $\mathbb{H}$  by linear fractional transformations

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} z := \frac{az + b}{cz + d}.$$

Let  $N$  be a positive integer. The level  $N$  principal congruence subgroup of  $\Gamma(1)$  is

$$\Gamma(N) := \left\{ \begin{pmatrix} a & b \\ c & d \end{pmatrix} \in \Gamma(1) \mid \begin{pmatrix} a & b \\ c & d \end{pmatrix} \equiv \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \pmod{N} \right\}.$$

A subgroup  $\Gamma \subset \Gamma(1)$  is called a *congruence subgroup* if  $\Gamma(N) \subset \Gamma$  for some  $N \in \mathbb{N}$ . An important example of a congruence subgroup is

$$\Gamma_0(N) := \left\{ \begin{pmatrix} a & b \\ c & d \end{pmatrix} \in \Gamma(1) \mid c \equiv 0 \pmod{N} \right\}.$$

Let  $z \in \mathbb{H}$ ,  $k \in \mathbb{Z}$ , and  $\begin{pmatrix} a & b \\ c & d \end{pmatrix} \in \operatorname{SL}_2(\mathbb{Z})$ . The *automorphy factor* of weight  $k$  is defined as

$$j_k(z, \begin{pmatrix} a & b \\ c & d \end{pmatrix}) := (cz + d)^{-k}.$$

The automorphy factor satisfies the *chain rule*

$$j_k(z, \gamma_1 \gamma_2) = j_k(z, \gamma_2) j_k(\gamma_2 z, \gamma_1).$$

Let  $F$  be a function on  $\mathbb{H}$  and  $\gamma \in \operatorname{PSL}_2(\mathbb{Z})$ . Then the *slash operator* acts on  $F$  by

$$(F|_k \gamma)(z) := j_k(z, \gamma) F(\gamma z).$$

The chain rule implies

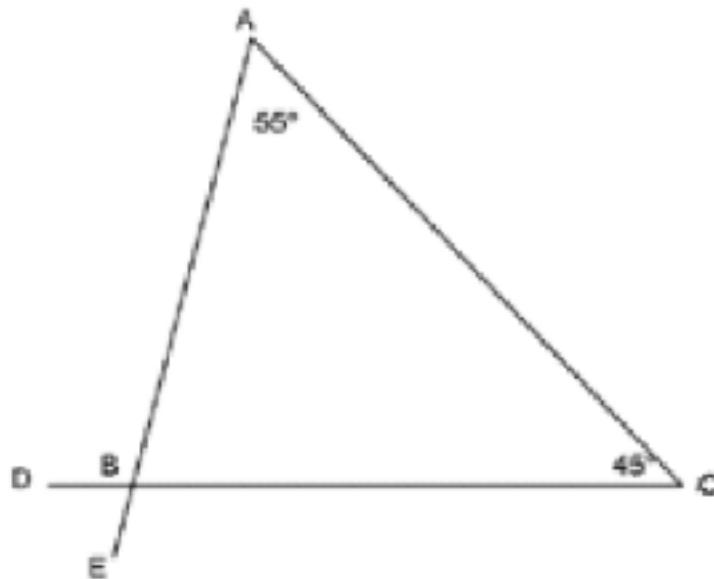
$$F|_k \gamma_1 \gamma_2 = (F|_k \gamma_1)|_k \gamma_2.$$

A (holomorphic) *modular form* of integer weight  $k$  and congruence subgroup  $\Gamma$  is a holomorphic function  $f : \mathbb{H} \rightarrow \mathbb{C}$  such that:



Maryna Viazovska

# Extrinsic Cognitive Load



In the above figure, find a value for Angle DBE

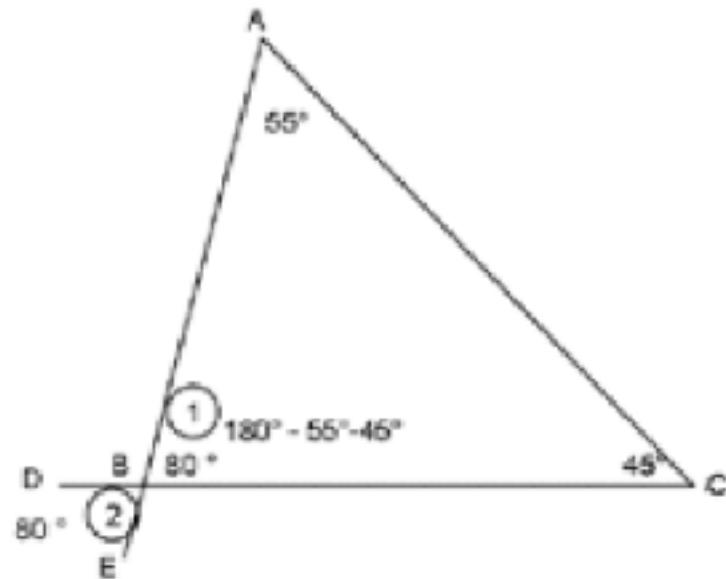
Solution:

Angle ABC =  $180^\circ - \text{Angle BAC} - \text{Angle BCA}$  (internal angles of a triangle sum to  $180^\circ$ )

