# **Cognitive Apprenticeship**

## General

Cognitive apprenticeship is an instructional design model that emerged from situated learning theory and was introduced in 1989<sup>1)</sup> and developed by Allan Collins, John Seely Brown and their colleagues. The authors

• "... propose an alternative model of instruction that is accessible within the framework of the typical American classroom. It is a model of instruction that goes back to apprenticeship but incorporates elements of schooling. We call this model cognitive apprenticeship."<sup>2)</sup>

*Cognitive* here means that emphasis is on teaching of cognitive rather than physical skills, and *apprenticeship* means that learning will occur through interaction with a more experienced tutor.<sup>3)</sup>

#### What is cognitive apprenticeship?

Cognitive apprenticeship is a way of learning through experience guided by an expert. Motivation for this approach came from criticisms of formal education that usually separates learning from practice and teaches skills and knowledge in an abstract manner, making it difficult for the students to apply the learned knowledge in real-world situation. According to Brown,

#### • "the central issue in learning is **becoming a practitioner**, **not learning about practice**."<sup>4)</sup>

Learning is here, just as in situated learning theory defined as naturally tied to activity, context, and culture which form the learning context and occurs through *legitimate peripheral participation* (a process in which a novice joins a communities of practice on periphery and as he learns moves toward full participation).<sup>5)</sup>

Cognitive apprenticeship focuses on four dimensions that constitute any learning environment<sup>6)7</sup>:

| 1. Content (Knowledge type)   |   |  |  |  |  |  |  |
|---|---|--|--|--|--|--|--|
| <b>Domain knowledge</b><br>(declarative knowledge<br>like concepts, facts, and<br>procedures) | Heuristic strategies<br>(general techniques for<br>accomplishing tasks) | Control strategies<br>(general steps for<br>directing one's solution<br>process) | Learning strategies<br>(knowledge about how<br>to gain new<br>knowledge) |  |  |  |  |
| 2. Method (Way of learning)   |   |  |  |  |  |  |  |

| <b>Modeling</b> - students<br>model a decision-making<br>process by observing an<br>expert reasoning. In<br>general, modeling can be<br>behavioral (learning a<br>motor skill through<br>imitation) or cognitive<br>(modeling a decision-<br>making process by<br>observing an expert<br>reasoning), but cognitive<br>apprenticeship is<br>oriented mostly on<br>cognitive modeling. | some<br>cons<br>same<br>and s<br>diffe<br>those<br>inclu<br>offer<br>hints<br>desc<br>diagu<br>gues<br>assis<br>exer<br>expla<br>learr | ching -<br>etimes<br>idered the<br>e as mentoring<br>sometimes<br>rent <sup>8)9)</sup> . Usually<br>e processes<br>de an expert<br>ing advice,<br>s, verbal<br>riptions,<br>rams,<br>tioning,<br>ttance, support,<br>cises and<br>anations to<br>pers trying to<br>orm the task. | some<br>form<br>suppo<br>need<br>remo<br>adva<br>of sca<br>teach<br>wher<br>learn<br>succe<br>suppo<br>cente<br>provi<br>stude | e, scaffolding<br>of coaching<br>orts student<br>it, but then<br>ves his supp<br>nce. There a<br>affolding: din<br>her-centered<br>e expert pro<br>ers with stra<br>essful studen<br>ortive (a lea<br>ered approad | Expert<br>s when they<br>gradually<br>port as they<br>are two types<br>rective (a<br>approach<br>ovides<br>ategies of<br>nts) or<br>rner-<br>ch where he<br>es that fit to | Articulation (teacher<br>encourages students to<br>verbalize their<br>knowledge and<br>thinking), <b>Reflection</b><br>(teacher encourages<br>students to compare<br>their ways of problem-<br>solving with others),<br>and <b>Exploration</b><br>(teacher encourages<br>students to pose and<br>solve their own<br>problems) |
|--|--|--|--|--|--|---|
| 3. Sequencing (Keys to ordering learning activities)   |  |  |  |  |  |   |
| Increasing complexity<br>(meaningful tasks gradually<br>increasing in difficulty) Increasing in difficulty   |  | of situ<br>bad ap  | pplication) conceptualizing the whole tag<br>before executing the parts)   |  | alizing the whole task executing the parts)  |   |
| 4. Sociology (Social characteristics of learning environments)   |  |  |  |  |  |   |
| (students learn in the   | (com   | <b>Community of practice</b><br>(communication about<br>ferent ways to accomplish<br>meaningful tasks)   |  | Intrinsic motivation<br>(students set personal<br>goals to seek skills and<br>solutions)   |  | <b>Cooperation</b> -<br>students work together<br>to accomplish their<br>goals  |

## What is the practical meaning of cognitive apprenticeship?

There is no formula for implementing mentioned methods for teaching/learning (modeling, scaffolding, coaching, articulation, reflection and exploration):

• "it is up to the teacher to identify ways in which cognitive apprenticeship can work in his or her own domain of teaching. "<sup>11)</sup>

A detailed example still can be found in the work of Enkenberg<sup>12)</sup>.

The difference between decontextualized and contextualized learning, characteristic for cognitive apprenticeship<sup>13)</sup> in educational process can be explained on following example<sup>14)</sup>:

| APPROACH 1: classroom<br>(decontextualized, inert)  | APPROACH 2: authentic (situated in real world problem to solve)   |
|---|---|
| For example, give students a task to<br>through the Photoshop reference manual,<br>tool by tool (or specify a set of tools), in<br>alphabetical order, learning how each tool<br>(line, paint, bucket, select, etc.) works<br>including all possible optional settings. | For example, give students a task such as, create a logo<br>for a company. To accomplish it, they should look up and<br>learn only a few particular tools they realize they may<br>need to use to accomplish the design. Demonstrate the<br>task (modeling), explain why each of the sub-tasks is<br>required (explanation), guide students during their task<br>performance (coaching, scaffolding), ask them to reflect<br>and articulate how they solved the task, and require<br>from them to explore similar problems (exploration). |

Also, the possibilities of usage of computers in cognitive apprenticeship have recently been addressed<sup>15)</sup>.

## Criticisms

The ideas of cognitive apprenticeship are subjected to same criticisms as situated learning since they are rooted in that theory. Aside from that,

• "it may not be advisable to use cognitive apprenticeship methods for initial learning, since the learners discover what they need to know. But for learning at advanced levels and consolidating knowledge so that it can be utilized in increasingly divergent situations, the methods based on situated cognition provide an exciting alternative to current instructional approaches."<sup>16</sup>

#### Keywords and most important names

- Cognitive apprenticeship, situated learning, scaffolding, coaching
- Allan Collins, John Seely Brown

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Originally this term comes from Vygotsky's social development theory  $^{\rm 11)}$ 

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