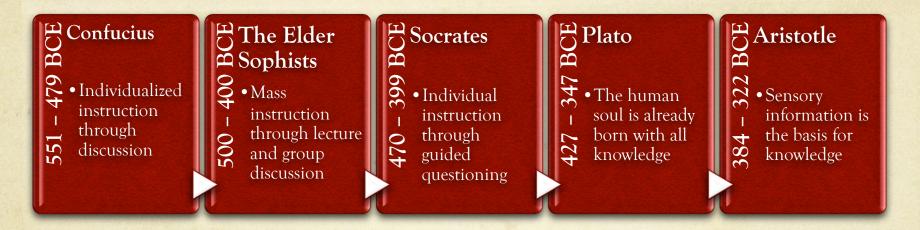


Educational Technology: A Visual Timeline

A.J. Kleinheksel

Before the Common Era







KAGES

R

God loves you



The Scholastic Method

1079 1142

1180

1125

1274

Pierre Abelard"Sic et Non"

University of Paris
Formerly Notre Dame cathedral school

• St. Thomas Aquinas

• Based the method of analysis and conclusions on Abelard's work

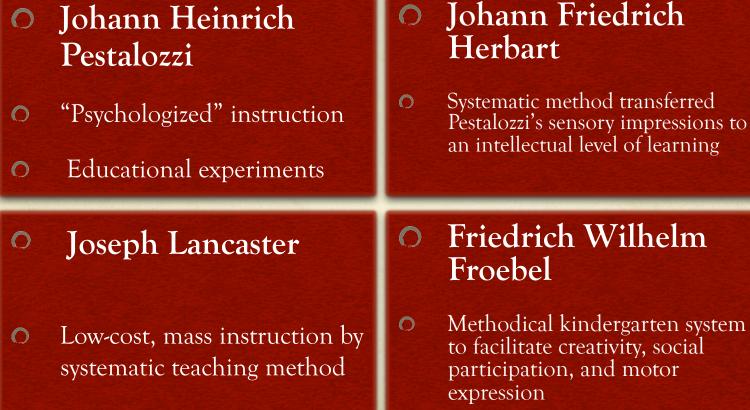
John Amos Comenius

- Universal Education
 Methodical Procedure
 "The Great Didactic"
- "Orbis Pictus"



