

Learning-Focused[®] Strategies Notebook Teacher Materials

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Table of Contents

* KWL	4
* KWL Plus	8
* Word Map Outline	9
* Frayer Diagrams	10
* Folk Tales Story Map	12
* Fish Bone (cause/effect)	13
* Cause and Event	14
* Cause and Effect	15
* Flow Chart (Sequence)	16
* Cycle Graph (Sequence and Repeat)	17
* Compare and Contrast	18
* Compare and Contrast with Summary	19
* Describing an Event (Abstracting)	20
* Descriptive Organizer (Literary Element)	21
* Details (Literary Element)	22
* Story Map (Literary Element)	23
* Story Pyramid (Characterization)	24
* Character Map (Literary Element)	25
* Story Worm (Literary Elements)	26
* Story Map Showing Character Change	27
* Matrix (compare and contrast several items)	28
* Web Diagram (classifying)	29
* Newspaper Model – 5 W Model (abstracting)	30
* 5W and How Model	31
* Word Problems Math (Problem Solving)	32
* Justify Your Answer (Justification)	33
* Organizational Graphic Organizer (classifying/categorizing)..	34
* Problem / Solution Organizer (Problem Solving)	35
* Skillful Decision Making	36
* Prediction Tree Model (Deduction)	37
* Constructing Support	38
* Inductive Reasoning	39
* Analyzing Perspectives	40
* The Important Thing About... ..	41
* Lesson Unit Planning Guide	42
* Acquisition Lesson Planning Form	50

Graphic Organizers

1. Graphic organizers help students comprehend information through visual representation of concepts, ideas, and relationships. They provide the structure for short and long term memory.
2. Graphic organizers turn abstract concepts into concrete visual representations.
3. Understanding text structure is critical to reading comprehension. If students have a guide to the text structure, their comprehension is considerably higher than when they only rely on reading and memorization. Expository texts “explain” or tell about a subject. Their ideas are organized by:
 - * Sequence or Time-Order
 - * Listing or Description
 - * Compare/Contrast
 - * Cause/Effect
 - * Problem/Solution
4. The most important question a teacher can answer is:
“How do I want students to THINK about my content ?”
Then the teacher selects a graphic organizer that facilitates that type of thinking.
5. The use of graphic organizers produces learning effects that are substantial and long lasting.

KWL Outline 1

-K-

Think I Know...

-W-

Think I'll Learn...

-L-

I Learned...