$$= 180^\circ - 55^\circ - 45^\circ$$

$$= 80^\circ$$

Angle DBE = Angle ABC (vertically opposite angles are equal)  
=  $80^\circ$



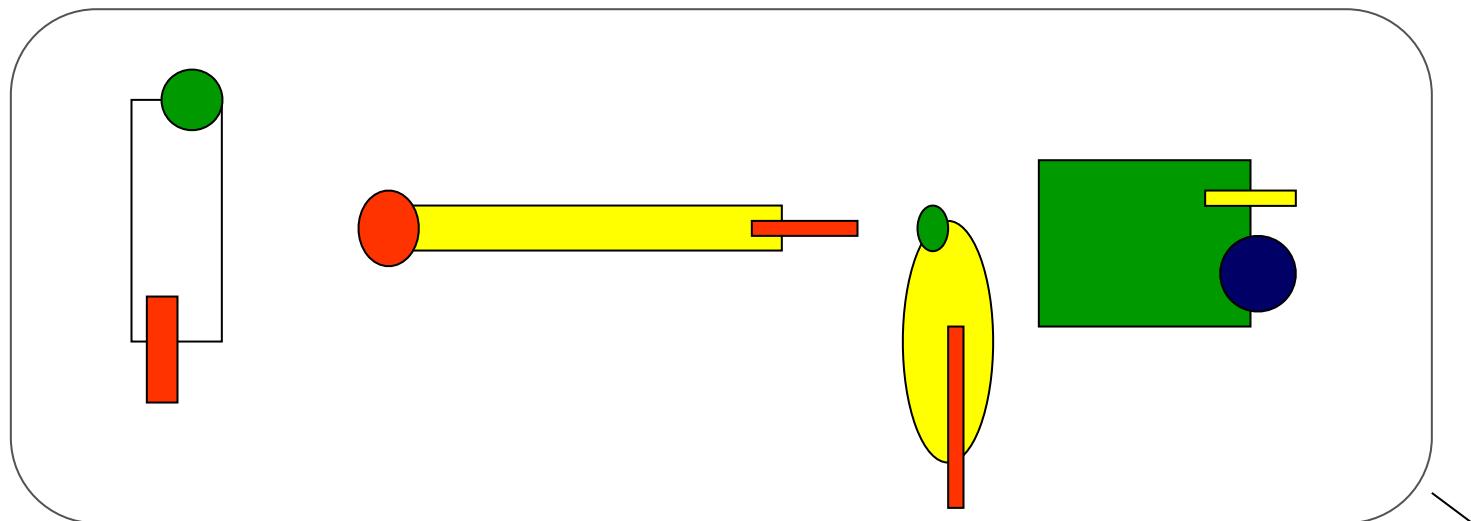
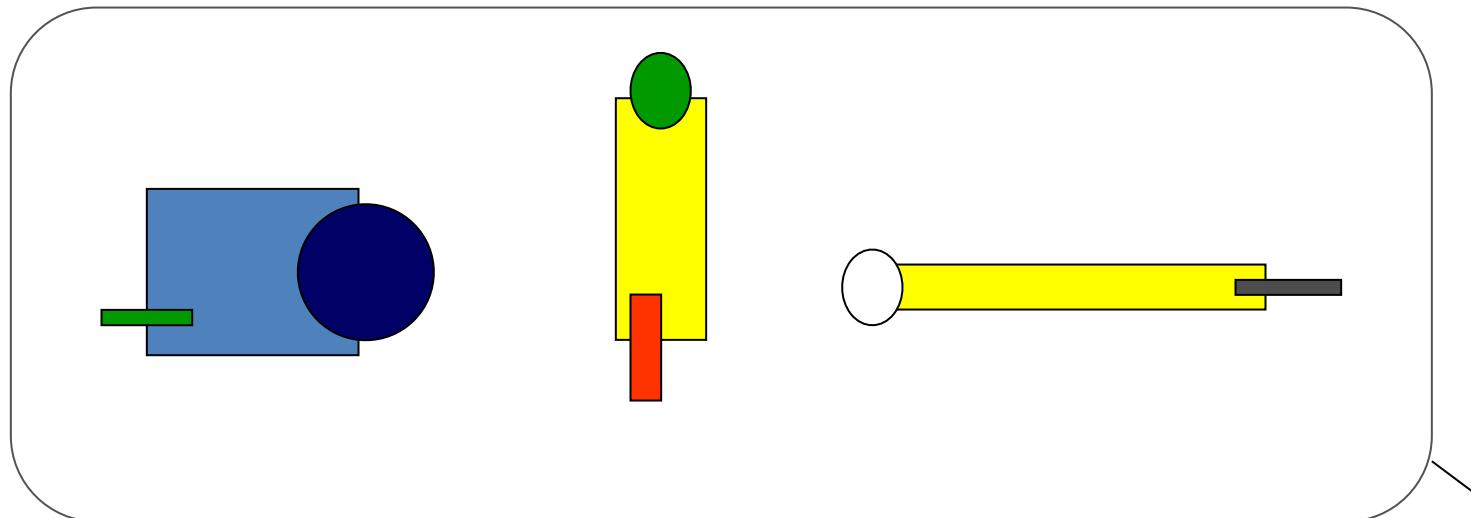
## Split Attention Effect

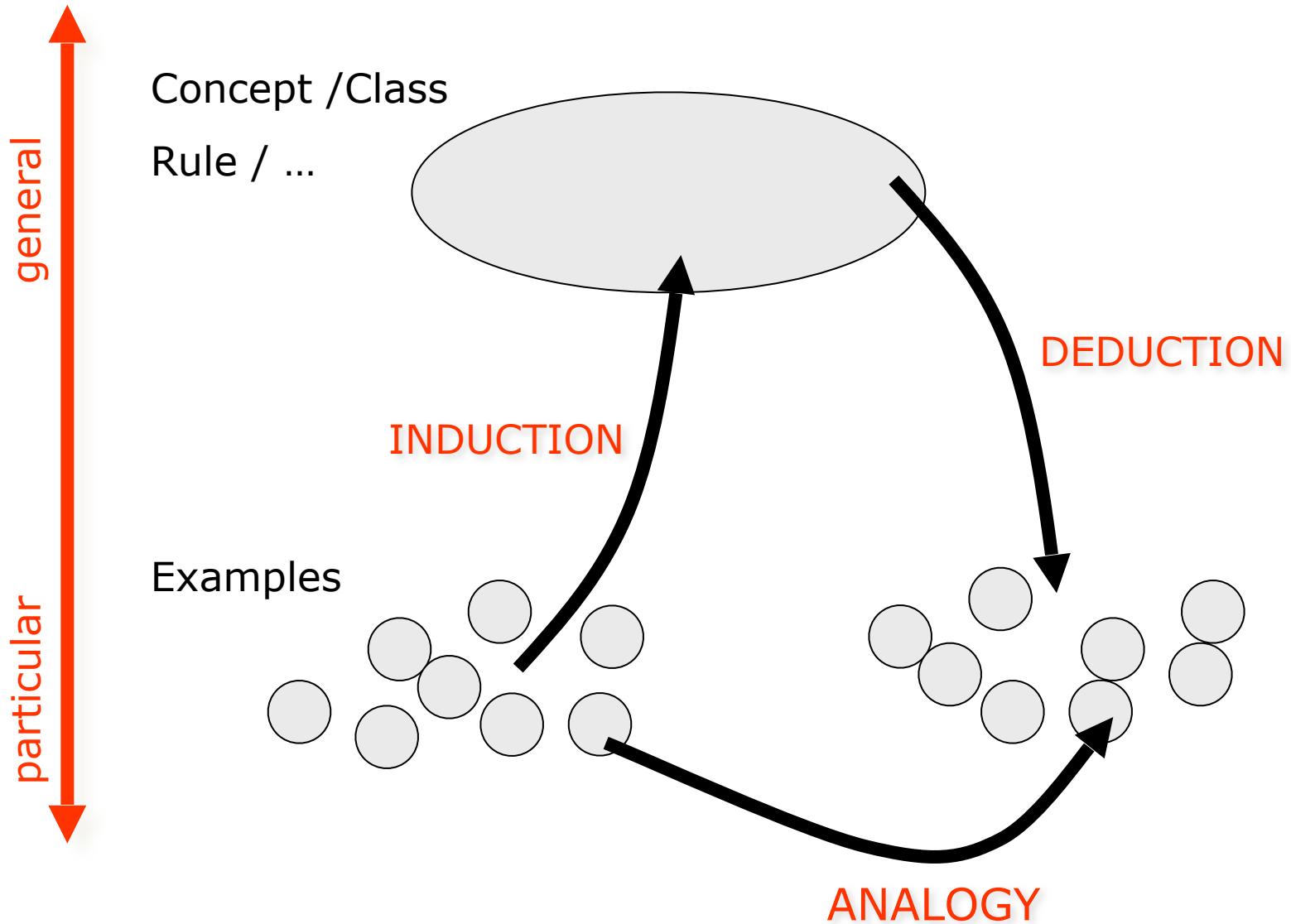
# Cognitive load

Which statements are correct?