1592 - 1670

The Teach Squad



1746 -

78 - 1838

776 184

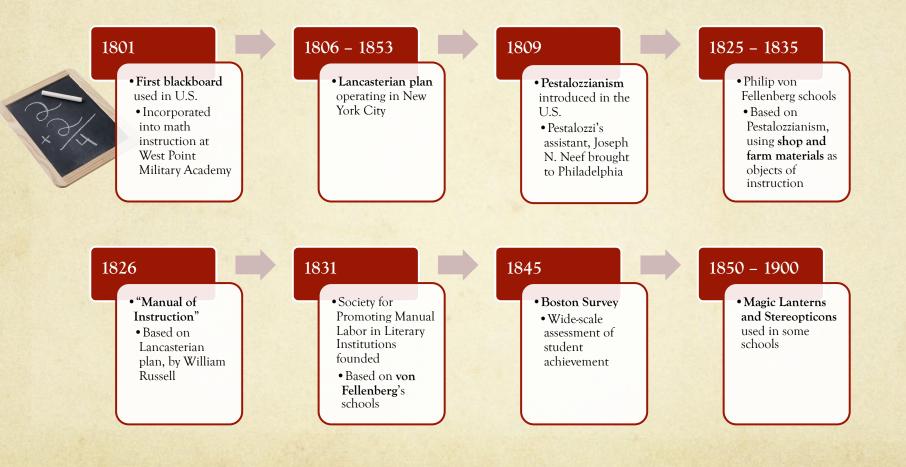
1782

1852

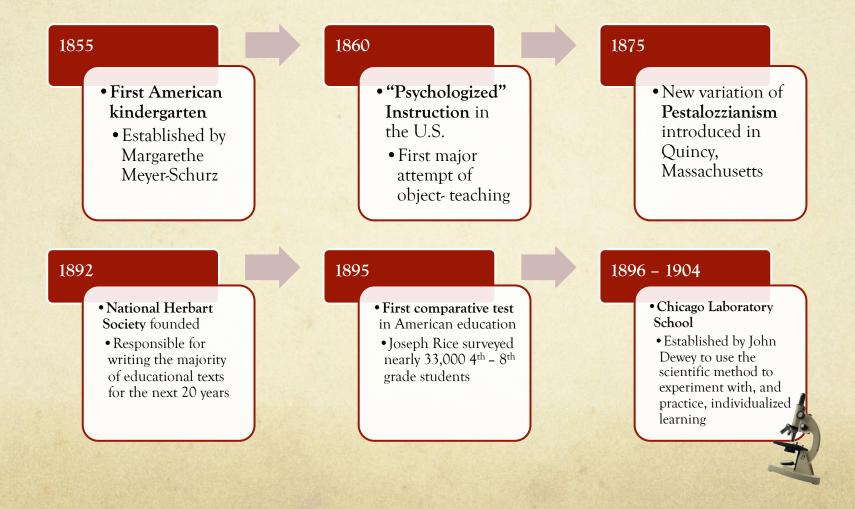
Friedrich Wilhelm

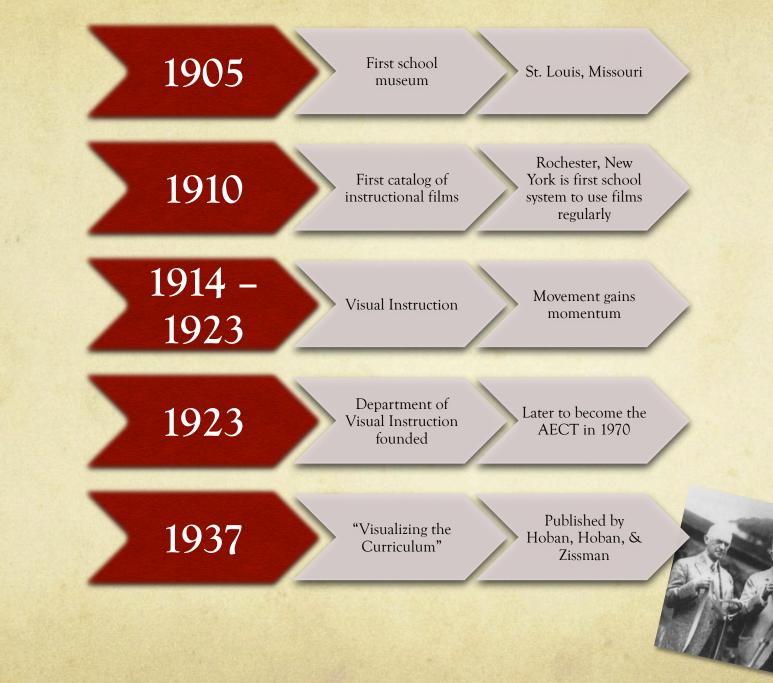
Methodical kindergarten system to facilitate creativity, social participation, and motor

The Industrial Revolution



The Civil War & The Gilded Age





Visual Instruction



Ralph W. Tyler 1902 – 1994

Eight-Year Study 1933 – 1941

Ralph W. Tyler, considered to be the father of the behavioral objectives movement, headed the study of the relationship between secondary school requirements and postsecondary student success, in order to address the rigidity of secondary education curriculum