--	--	--

KWL Outline 2

-K-
I Know

-W-
Think I Know

-L-
Want to Know

--	--	--

KWL Outline 3

-K-
What I Know

-W-
Think I Know

-L-
What I Learned

--	--	--

KWL Outline 4

-K-
What We Know

-W-
**What We Want
To Find Out**

-L-
**What We Learned and
Still Need To Learn**

--	--	--

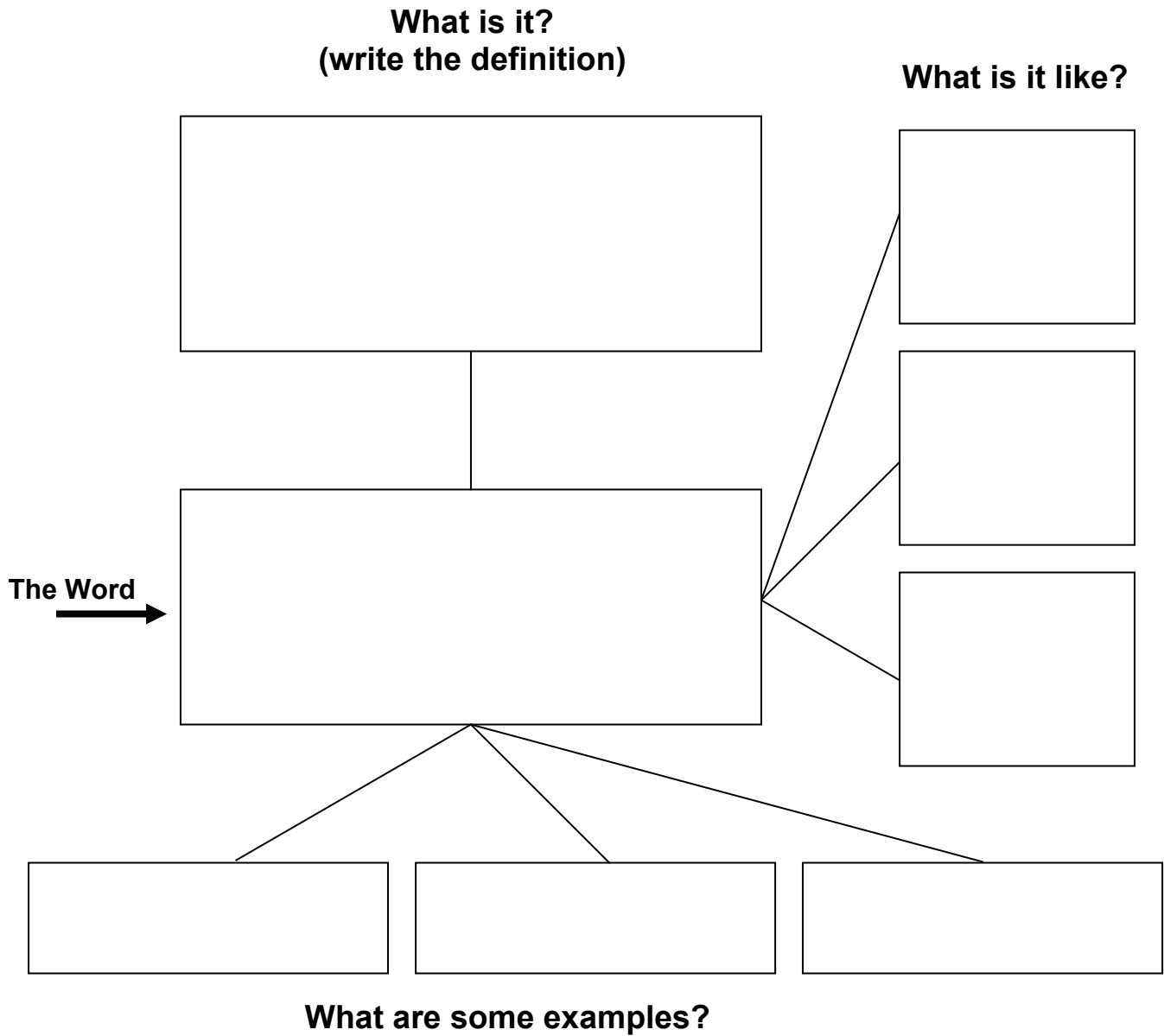
KWL Plus Outline

Topic: _____		
-K- Know	-W- Want To Know	-L- Learned
Final category designations for "L":		