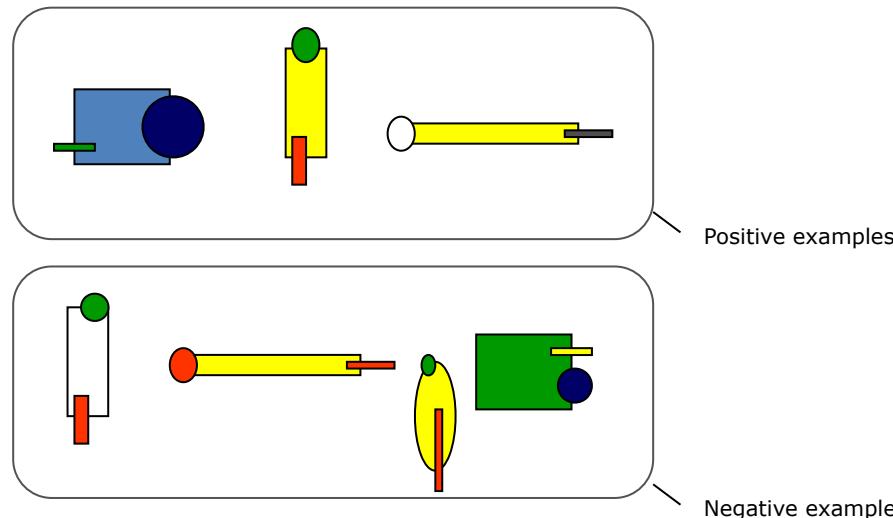
- ① Cognitive load prevents learning
- ② There is no learning without cognitive load
- ③ Cognitive over-load prevents learning
- ④ There is no learning without over-load

# Germane Cognitive Load





# Germane Cognitive Load



**I-PS**

1. A SPUC is... !
2. Is this a SPUC ?

**PS-I**

*« Contrasted cases »*

1. **What is a SPUC** (induction/discrimination)
2. A SPUC is... !
3. Is this a SPUC ?



Intrinsèque

CHARGE COGNITIVE



Extrinsèque

Germane



« If the speed of light is incompressible  
then time is elastic »

Long-term memory is not a 'storage' place like a book shelf

Knowledge elements are accessible via connections to other elements

Connections are constructed by **meaning making**

Is knowledge a copy of information ?

## *Information*

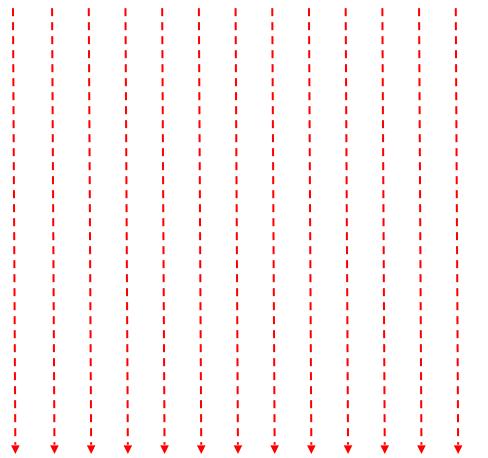
### Perception

### Processing

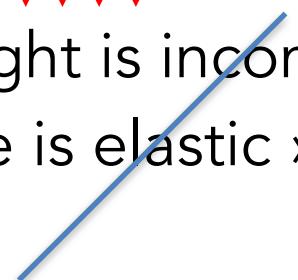
### Storage

## *Knowledge*

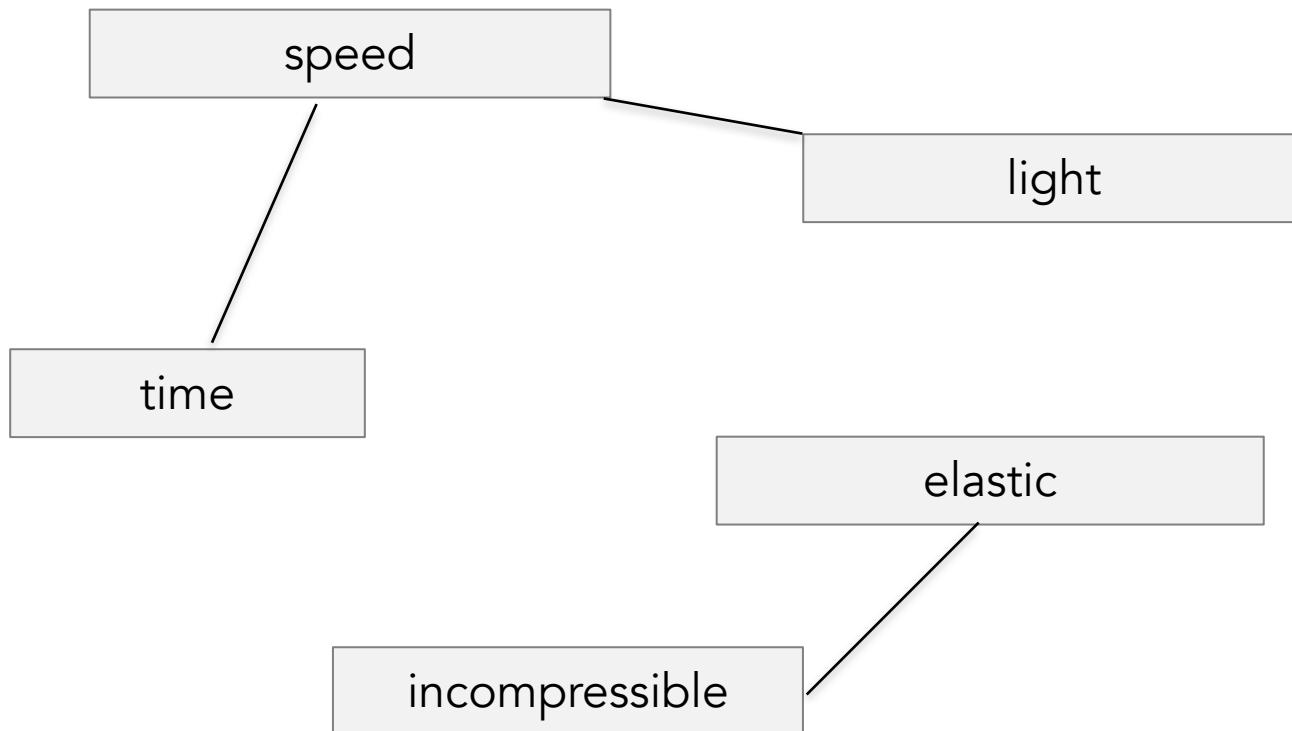
« If the speed of light is incompressible  
then time is elastic »



