

Generative Processes in the Classroom

<https://www.youtube.com/watch?v=NxoZtzS11t4>

The video is about a teacher teaching kids how to do math with an interactive activity. The kids have prior knowledge of numbers and other things such as counting that they have learned previously that they are now applying to this lesson. Recalling that knowledge from memory and being able to incorporate that prior knowledge in a new context is a generative process because you are producing something new. In the video, the kids are given some goldfish to learn addition. In order to do the addition, the kids need to know how to count and which number follows which number, 1, 2, 3, etc. The generative process comes in the form of generative learning and according to Ulrike Hanke, “generative learning is a theory that involves the active integration of new ideas with the learner's existing schemata.”

$$R: .8 * 40 = 32$$

$$S: .8 * 20 = 16$$

$$I1: .8 * 20 = 16$$

$$I2: .8 * 20 = 16$$

$$\text{Total} \quad = 80$$