Compare: describe how things are Create an Analogy: substitute something the same and different familiar for something difficult

- 1. Select items to compare 1. Identify a situation or basic information 2. Select characteristics on which you want to base your com-2. State the basic information in general terms Identify new difficult information in terms of the familiar parison of the items 3. 3. Explain how the items are similar and different with respect situation to the characteristics 4. Use the similarities and differences as a platform for new 4. Summarize your findings and draw useful conclusions understandings 5. Summarize new explanation(s) about the difficult information Classify: group similar items into categories Identify items to classify We are trying to get the brain to categorize; 2. Select an item and identify other items like it to combine into analyze perspectives, construct arguments; a group based on attributes extract themes, deduce, analyze for logical 3. Choose a rule that describes membership in the category errors, systems analysis, investigate; make 4. Repeat with another item until all items are classified decisions, solve problems, create a test and If necessary, combine or split groups into smaller categories 5. and state the rule for membership
- Reclassify to consider different patterns and summarize pat-6. terns.

Reclassify to consider different patterns and summarize pat-

invent; follow complex directions



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Identifying Similarities and Differences (<u>A</u>PK/<u>A</u>PP)

6.

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Summarizing and Note Taking

(New Info)

- Synthesizing--reading, highlighting, and making connections (post its, highlighter, Word highlighting)
- Students analyze information at a deep level in order to decide what information to <u>delete</u>, what to <u>substitute</u>, and <u>what to keep</u> when they are asked to give a summary.
- Reading comprehension increases when students learn how to incorporate "summary frames" as a tool for summarizing. Summary frames are a series of questions created by the teacher and designed to highlight critical passages of text.
- Teacher-prepared notes show students what is important and how ideas relate, and offer a model for how students should take notes themselves.
- Notes should be in both linguistic and nonlinguistic forms, including idea webs, sketches, informal outlines, and combinations of words and schematics; and, the more notes, the better.
- When students review and revise their own notes using a note taking system such as Cornell notes, the notes become more meaningful and useful.

Three Modes of Summarizing:

- Summary Frames
 - Rule Based
- Reciprocal Teaching
- Suggestions for Note Taking:

Cornell Notes, Informal Outline, Webbing, Teacher Prepared Notes

We are trying to get the brain to gather and organize information.



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Reinforcing Effort and Providing Recognition (<u>Gs</u>)

These strategies address students' attitudes and beliefs. Most students are not aware of the importance of believing that their level of effort is related to their achievement. When students are rewarded or praised for achieving specific goals, their level of achievement is higher.

1. Teach the relationship between effort and achievement.

2. Reinforce effort. Students who are recognized for effort will make the connection between effort and improvement.

3. Visual representation of effort may increase effort. Students who are helped to design an "effort log" using graphic representation will be more likely to see it in their mind's eye, and refer to it when working.

4. Create a class effort rubric. A class that shares a common definition for effort will also share the understanding of effort and achievement. If students are in learning groups, on the same teams, or in study groups together, they will have a common language and a shared ideal regarding effort and achievement.

5. Be careful about how and when recognition is provided. Verbal praise for small or easy tasks can be construed by students as undeserved, and may actually decrease effort. Doing an activity to a predetermined standard may well be worthy of reward and result in increased effort and motivation.

6. Recognize individual students for personal progress. When students reach pre-determined standards of excellence, recognition is for personal achievement, which is unique to each student.

7. Make clear the real goal of effort. "The harder you try, the more successful you are" is what the act of recognition should communicate to students, not "the harder you try, the more prizes you get." Make this clear to students and apply it in practice.

We are trying to get the brain to reduce impulsivity and stick to a task.



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Homework and Practice (N, A, G)

What we know:

- Grade level is important when teachers assign homework. Impact of homework on achievement increases as students move through the grades.
- Teachers should assign appropriate homework at instructional levels that match students' skills and provide positive consequences for homework completion.
- Students should receive feedback on their homework.
- Homework assignments provide the time and experience students need to develop study habits that support learning.
- Mastery requires focused practice over days or weeks.
- Students learn more when allowed to practice fewer skills or concepts, but at a deeper level.