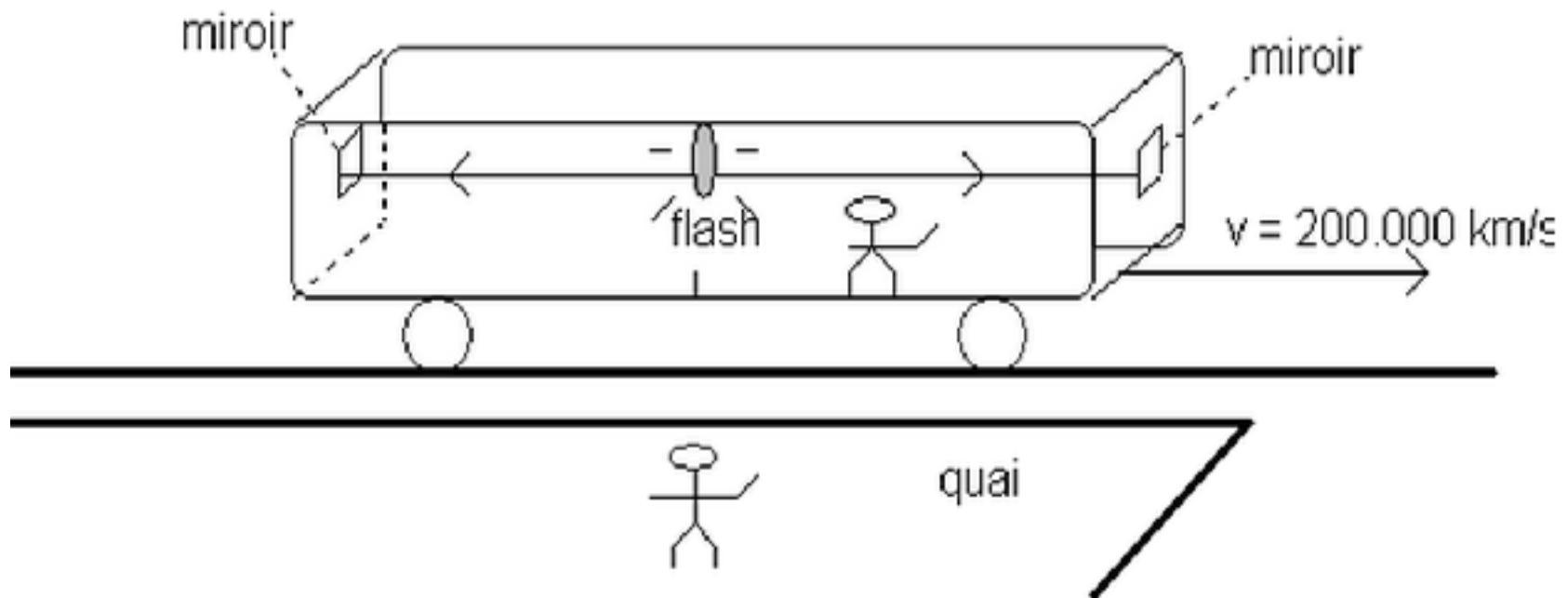
« If the speed of light is incompressible  
then time is elastic »



« If the speed of light is incompressible  
then time is elastic »



« If the speed of light is incompressible  
then time is elastic »



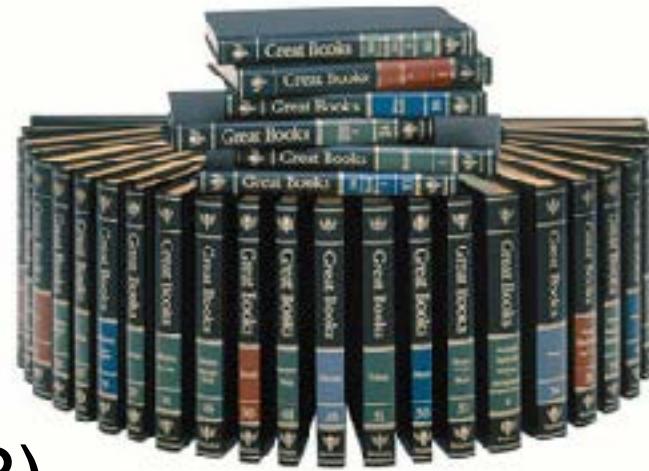
# Where is there more knowledge ?

① Encyclopaedia Britannica

② Wikipedia

③ British Library (112,505,998)

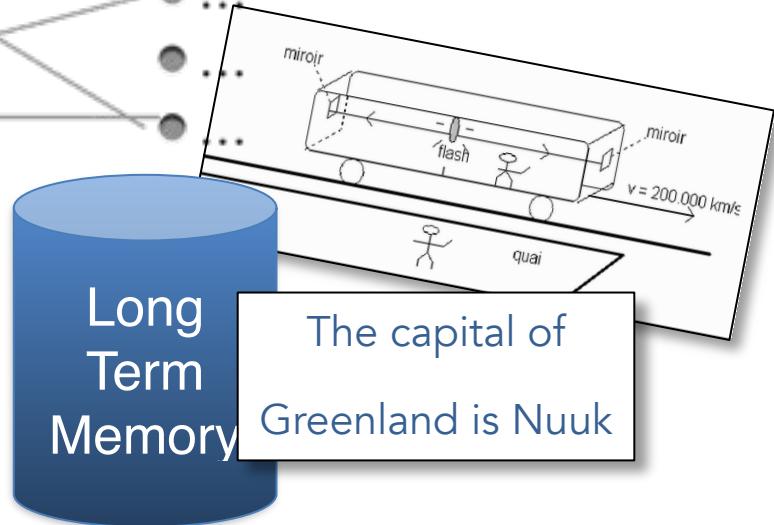
④ The brain of a 4 years old child



<http://blog.trustpilot.com/trusting-information-digital/>

to practice ...  
to listen ...  
to answer quizzes ...  
to memorize ...  
to explore ...  
to solve problems ...  
to collaborate ...  
...

what needs  
to be learned



There are different  
types of knowledge

# Knowledge Taxonomy

If you add some butter when boiling the water, the pasta do not glue to each other

Restricted relativity

The symbol for hydrogen is H

A square is a quadrilateral shape with 4 right angle and 4 isometric sides

The split attention effect refers to the increase of cognitive load due to the distance between a legend and the symbols used in the legend

Evolution (also known as biological, genetic or organic evolution) is the change in the inherited traits of a population of organisms through successive generations.<sup>[1]</sup> This change results from interactions between processes which introduce variation into a population, and other processes which remove it. As a

