

Glossary

- 1. Frame:** The small bit of information or a single step of instruction given to students at a time and responses from them is called a frame. It provides immediate feedback to learners.
- 2. Prompt or cue:** Additional information contained in a frame to help the learners to respond the frame correctly.
- 3. Linear model:** Programmed prepared in a straight line from easy to difficult where no additional response from a frame is possible.
- 4. Branching:** Sequencing of frames in a relatively big form depending upon students' responses.
- 5. Entry behaviour:** Entry behaviour includes the prerequisite knowledge; attitudes or skills which the student already possesses that are relevant to the learning task or subject matter and that one may require students to demonstrate before beginning any learning module.
- 6. Terminal behaviour:** Terminal behaviour refers to all those responses and behaviour which are helpful for achieving desired objectives. They refer to what a learner can do.
- 7. Stimulus:** It refers to the content or information presented in the frames.
- 8. Feedback or reinforcement:** It is the knowledge of the result of a learner's response whether it is right or wrong.
- 9. Overt:** Overt behaviours refer to actions that are able to be observed.
- 10. Covert:** Covert behaviour is that behaviour that is not seen or observed. It includes thoughts and emotions.