

Willingham, 2021

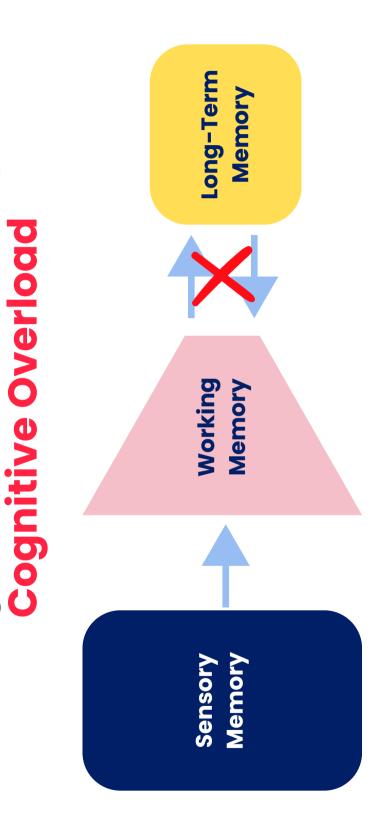


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Sweller, 1988 Lovell, 2020 Swain, 2025

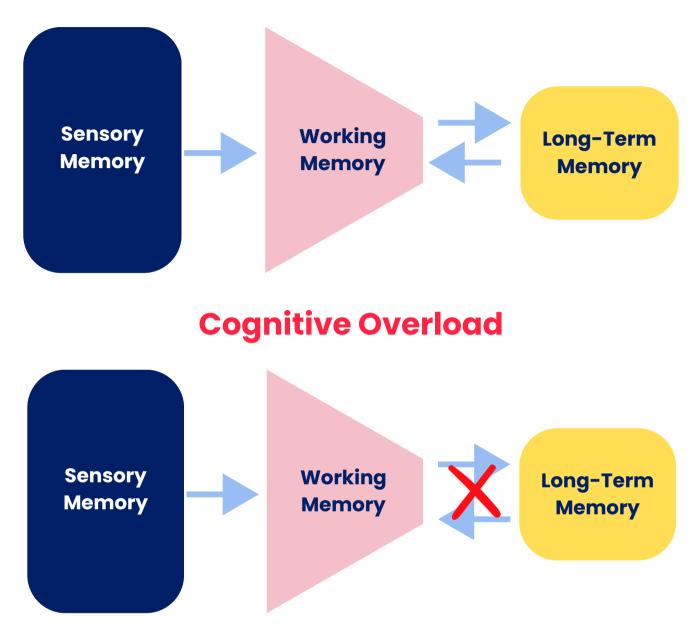
to limit Cognitive Overload

Educators can make decisions



Cognitive Load Theory

Simple Model of Memory



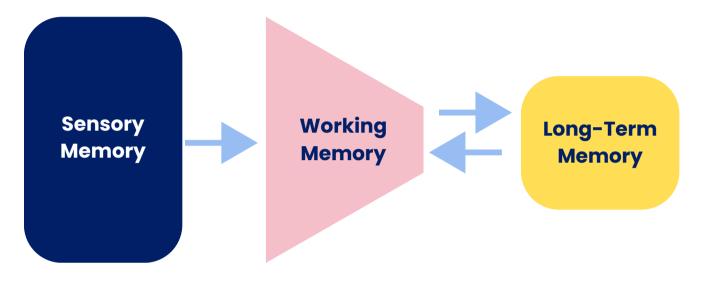
Educators can make decisions to limit Cognitive Overload.

Sweller, 1988 Lovell, 2020 Willingham, 2021 Swain, 2025

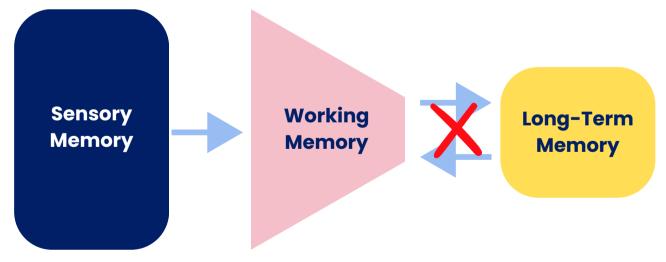


Cognitive Load Theory

According to the **information-processing model**, our senses filter out much of the information around us. Some of this information goes into working memory. With effort, the learner can move the information from working memory to longterm memory for future retrieval. **This change in long-term memory is learning.**



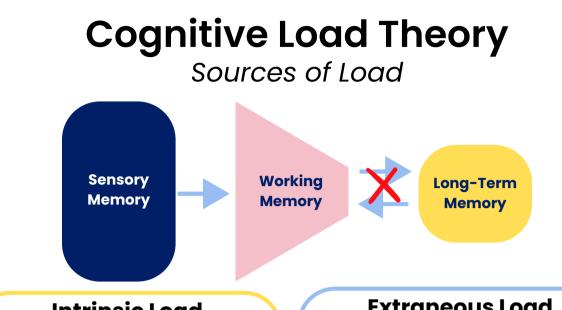
In this process, working memory is the bottleneck - it can can limit the path of information into long-term memory. Too much load on working memory can prevent information from being stored causing **Cognitive Overload**.



Educators can make decisions to limit Cognitive Overload.

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Intrinsic Load Task Complexity

- Number of Steps
- Density of information
- Abstractness of concepts
- Element Interactivity: the number of connections between elements
- Novelty (new information)
- Open-ended/unguided tasks
- Dynamic/changing tasks

Reduce

extraneous load and **optimize** intrinsic load _{Lovell}, 2020 **Extraneous Load** Manner or Structure of

Instruction

- Complex, unfamiliar, conflicting, or ambiguous language or visuals
- Redundancy: unnecessary or doubled up information
- Verbal instructions overload
- Distracting information in the task (i.e., too much talk, writing, visuals, graphics, choices, unfamiliar technology)
- Distracting information outside of the task (decorations, physical items, noise, something new, offtask behaviours).
- Transiency: important information disappears or is not accessible when needed



Cognitive Load Theory

Educators can make decisions to limit Cognitive Overload by:

| Reduce extraneous load and optimize intrinsic load Lovell, 2020 | |
|--|---|
| Do | Avoid |
| Instruction and tasks match the instructional hierarchy | Fluency practice during acquisition stage |
| Instructional Routines | Different tasks daily |
| Clear and consistent expectations | Unpredictable or inconsistent expectations |
| Simple, clutter-free environment and presentations. | Decorations or digital elements that are not relevant to learning goal. |
| Concise explanations | Long, unclear lectures |
| Sequence of small steps | Complex, big steps |
| Lots of practice opportunities to chunk and automate knowledge and skills | No or not enough practice, no mastery |
| Adaptive Teaching | Rigid instruction |
| Plan for learning and attention | Plan for engagement and fun |