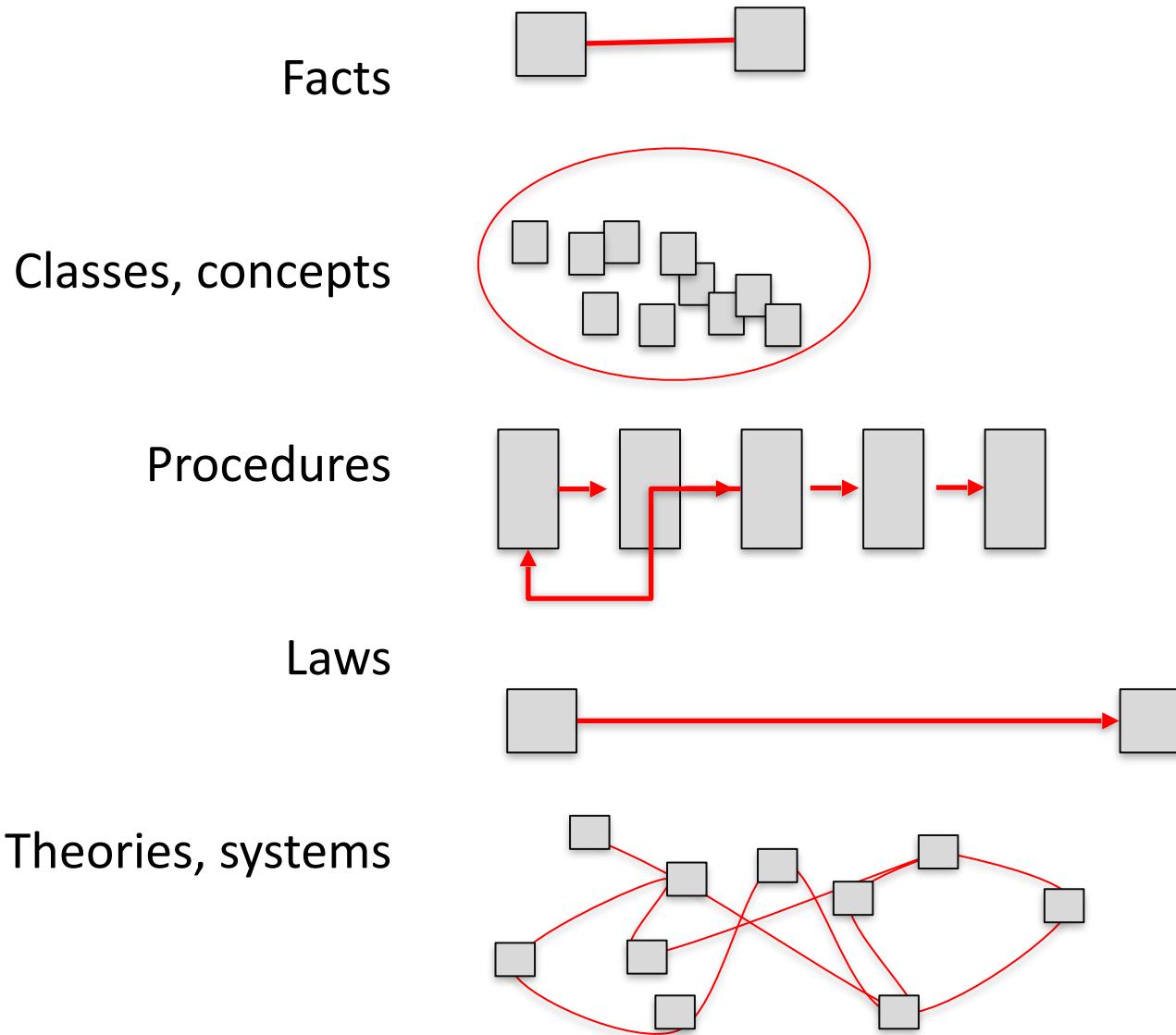
Brussels is the capital of Japan

The length of the hypotenuse is the square root of the sum of the squares of each other side of the triangle.

# Knowledge Taxonomy

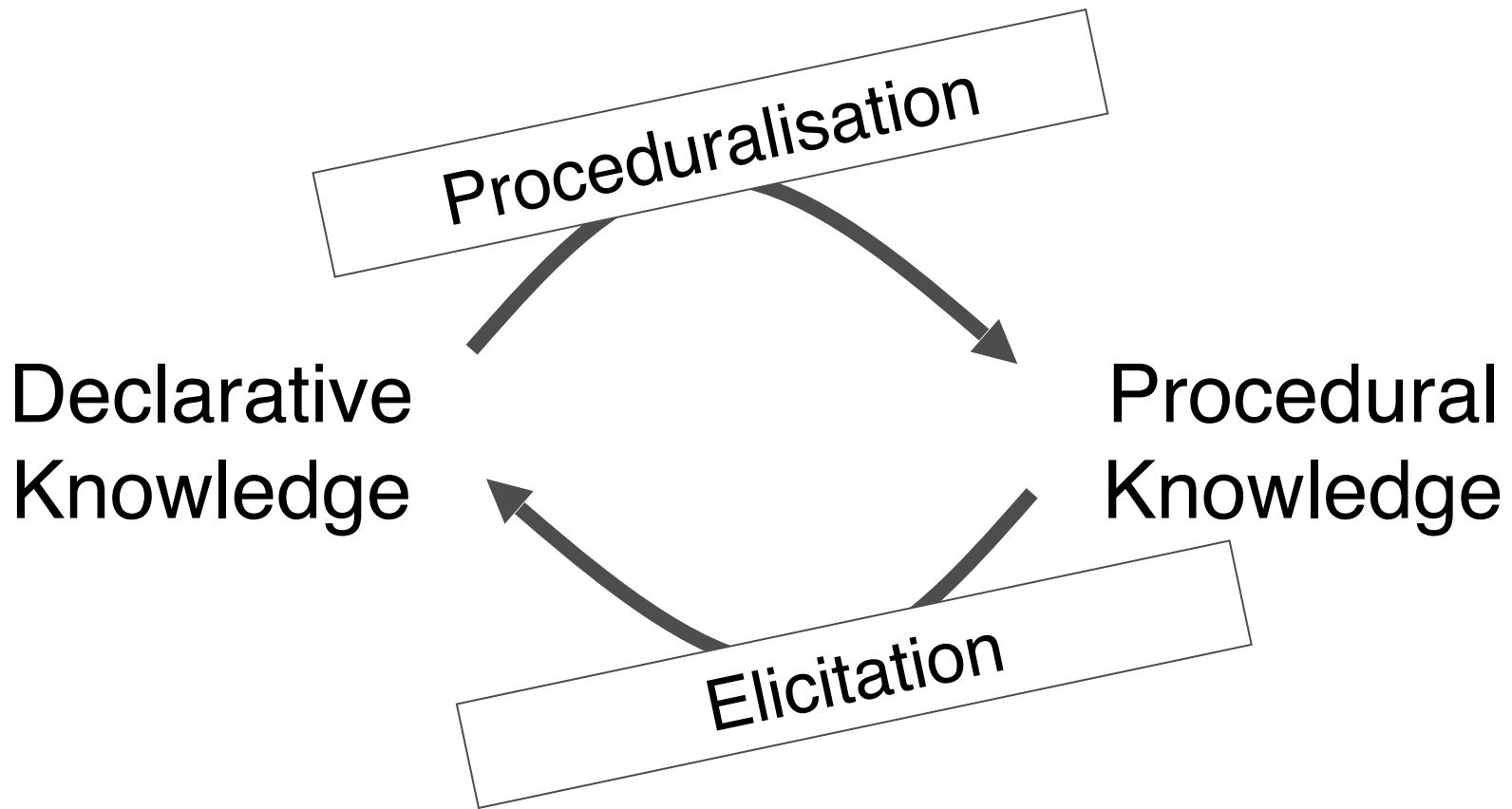
Facts	Brussels is the capital of Belgium
Classes, concepts	A square is a quadrilateral shape with 4 right angle and 4 isometric sides
Rules, principles, algorithms	If you add some butter when boiling the water, the pasta do not glue to each other
Theories, systems	Restricted relativity

# Knowledge Taxonomy



# Procédural **versus** Declarative Knowledge





# Heuristic knowledge

## (Problem solving strategies)

- To solve a complex problem, decompose it into small simple problems
- Before to write the code of a function, first thing about the data structure
- ...

# Metacognition

An army bus holds 36 soldiers. If 1128 soldiers are being bused to their training site, how many buses are needed?

29% 31 remainder 12

18% 31

23% 32

30% did not do the computation correctly

USA National Assessment of Education Progress secondary mathematics exam, 45,000 students nationwide

Schoenfeld, A. H. (1987). What's all the fuss about metacognition? In A. H. Schoenfeld (Ed.), *Cognitive science and mathematics education* (pp. 189-215). Hillsdale, NJ: Lawrence Erlbaum Associates.

