Cognitive activation

Competency

Cognitive activation

Competency description

I can promote professional cognitive activation of learners with existing and self-created digital materials.

Level

Basic competency

Taxonomy level

3. Create

Column/number in the document

A/136

Explanatory notes

Teachers who have this competence are able to promote professional cognitive activation of the learner with existing and self-created digital materials. Cognitive activation refers to how teachers encourage learning to activate and deepen their thinking, understanding and problem solving. In digital education, various media and materials can be used to achieve this goal.

Rationale

Promoting cognitive activation is essential to ensure that learners not only receive passive information, but actively participate in the learning process and deepen their knowledge and, for example, transmit it in the form of tasks. This helps to improve the understanding and application of the learned.

Example

A lecturer uses interactive digital learning modules to cognitively activate his students. The tasks set can, for example, activate the problem solving capability.

Sources

Nix, D., & Spiro R.J., (1990): Cognition, education and multimedia: Exploring ideas in high technollogy. Hillsdale: Erlbaum. Sweller, J. (2006). The Worked example effect and human cognition.

Teaching material

Link to other competencies

The competencies, which are under the „media(special)didactic competencies“, „learning orientation“, aim to shape the teaching-learning situation in such a way that it is optimally adapted to the needs, requirements and skills of students and enables effective and targeted learning.

Tagging

Cognitive activation, digital materials, learners, professional, promotion.

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