A Curriculum Model based on the work of Ralph Tyler


A Definition of Curriculum (Daniel Tanner, 1980)

“The planned and guided learning experiences and intended learning outcomes, formulated through the systematic reconstruction of knowledge and experiences, under the auspices of the school, for the learners' continuous and willful growth in personal social competence.”

Curriculum Models

• Are based on a body of theory about teaching & learning.
• Are targeted to needs & characteristics of a particular group of learners.
• Outline approaches, methods & procedures for implementation.

The Tyler Model of Curriculum Design

• The nature & structure of knowledge
• The needs of the society
• The needs of the learner
1. What educational purposes should the school seek to attain?

2. What educational experiences can be provided that are likely to attain these purposes?

3. How can these educational experiences be effectively organized?

4. How can we determine whether and to what extent these purposes are being attained?
The Nature & Structure of Knowledge

√ Selection of subject matter
√ Organization of subject matter or discipline
√ Theoretical basis of methods & approaches

Selection of Subject Matter

⇒ Criteria: Relevance, importance, priority
⇒ Scope: Amount, depth of coverage, concentration
⇒ Sequence: Hierarchy & progression of complexity or difficulty

Organization of Subject Matter

# Discrete subjects or courses
# Broad fields or disciplines
# Core or interdisciplinary
# Skills or processes
# Projects & activities
Approaches to Subject Matter

- Textual
- Experimental
- Developmental
- Psycho-social
- Experiential

Needs of the Learner

- Cognitive development
- Linguistic development
- Psycho-social development
- Moral/affective development
- Vocational focus

Maslow's Hierarchy of Human Needs

- Self-Actualization
- Self-Esteem
- Love & Belonging
- Safety
- Physiological

The Needs of Society

- Literacy
- Vocational skills
- Social order & morality
- Interpersonal skills
- Transmission of values & culture
- Creativity & innovation