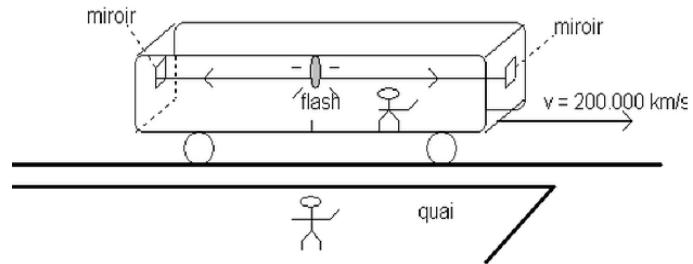
# Metacognition

- Knowledge about one's **own** knowledge (e.g. "I am not good with numbers", "I don't understand")
- **Regulation** of problem-solving: monitoring one's own plan application (e.g. "If the equation becomes too long, it is not good")

« Si la vitesse de la lumière est incompressible, c'est le temps qui est élastique »

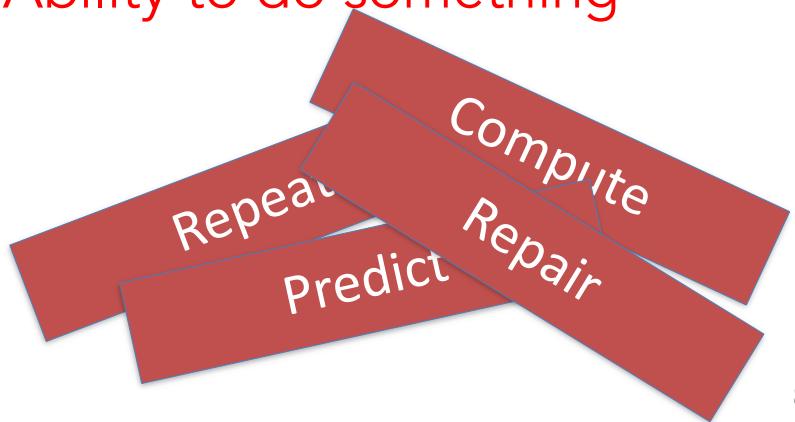
## Knowledge

- fact, concept, rule, theory, ...
- declarative, procedural, heuristic
- meta-cognition



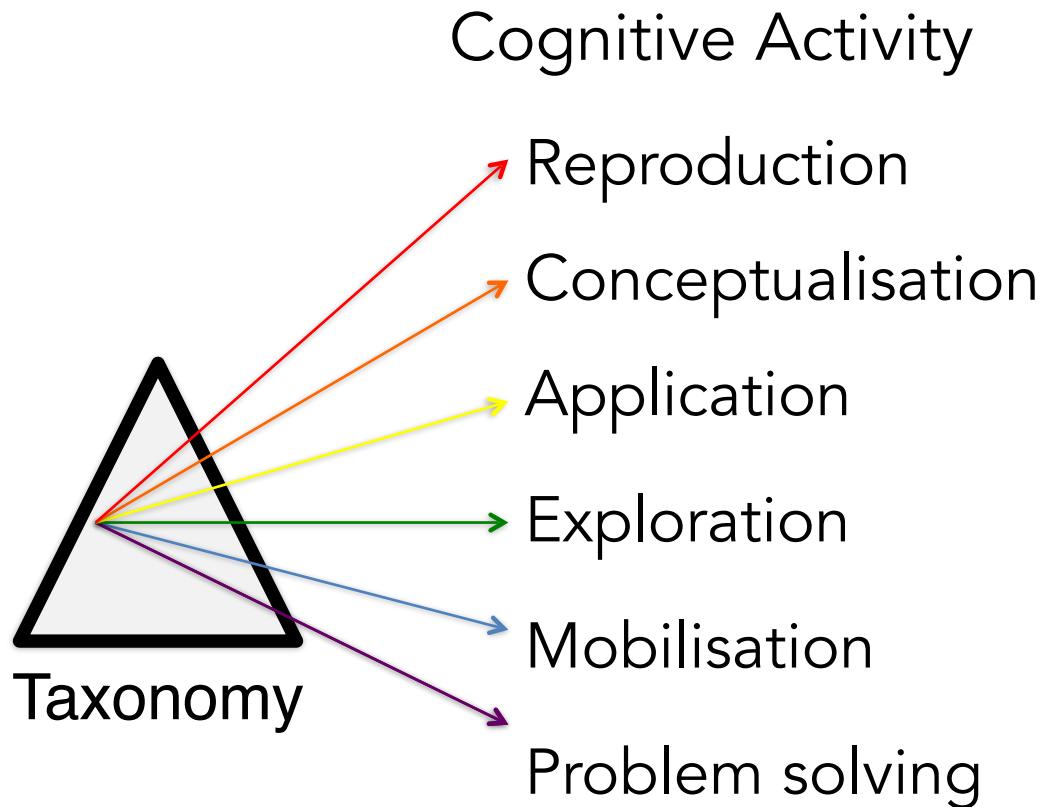
## Cognitive Activity

Ability to do something



## Knowledge

- fact, concept, rule, theory, ...
- declarative, procedural, heuristic
- meta-cognition



# *Cognitive Task*

# Reproduction

→

The object and the product of the task have been associated before

# Conceptualisation

# Application

# Exploration

## Mobilisation

# Problem solving

# Types of reproduction tasks

## Free recall:

*What is the capital of Greenland ?*

.....

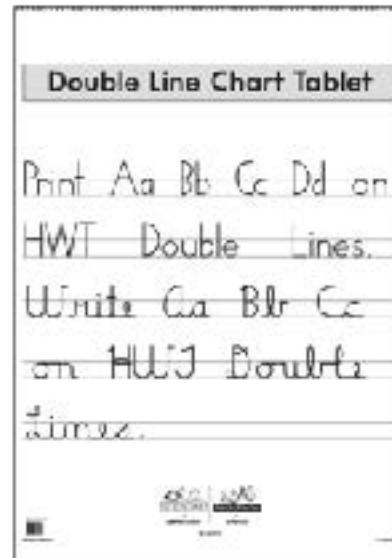
## Recognition:

*Which is the capital of Greenland ?*

- Tokyo*
- Lausanne*
- Nuuk*

## Imitation:

*Copy « lines »*



# *Cognitive Task*

Reproduction

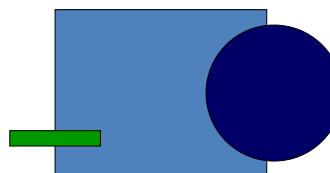
Conceptualisation  Does an object belong to a class ?

Application

Exploration

Mobilisation

Problem solving



SPUCs

# Conceptualisation

<https://www.mnn.com/earth-matters/climate-weather/quiz/can-you-name-these-clouds>



Photo: Wikimedia Commons



What kind of clouds are shown here?