• Complex processes should be broken down into smaller bits, or skills, which should be taught with time allotted for student practice and adaptation.

What we need to do:

1. Understand the four types of homework. Know when and why to have students practice: Memorization of basic rules, algorithms, or laws skill becomes rote. Increase skill speed, to improve ability to apply skills in complex problem solving. Deepening understanding of a concept. Preparation for the following day's learning. 2. Match the right type to the goal. 3. Assign the right level of homework. 4. Assign the right amount of homework time. Multiply the grade x 10 to approximate the right amount of minutes per night for students. 5. Apply consistent consequences. 6. Recognize student uniqueness. 7. Provide clear policies. 8. Ask parents to facilitate completion, not teach content. 9. Make the goal of a homework assignment explicit and clear to everyone, including students. 10. Provide appropriate and timely feedback. 11. Create support structures for homework. We are trying to get the brain to retain the information learned.

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We are trying to get the brain to retain the information learned.

What we know:

• Knowledge is stored in two forms - a linguistic form and an imagery form.

• The more we use both forms the better we are able to think about and recall knowledge.

• Studies show teachers primarily use linguistic representations to present new information (talking about content and reading content).

• The non-linguistic form is the imagery mode of representation; primarily mental pictures and physical sensations.

• Using non-linguistic representations will help students increase knowledge with mental images.

What we need to do:

Marzano's recommendations for classroom practice include:

- creating graphic representations through organizers
- making physical models
- generating mental pictures
- drawing pictures and pictographs
- engaging in kinesthetic activities

IDEAS:

 \odot Models, graphs, imagery, and other tools enable students to engage in actively constructing representations of their understanding.

[©] Teach students to represent and interpret information in graphs, charts, maps, and other formats that will help them see patterns and make connections.

© Stimulate body-mind connections. Incorporate dramatizations, dance, music, simulations, and other active learning experiences.

© Integrate nonlinguistic forms into note-taking. Model use of sketches, graphs, and symbols.



We are trying to get the brain to associate.

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Nonlinguistic Representations (<u>A</u>PK)

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Cooperative Learning

(A,N,A)

Students Need:

Interpersonal and small group skills	1. Create the right type of group for the need.		
o communication, trust, leadership, deci-	2. Keep group size small.		
sion making, and conflict resolution	3. Use ability grouping sparingly.		
Individual and group accountability	4. Don't use cooperative learning for all instructional goals.		
o each of us has to contribute to the	5. Use a variety of strategies when choosing students for groups.		
group achieving its goals	6. Facilitate success Develop organizational tools forms learning jour-		
Group Processing	nals, etc. that foster the smooth processes.		
o reflecting on how well the team is func-	7. Support new groups Cooperative learning is a practiced skill that re-		
tioning and how to function even better	quires monitoring and adjustment. Teach specific skills before grouping		
Positive Interdependence	1		
o mutual goals, joint rewards, resource and role interdependence (each group member is assigned a specific role).	IDEAS:© Jigsaw© Think-Pair-Share© Round Robin Brainstorming		
Face-to-face promotive interaction	© Reciprocal Teaching © Literature Circles/Book Clubs		
helping each other learn, applauding suc- cess and efforts	© Team-Pair-Solo © Numbered Heads Together		

Organizing students in heterogeneous cooperative learning groups at least once a week has a significant effect on learning.

