



## LEARNING LANDSCAPE

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Start at center, go right to Bloom, then up to Kearsley, then counterclockwise.

1. Kolb's Learning Cycle (horizontal)
  - Conceptualization
  - Experimentation
  - Experience
  - Observation
2. Bloom's Cognitive Learning (vertical)
  - Evaluation (judgment)
  - Synthesis (creating)
  - Analysis (reasoning)
  - Application (using ideas)
  - Comprehension (understand, explain)
  - Knowledge (recall, recognize)
3. Kearsley's Theory Into Practice
  - Web Database

4. Gardner's Multiple Intelligences (horizontal)

Verbal-Linguistic  
Logical-Mathematical  
Visual-Spatial  
Musical-Rhythmic  
Body-Kinesthetic  
Interpersonal-Social  
Intrapersonal-Self

5. Hampson's Characterization of Communication (3D)

Star	Truth (top)
Rat	Ugly Truths
Fox	Secrets
Turkey	Ignorance
Weasel	Excuses
Snake	Lies
Lizard	Half Truths
Fool	Fear (bottom)

6. Saussure's Semiotics (horizontal)

Sign (icon or symbol)  
Interpretent (connecting sign)  
Referent (connected sign)

7. Maslow's Motivations (vertical)

Self-Actualization (top)  
Esteem  
Love (middle)  
Safety  
Physical (bottom)

8. Crawford's Principles of Game Design

9. Rominger's Making Learning Fun

10. Block's Stewardship Management Theory