**Nimbostratus**

**Noir clouds**

**Stratocumulus**

**Shelf clouds**

# *Cognitive Task*

Reproduction

Conceptualisation

Application

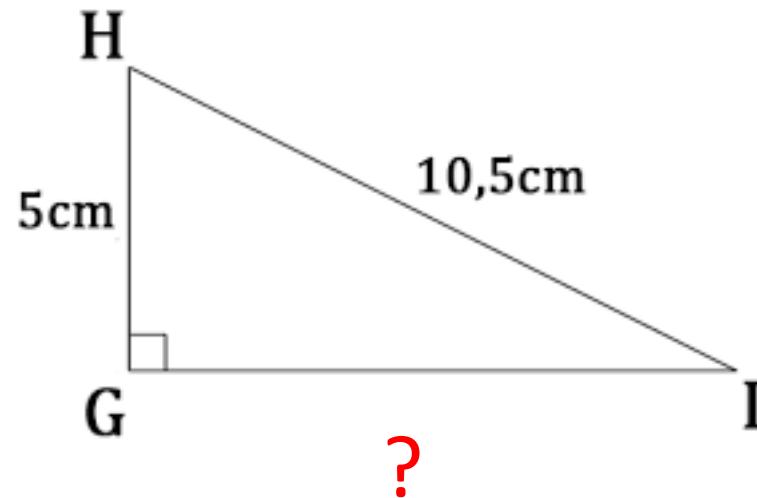
Exploration

Mobilisation

Problem solving



Apply an algorithm to the object produces the product



# *Cognitive Task*

Reproduction

Conceptualisation

Application

Exploration

Mobilisation

Problem solving



Identify a product in some material that matches criteria (object)

- *Find 2 metaphors in this text*
- *Find 2 prime number above 19*
- *Find a tumor on this image*

# *Cognitive Task*

Reproduction

Conceptualisation

Application

Exploration

Mobilisation

Problem solving



Invent a product that matches criteria (object)

- *Find 2 metaphors*
- *Find 3 different ways to solve this exercise*

# *Cognitive Task*

Reproduction

Conceptualisation

Application

Exploration

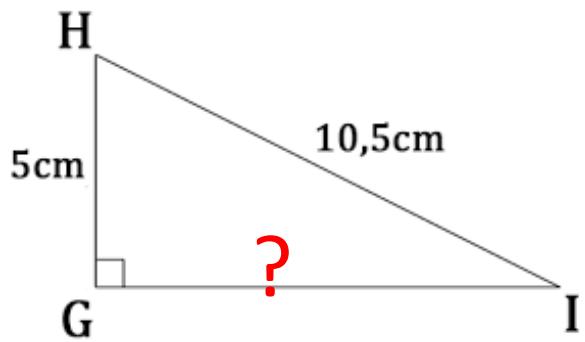
Mobilisation

Problem solving

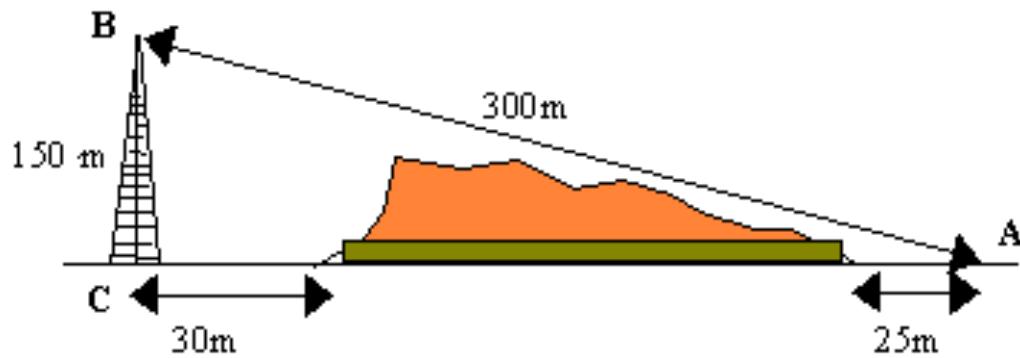
The learner has not the algorithm to compute the solution; this is a **novel** situation