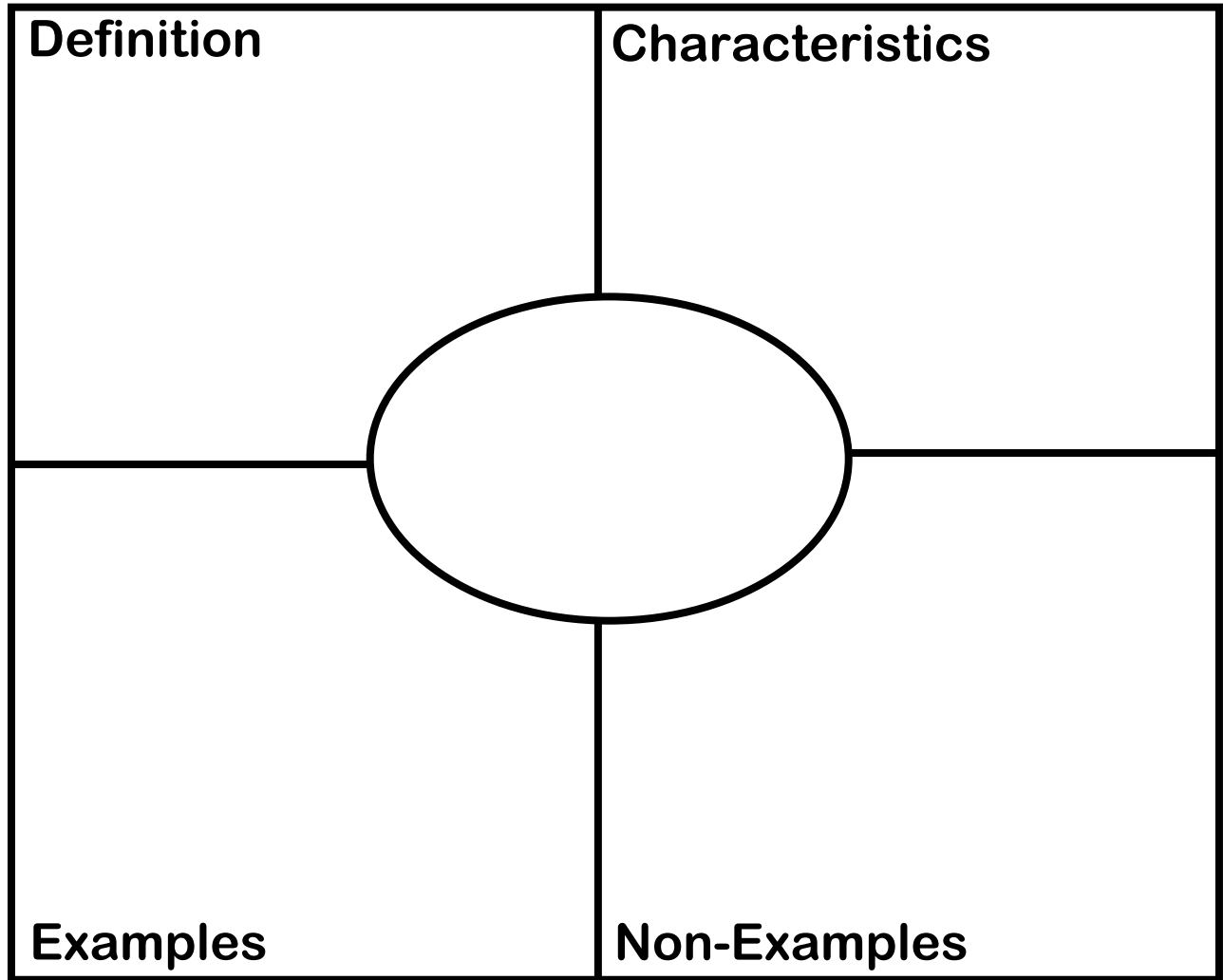
Categories of Information We Expect to Use:

- | | |
|----|----|
| 1. | 4. |
| 2. | 5. |
| 3. | 6. |

Word Map Outline 1

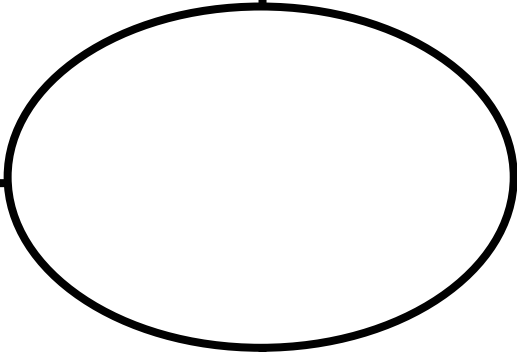


Frayer Diagram 1



Frayer Diagram 2

Definition	Sentence
I Think ...	Draw



Folk Tales Story Map

Title:

Characters:

Setting:

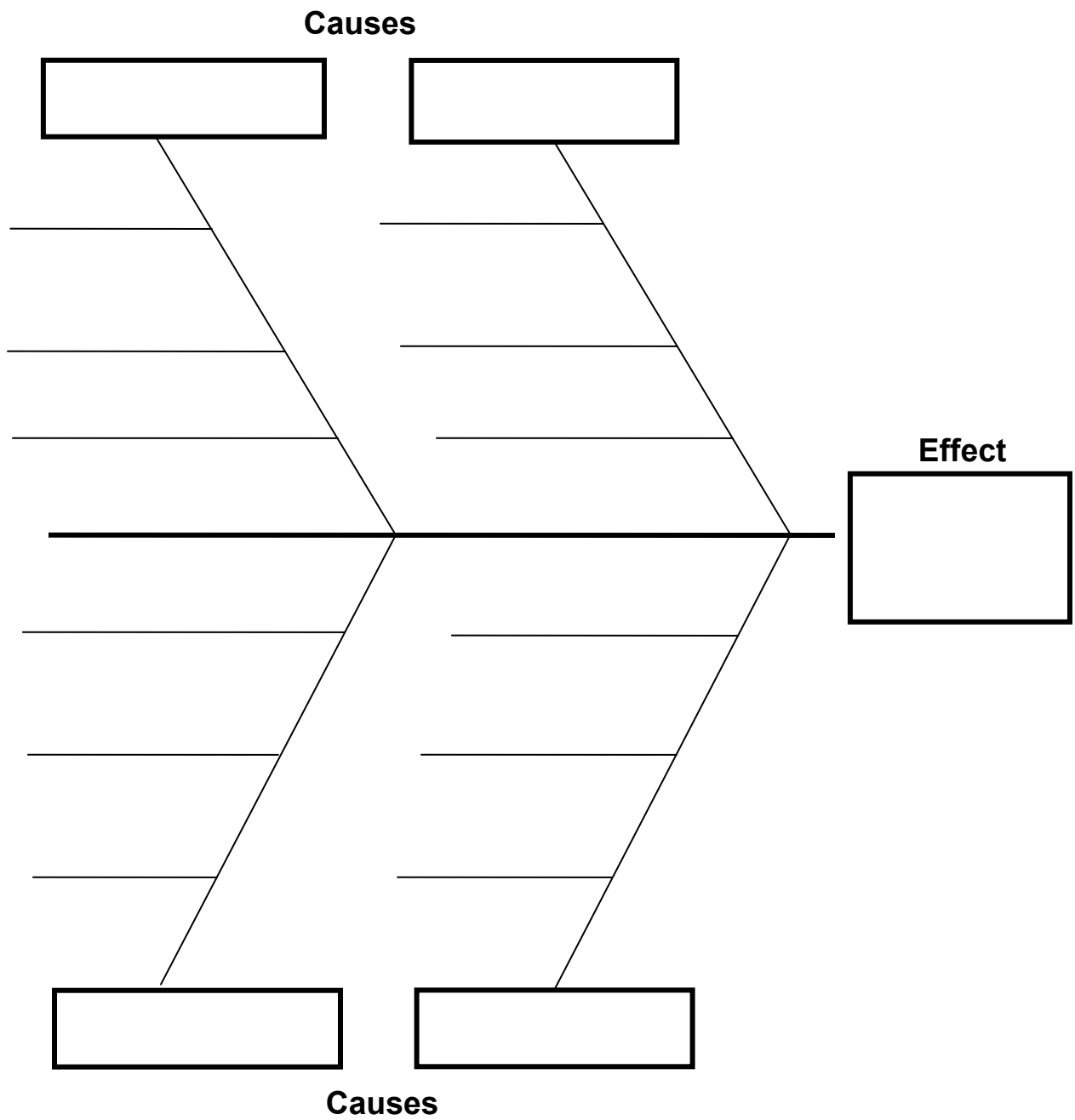
Problem:

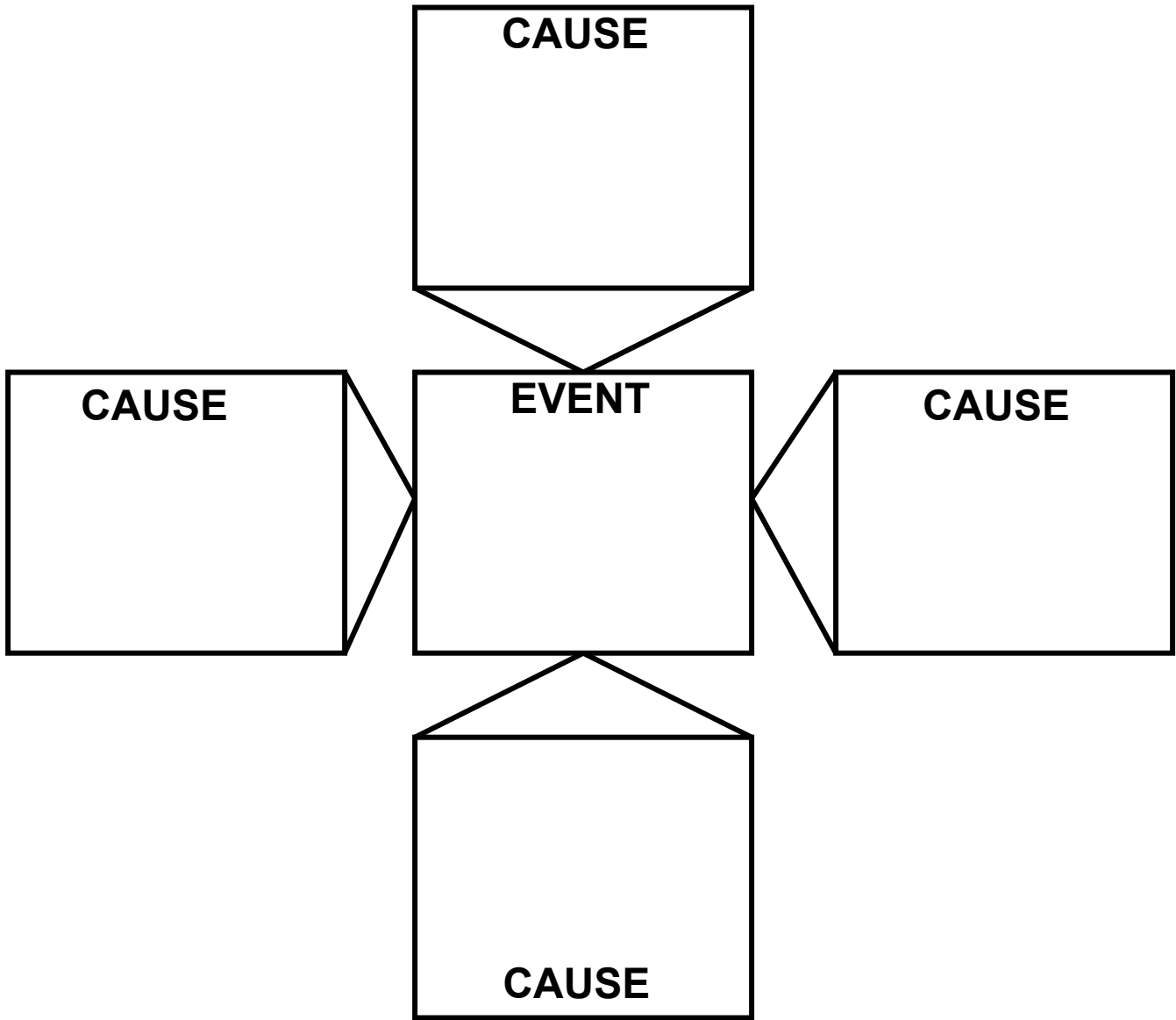
Events: 1. _____
2. _____
3. _____
4. _____

Solution:

Moral Point:

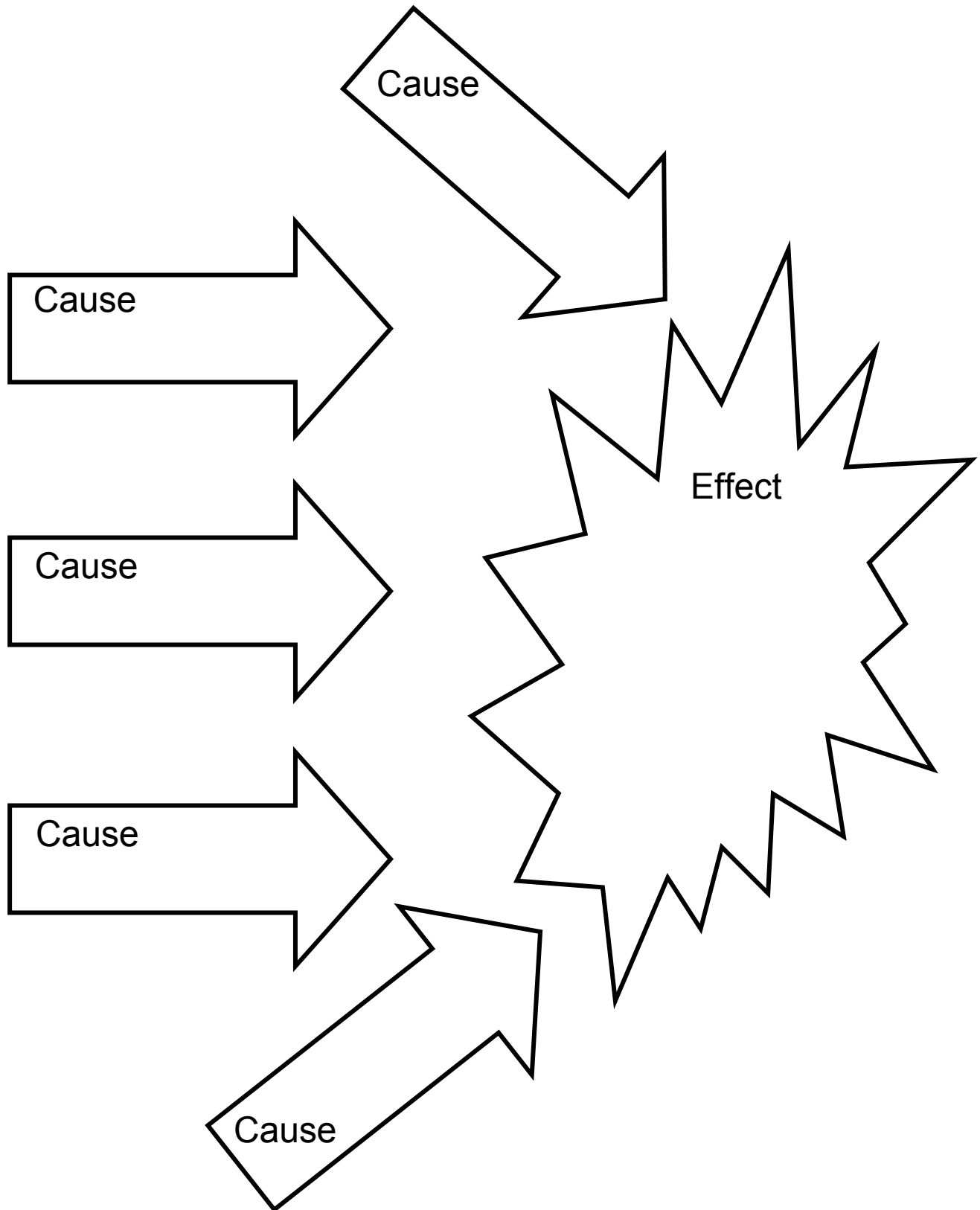
Fish Bone (Cause / Effect)





