

sented, along with the similar ideas of schema theory and mental models. In Chapter 5, situated cognition, with its emphasis on the integration of declarative and procedural knowledge, will be explored.

A CIP Look at "Kermit and the Keyboard"

Let us consider some cognitive information-processing concepts that might be relevant in understanding and explaining Kermit's learning in this story. An information-processing analysis of the act of performing a song at the keyboard might go something like this.

Kermit must first attend to the printed page of a musical score (the input). To process its contents requires recognition of the symbols (reading music is a process similar to reading text) and relating this to what he already knows. For instance, he notes the signature, which tells him how many beats per measure, and the key, which indicates how many sharps or flats. This information is retrieved to assist him in organizing a response, which is pressing down each key as it corresponds to that indicated in the score.

Frequent rehearsal helps Kermit's playing to become more automatic and less fraught with mistakes. Using different voices and backgrounds enables Kermit to vary the encoding cues so that he learns to play the same song in different contexts. One might explain his persistent error in "House of the Rising Sun" as a consequence of encoding specificity. He makes this mistake only when a particular background is used, the same background with which he made the mistake in the first place.

Reading the keyboard manual could be, for Kermit, very much like Rosemary's experience of reading the computer manual in the scenario "A Tale of Two Readers." Highly unfamiliar and complex and difficult content can cause comprehension problems, which Kermit encounters.

CIP offers a useful perspective on the continuing development of Kermit's keyboarding skills, but behaviorism provides a better explanation of why Kermit spends 20 minutes practicing some days and an hour other days. However, like behaviorism, CIP offers no particular insights into Kermit's motivation to study the keyboard to begin with.