The learner may combine segments of algorithm in a novel way

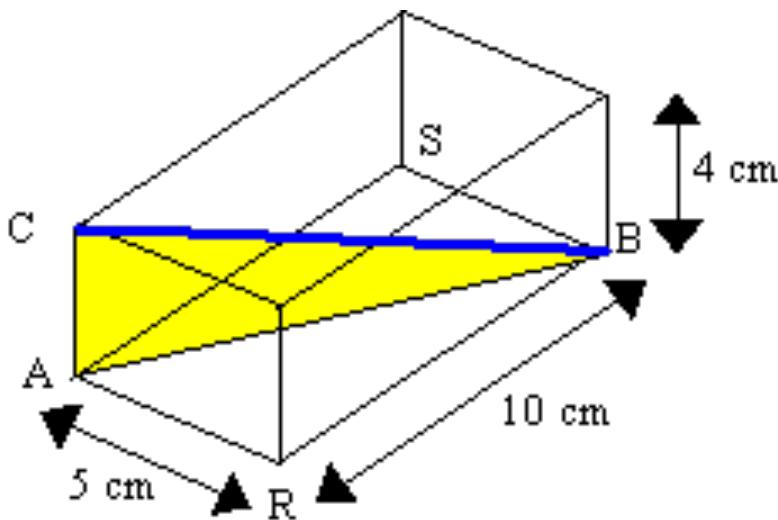
# Application



# Extrapolation

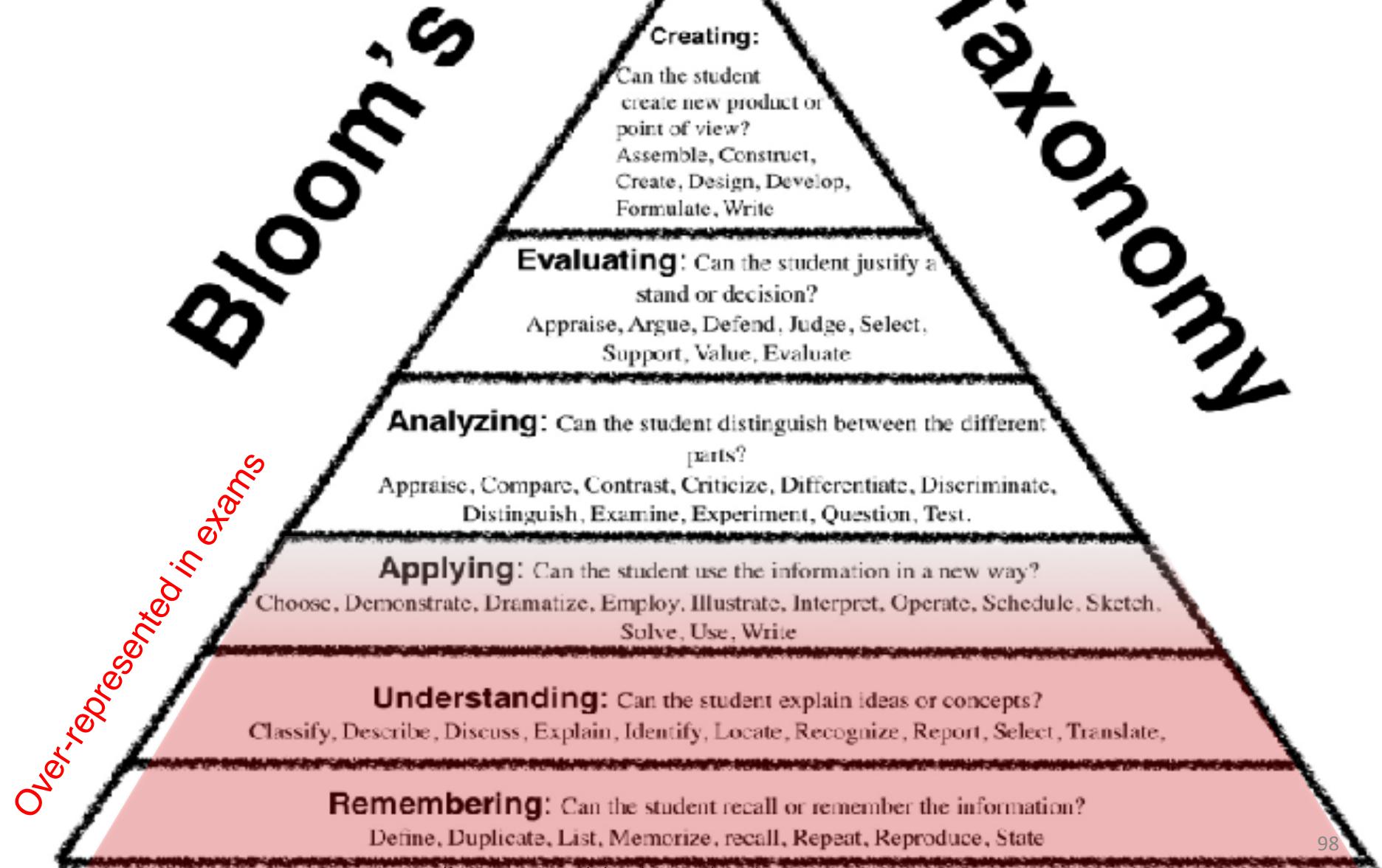


# Problem



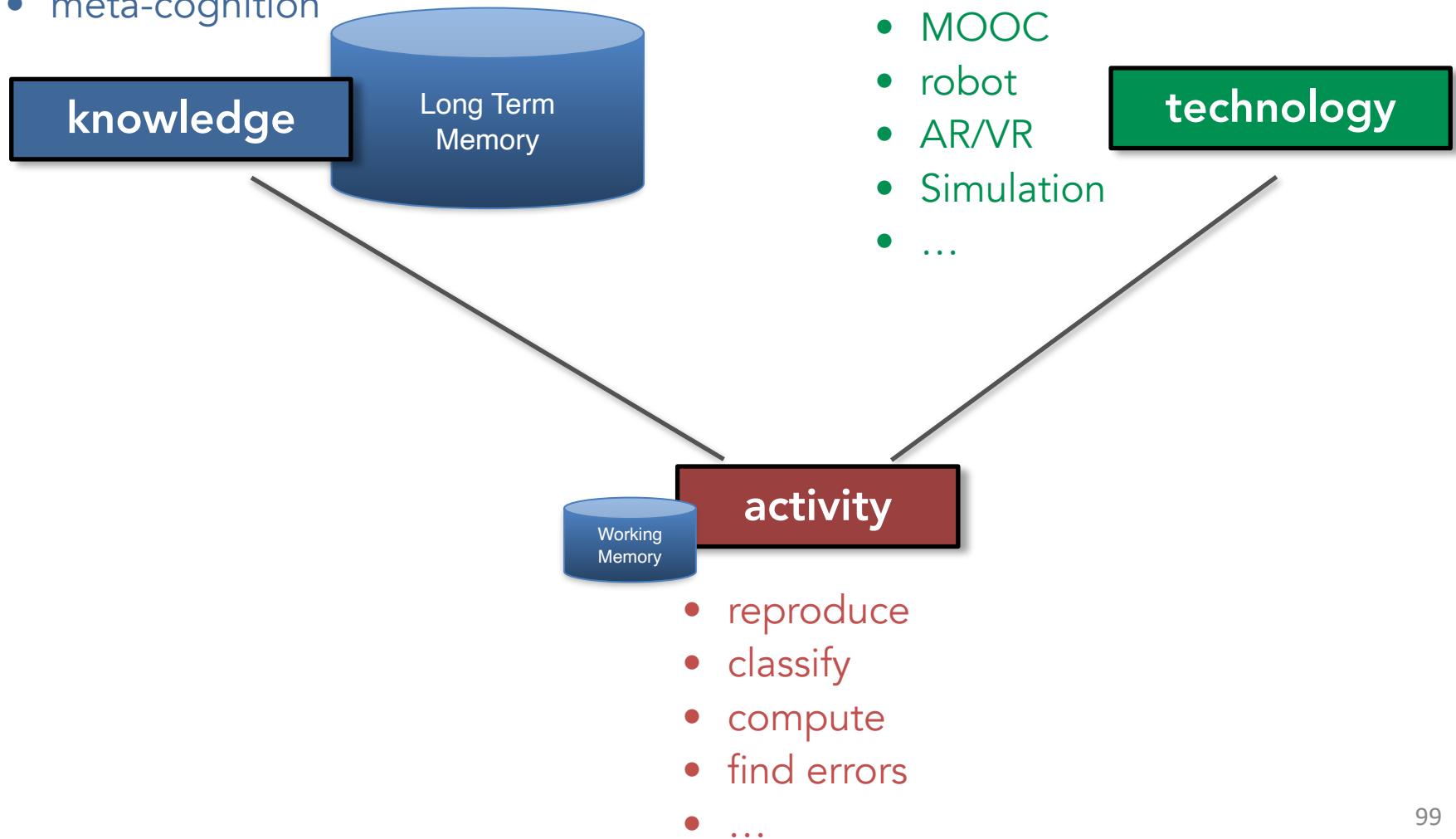
## Bloom's Taxonomy

West Greene Elementary 2011



# Summary

- fact, concept, rule, theory, ...
- declarative, procedural, heuristic
- meta-cognition



# For your project

- Minimize extrinsic cognitive load
- Problem solving triggers germane cognitive load
- Problem solving should avoid overload
  
- Set goals in the upper part of Bloom's taxonomy

Figure 1 Common ways of overwhelming and supporting intrinsic and extraneous load

Type of Cognitive Load	Ways Load Can Be Overwhelmed
Intrinsic Load	<ul style="list-style-type: none"><li>• Presenting concepts that are too complex (i.e., concepts that are outside students' instructional level)</li><li>• Using technical and other unknown language</li><li>• Presenting too many concepts at once</li><li>• Presenting interesting but unessential information</li><li>• Assuming students have memorized formulas, facts, or other needed background knowledge needed to complete a novel task</li></ul>
Extraneous Load	<ul style="list-style-type: none"><li>• Presenting a large amount of text on a screen while providing oral instruction (e.g., splitting attention between two competing sources of input)</li><li>• Presenting large amounts of information in one burst</li><li>• Presenting abstract information without illustrative images</li><li>• Presenting processes and strategies without demonstrations</li><li>• Stimuli from the environment (e.g., noise from other groups or classrooms, uncomfortable temperature, activity outside windows, etc.)</li></ul>

Type of Cognitive Load	Ways Germene Load Resources Can Be Conserved
Intrinsic Load	<ul style="list-style-type: none"><li>• Repeat key information</li><li>• Use rich images to illustrate content</li><li>• Chunk information into meaningful segments</li><li>• Provide worked examples</li><li>• Filter out interesting but unnecessary details</li><li>• Make connections between content and real-world scenarios</li><li>• Monitor oral instruction for jargon or other potentially unknown words</li></ul>
Extraneous Load	<ul style="list-style-type: none"><li>• Use slides or other instruction with clear images and limited text</li><li>• Limit distractions not related to lesson</li><li>• Break instruction into chunks of content and amount of time</li><li>• Provide frequent breaks and comprehension checks</li><li>• Use principles of explicit instruction to design and deliver instruction (Archer &amp; Hughes, 2011).</li></ul>

## Example of 2023 exam question

c. Cognitive overload

A student has learned to compute correlations on numerical data and (s)he has also learned to convert data (e.g., changing miles into kilometers or changing Euros into dollars), but ... (complete the sentence...)

*Why is this cognitive overload?*