

Six Grand Theories in Psych

You need “Six Grand Theories” Handout, “Six Grand Theories Notes”

Memory Tool

- On the back side of your handout, trace your hand.
- Fill in your hand with the name of each theory (to help your remember). You may want to make a note or two with an explanation.
- This will make more sense as we move along.

Intro

- These theories are perspectives that interpret human thoughts, feelings, and behaviours.

Psychodynamic Perspective ("Phantom Finger")

- Sigmund Freud and Carl Jung
- Behaviour is motivated by inner forces, memories, and conflicts that are generally beyond people's control

Behavioural Perspective (Middle finger)

- B.F. Skinner
- Behaviour is a result of outside stimuli in the environment
- People change according to their past and present environments

Cognitive Perspective (Pointer Finger)

- Jean Piaget
- Focuses on how people think about the world.
- People pass through stages of cognitive development
 - At each stage, quantity and quality of information increases

Humanistic Perspective (Ring Finger)

- Carl Rogers
- People have an natural tendency to make decisions and control their behaviour
- Free will; ability to make choices; individual can come to decisions about his/her life
- Everyone has an underlying wish to be loved and respected

Evolutionary Perspective (Thumb)

- Charles Darwin
- Behaviour is strongly influenced by biology and tied to evolution

Socio-cultural Perspective (Pinky – weakest finger)

- Urie Bronfenbrenner
- Seeks to explain knowledge, development, and abilities in terms of supports received from society

Task 1

- Read “Six Grand Perspectives” Handout
- Highlight the three most important points in each section.
- Add anything you don't have in your notes to your notes

Task 2

- Research your assigned theory *and* topic.
- Your research should yield enough information to comfortably write at least one complete paragraph.
- Write that paragraph or two.
- Find the rest of your group members from your theory.
- Work together to create a visual representation of your information (may be online or on paper). Keep in mind that you have only two days to do this (Tuesday/Wednesday)
- You will present your theory on Thursday.

Key Players Role

- Who “invented” the theory?
- Tell a bit out his/her/their lives
- What about their experience in psychology?
- Provide a summary/biography of this person/people

Summarizer Role

- Dig into what you know about your theory and dig deeper.
- Provide a summary of the most important points of your theory.
- Don't bother discussing whether it is legit or not (that's not your job)

Famous Experiments Role

- What are some famous experiments or research that use/test your theory?
- Explain how the experiment/research ran
- What did they discover?

Pros/Support Role

- What are some of the big supporting points for believing in this theory?
- What proof do supporters offer?

Cons/Against Role

- Not everyone agrees on a theory, which is why we have six big ones (and several other small ones)
- What are some of the drawbacks of your theory?
- What are some of the arguments against your theory?
- Does it have any “gaps”?
- Is it still in use?

Rubric

Category	4	3	2	1
Research	Excellent information. Accurate. At least ten key points.	Good information. Mostly accurate. 8 – 10 points.	Basic information. Mostly accurate. 5 - 8 points.	Poor information. Inaccurate.
Summary	“Mini-skirt” information – just enough, but not too much	Too much information in paragraph	Too little information in paragraph	No information/ far too little information in paragraph
Presentation	Speaks clearly. Good volume. Stands appropriately. Acceptable eye contact.	Speaks audibly. Stands appropriately. Minimal eye contact.	Speech is muffled. Inappropriate volume. Stands appropriately. Minimal eye contact.	Speech is muffled. Inappropriate volume. Poor posture. No eye contact.
On-Task	Student is on-task all the time.	Student is on-task most of the time.	Student is on task-half to two-thirds of the time.	Student is on-task less than half of the time.

Who and What

JOB	Psycho-dynamic	Behavioural	Cognitive	Humanistic	Evolution-ary	Socio-cultural
Key Players						
Summarizer						
Famous Experiments						
Pros/ Support						
Cons/ Against						