

	Behaviorist	Cognitivist	Social Cognitivist	Humanist	Self-Directed	Constructivist	Connectivist
<b>Plan</b>	Course pages define activities and grade % (Blackboard, Udemy, JogTheWeb)	Additional support with description of activities, instructions, and rationale (In-Depth Syllabus)	Rating systems for resources or learning experiences (EdModo, GoodReads)	Student-focused learning process (Learning Contracts, Student Employability Map)	Range of support for selection or design of learning resources (Activity Recommender - location based)	Co-constructed syllabus (Google Docs); Navigation via remarks and notes left by others (Soundcloud, Learning Design Canvas)	Social or data links to quality resources (Twitter, Thinglink)
<b>Search</b>	Proper inputs = relevant results (Baidu, Bing, Yahoo, Google)	Suggested categories, terms, or refinements (Bing - Suggest terms; Youtube - "refine search"; Google - search by reading level)	"Users also liked..." (Amazon, Taylor & Francis Online)	Exploratory search (Amazon, Pinterest), Location-based (Google Now), Resources based on current mood (LRAR widget)	Data pool and search type defined by user (Spotlight Search, Instagrok)	Results collaboratively compiled from individual knowledge (Searchteam, Quora, PBworks)	Through constructivist collaboration or enabled by hyperlinks (Wikipedia; Microsoft Academic - author and publication links)
<b>Curate</b>	Arranging information for future access (Dropbox, Bookmarking, iTunes playlists)	Display relationships between objects tags, descriptions, categories (Evernote, Outlook)	Suggest folksonomies others used (Pocket)	User-based information (Facebook, Twitter, Academia.edu)	Users choose how to store, categorize, and retrieve information (Microsoft Access, SQL - advanced databases)	Allows input from multiple sources (Freebase, Del.icio.us, Trip Advisor, Wikipedia, Reddit)	Stores connections and links between existing and potential resources (Pearltrees)
<b>Interact</b>	Immediate feedback (Duolingo, Sandbox, Kindle Reader, Skype Tutorials)	Deeper levels of engagement with users or content (Webex or Adobe Connect - discussion supports like whiteboards; Kindle and Nook - markup of readings)	Cues for contribution through examples and recognition (Slack - for discussion; Minecraft)	Wider range of enablement for self-expression reflecting strengths of the user (Instagram)	User defines level, complexity, timeframe, content, and classmates (WeChat, Google Voice, Discussion Forums)	Synchronous or asynchronous experience, reflection, and discussion with support for knowledge creation (ChannelMe, Hive, MMORPG communities)	Enables link and resource sharing in conversation across platforms (iLab)
<b>Create</b>	Clearly defined outcomes and processes (Zybooks)	Emphasis on the process, not the result (Mindmeister or Xmind - mindmaps)	Let others inspire or drive creative process (ideation, 99designs)	Creation as self-expression (Garage Band, iMovie, phone cameras)	Require user-defined outcome, and process (Adobe Creative Suite)	Requires some collaborative ability on process or implementation (Google Docs, GitHub)	Enables incorporation of one or more external pieces into created artifact (Embed.ly; Stack Exchange)
<b>Publish</b>	Publication for feedback (Turnitin)	Formatting, editing, writing, and publication type assistance (Word - spell/grammar check, Plagiarism Checker)	Social cues of frequency, style, and type of publications (social media platforms, Tumblr)	Identity management (Facebook, LinkedIn, About.me)	Facilitates independent publication process (Ghost, Blogger, Wordpress) (Kindle Direct for eBooks)	Community-based publication (Wikipedia, Wikispaces)	Highlights processes or relationships (cloudworks; Hootsuite, Buffer, Tweetdeck, Disqus - link across multiple accounts)
<b>Assess</b>	Quiz software or plugins with autograding	Highlights errors and suggests solutions (EdX, zybooks)	Shows answers from other students for comparison or feedback (Duolingo, Polling Software)	Matchmaking software, personality tests (Match.com, RSVP, HumanMetrics)	Learner sets parameters for assessment and marks when achievement reached (Nozbe)	Peer review and feedback (NovoEd, Reddit - self moderation)	Analytical measurement of connection points (Klout - social influence assessment, Facebook insights)