

# Learning Objects and Generative Learning for Higher Order Thinking

by

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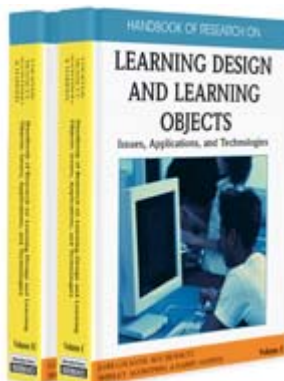
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## ABSTRACT

*This chapter aims to guide the readers through the design and development of a prototype Web-based learning system based on the integration of learning objects with the principles of generative learning to improve higher order thinking skills. The chapter describes the conceptual model called Generative Learning Object Organizer and Thinking Tasks (GLOOTT) which was used to design and build a technology-supported learning environment. The chapter then describes how the effectiveness of the Web-based learning system was evaluated and reflects on the importance of the findings more generally.*

Full details are available in *The Handbook of Research on Learning Design and Learning Objects: Issues, Applications and Technologies* (Chapter XXXIV). This handbook is published in July 2008 by IGI Global, Hershey, Pennsylvania. Readers are invited to visit [www.info-sci-ref.com](http://www.info-sci-ref.com) for details.



The **Handbook of Research on Learning Design and Learning Objects: Issues, Applications and Technologies** provides an overview of current research and development activity in the area of learning designs in terms of teaching perspective and technological advances. This essential reference brings together over 40 studies that encompass the latest research of leaders in the field to provide an up-to-date and complete picture of the subject.

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