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Recommendations for Teachers:

- **1.** Create the right type of group for the need.
- 2. Keep group size small.
- **3.** Use ability grouping sparingly.
- 4. Don't use cooperative learning for all instructional goals.
- 5. Use a variety of strategies when choosing students for groups.
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Setting Obj. and **Providing Feed**back (G, G)

Summary of Research on Setting Objectives	Summary of Research on Providing Feedback	Classroom Practice in Providing Feedback
 Instructional goals/objectives narrow what students focus on. Instructional goals/objectives should not be too specific. Students should be encouraged to personalize the teacher's goals. 	 Feedback should be "corrective" in nature by explaining to students what they are doing correctly and incorrectly. Feedback should be specific to a criterion. Feedback should be timely. 	 Goals should be general enough to provide students some flexibility. Contracts with students provide them with a great deal of control over their learning.
Classroom Practice in Setting Objectives	Students can effectively provide some of their own feedback.	
 Goals should be general enough to provide students some flexibility. Contracts with students provide them with a great deal of control over their learning. 	Marzano's recommendations for classroom practice include: 'setting objectives that are not too specific 'personalizing objectives 'communicating objectives 'negotiating contracts 'engaging students in peer feedback 'using criterion-referenced feedback and explanations 'using feedback from assessments 'asking students to self-assess	

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Generating and Testing **Hypothesis** (<u>A</u>pp)

Make a Decision Solve a Problem Invent 1. Identify a situation that requires a choice 1. Identify a goal Develop original products or processes to 2. Identify different choices meet specific needs. 2. Describe a barrier that prevents you Hypothesize the best criteria important to 1. Describe a situation that needs improve-3. from achieving the goal the situation ment. **3.** Hypothesize solutions for overcom-Assign each criterion a value score 2. State the purpose or goal from different 4. ing the barrier 5. Score the extent to which each alternative perspectives. 4. Test a likely solution (s) possesses each criterion 3. Hypothesize specific needs and restrictions 5. If necessary, test another hypothe-Multiply the criterion scores by alternative for the invention 6. sis then summarize how to resolve the 7. Identify the highest score. 4. Develop a model, sketch or outline situation. Summarize the result 5. Seek feedback, improve, and publish 8. Investigate Test explanations for things we observe. Survey Resolve issues about which there are contradic-1. Describe an event or situation tions. 2. Explain what you observed 1. Describe an event or concept to be ex-**Experiment or** 3. Make a prediction or hypothesis plained. 4. Create an experiment or survey 2. Explain what is already known 5. Explain the results 3. Explain the confusion or contradiction Hypothesize a plausible explanation 6. Summarize, and if necessary, revise the explanation. 4. 5. Summarize findings

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Generating and Testing **Hypothesis** (<u>A</u>pp)

6. Summarize, and if necessary, revise the explanation.

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Hypothesize a plausible explanation

4.

Cues & Questions	Advance Organizers
Summary of Research on Cues and Questions	Summary of Research on Advance Organizers
• Cues and questions should focus on what is important as opposed to what is unusual.	• Advance Organizers should focus on what is important as opposed to what is unusual.
• "Higher level" questions produce deeper learning than lower level questions.	• "Higher level" advance organizers produce deeper learning than the "lower level" advance organizers.
• "Waiting" briefly before accepting responses from students in- creases the depth of student answers.	• Advance Organizers are most useful with information that is not well organized.
• Questions are effective learning tools even when asked before a learning experience.	• Different types of advanced organizers produce different re- sults.
Classroom Practice in Cues and Questions	Classes Desetias in Advance Openniases
• Question-response-evaluation. The teacher asks a question and	Classroom Practice in Advance Organizers
then appraises the answer.	• Use expository advance organizers because they describe the
• Question-response-feedback. The teacher asks a question, the student answers, and then the teacher provides feedback.	ers are a clear-cut, uncomplicated means of describing the new content students will be learning.
• Student-organized interaction. Students ask and answer questions in small groups. The teacher becomes a facilitator and discus-	• Use narrative advance organizers to let students know what they are going to be learning in a story format
sion participant.	• Use skimming before reading as a form of
• Cues and questions should focus on what is important rather than what is unusual.	advance organizer. <u>SQ4R</u>

Questions, Cues, and Advance Organizers (A,G, A)

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