

1. Intellectual Development: Introduction



Intellectual Development: Introduction

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2. Goals for the Course



Goals for the Course

- Learn about the child's mind
- Learn about your own mind
- Learn about theory in the field of cognitive development
- Learn about theory more generally
- Learn to reason better theoretically
- Understand cognitive developmental change in children & yourself better

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3.

Grading Brackets



Grading Brackets

A	96-100
A-	90-95
B+	88-89
B	82-87
B-	80-81
C+	76-79
C	72-75
C-	70-71

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4.

Metahobby



Metahobby

- Metahobby is an approximately two month long experience in which you learn a new skill or are involved in a new activity where you can develop some expertise.
- Metahobby requires an hour of direct instruction, an hour of practice, and an hour of journal writing per week.

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5. Metahobby: How to set up your journal page



Metahobby: How to set up your journal page

- Week, Date, Author
- Before/Date: expectations, current performance level, how to improve your learning in the next class
- During/Date: social context, learning or developmental experience
- After/Date: activities or practice, learning, changes; how the change occurs, your understanding
- Later/Reflection: reflections on previous learning experience, your own theory or a theory you have learned, emotion chart

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6. Metahobby: How to set up your journal page



Metahobby: How to set up your journal page

- Keep entries **organized & clear**
- Journal **format is not fixed**
- Be as **explicit** as possible
- You will write your **final paper** from the data in this journal – **more information is better than less**

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7.

Journal Format



Journal Format

Before	Later Reflections Date
During	
After	

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8.

Metahobby: Emotions to keep track of



Metahobby: Emotions to keep track of

- Ambivalent
- Angry
- Anxious/worried
- Bored
- Challenged
- Comfortable
- Compliant
- Confident
- Confused
- Content
- Depressed
- Enthusiastic
- Excited
- Frustrated
- Happy
- Interested
- Motivated
- Pleased
- Proud
- Hesitant
- Sad
- Uneasy
- Unsure

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9. Example of Emotions Chart



Example of Emotions Chart

Daily reactions to metahobby project
Date: _____ Time: _____

Affect Adjectives	None	A little	Moderate	Quite a bit	Really a lot
Ambivalent	•				
Angry	•				
Anxious/Worried	•				
Bored	•				
Challenged				•	
Comfortable					•
Confident				•	
Confused	•				
Content				•	
Depressed	•				
Enthusiastic				•	

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10. Example of Emotions Chart



Example of Emotions Chart

Daily reactions to metahobby project
Date: _____ Time: _____

Affect Adjectives	None	A little	Moderate	Quite a bit	Really a lot
Excited				•	
Frustrated	•				
Happy				•	
Interested					•
Motivated					•
Pleased			•		
Proud			•		
Resistant	•				
Sad	•				
Uneasy	•				
Unsure	•				

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11.

Theories



Theories

- Psychometric
- Theory Theory
- Nativist
- Modular/Constraints
- Piaget/Constructivist
- Moral Development/Feminist
- Neo Piagetian
- Dynamic Systems
- Vygotsky
- Nonuniversal
- Multiple Intelligences

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12.

Theory Definition



Theory Definition

Theory: (1) A coherent group of general propositions used as principles of explanation over a proposed phenomena.
(2) A proposed explanation whose status is still conjectural.

The American College Dictionary,
Random House, 1955

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13.

Theory



Theory

- Theory is an attempt to help explain experience scientifically. It guides and constrains understanding.
- Good theory deepens and enhances experience but does not distort it.
- Bad theory is often worse than no theory.
- No existing theory is good enough.
- Your job is to use theory productively to help explain and understand your experience in metahobby.

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14.

Quote



Quote

“There is nothing so practical as a good theory.”

Kurt Lewin

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15.

BEST Framework for Analyzing Theories



BEST Framework for Analyzing Theories

B
E
S
T

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