1941

• Division of Visual Aids for War Training established

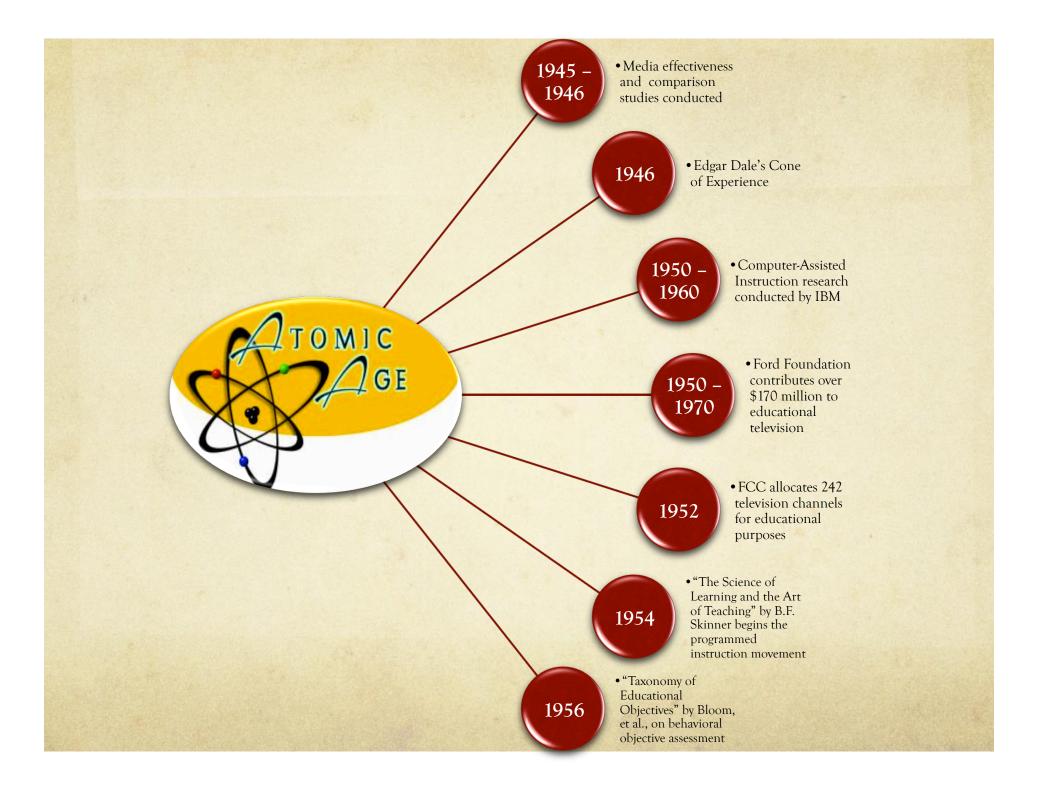
1943 - 1945

• U.S. Army Air . Force adopts audiovisual instruction

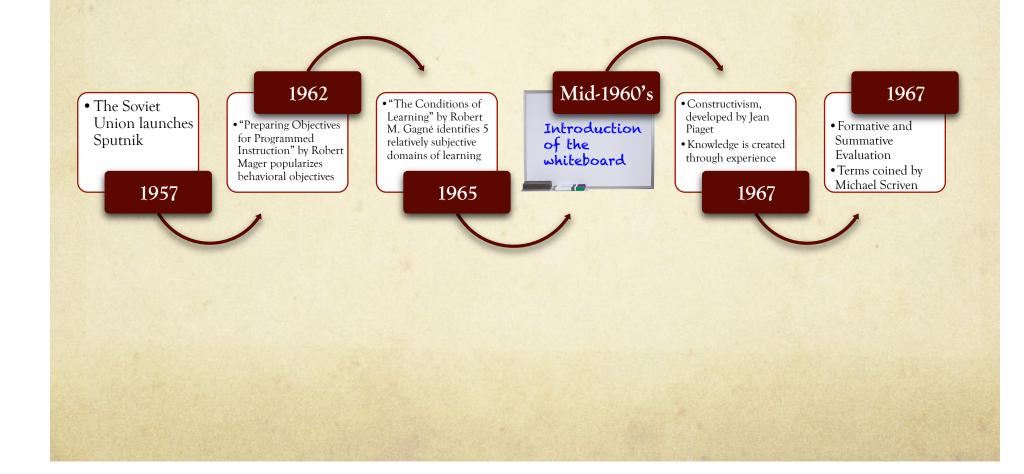
> • Over 400 training films & 600 film strips produced

 Overhead projectors first used on a large scale by the U.S. Army

1945



The Space Race



The Cold War

1970 – 1980

U.S. Military adopts instructional design model for the development of training materials Cognitive Psychology principles applied to instructional design

1980 -

1990

Developed by Bonner, Divesta & Rieber, Gagné, and Low 1983

1991

Interactive

whiteboards

introduced by

SMART

Boards

Over 40% of elementary, and 75% of secondary schools are using computers

Oh ti. Inpgraded your Rain.

Knowledge Management 1991 • Audience Response System used in classes at Rice University 1996 • Rapid Prototyping 1997 • Distance education offered by 78% of public four-year institutions 1997 • 1:6 computer to student ratio in schools 1998 • Google Inc. 1998 • Computers used in 14% of industry training 1999 • U.S. Army invests \$600 million in distance education for soldiers 2000

The Information Age

The Aughts





Resources



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