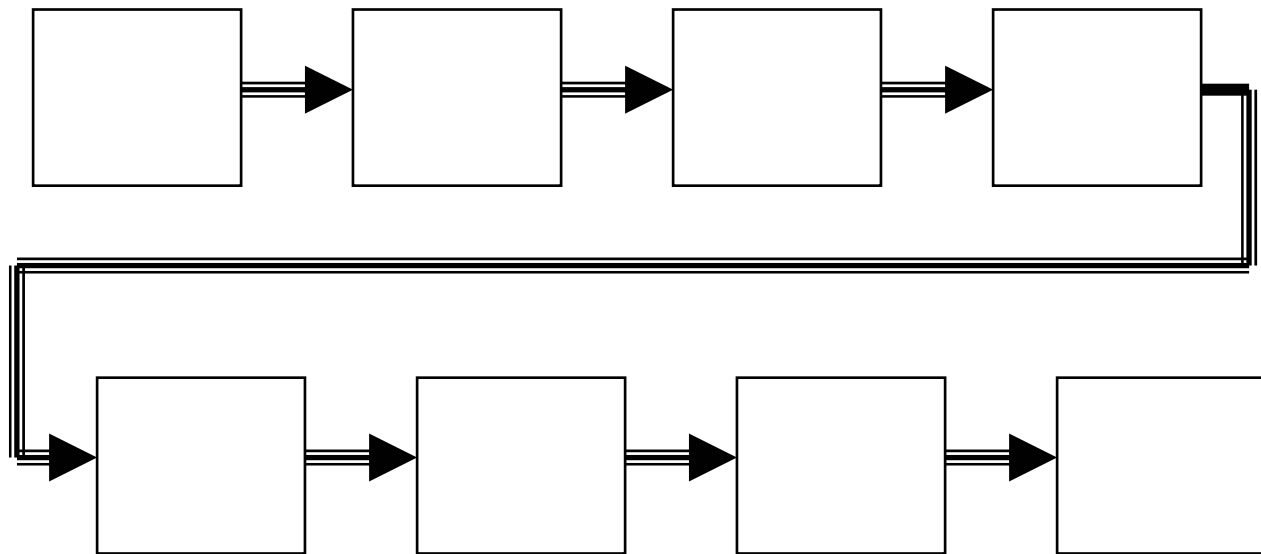
Name _____
Date _____

Cause and Effect

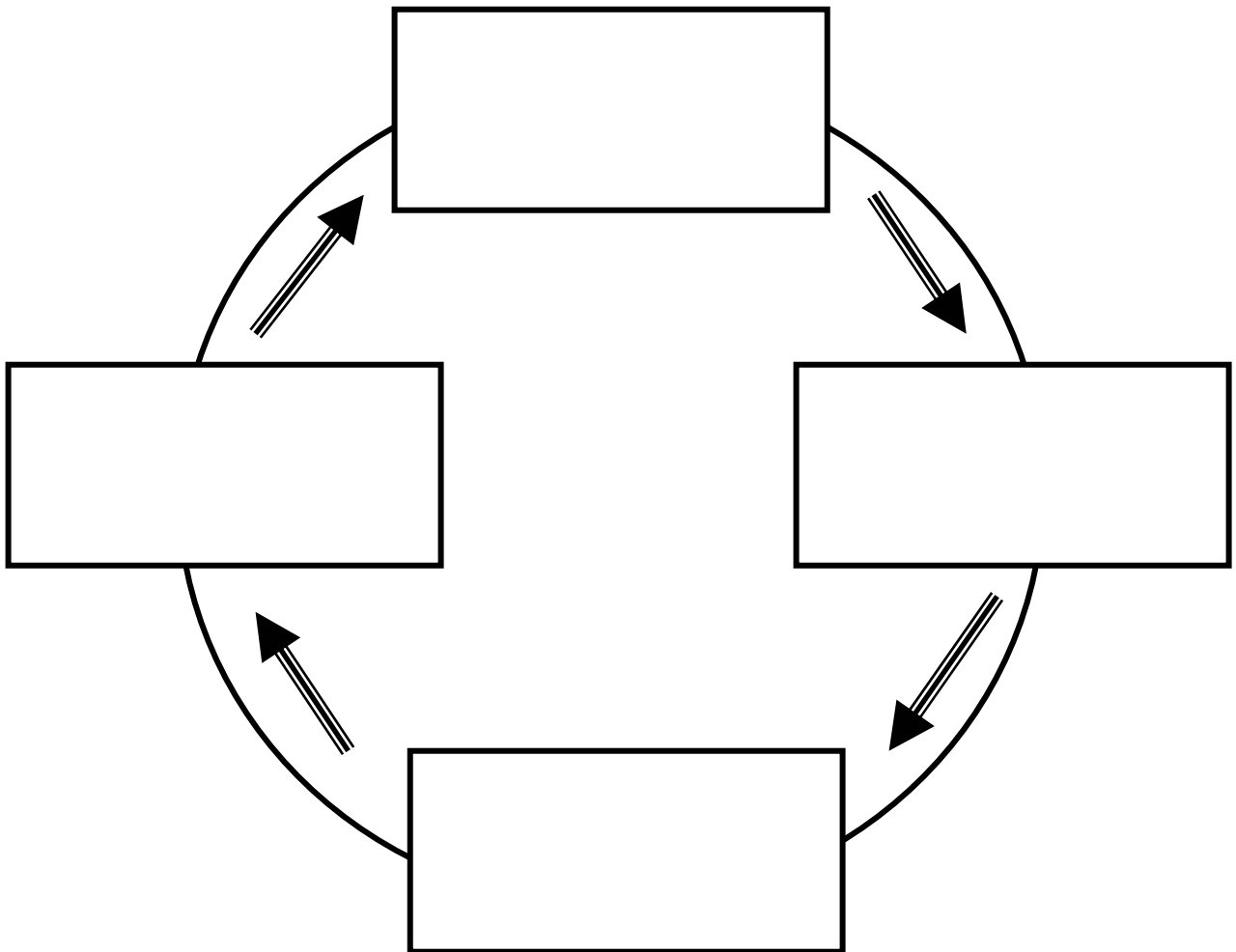


Flow Chart (Sequence)

Skill or Problem:



Cycle Graph (Sequence and Repeat)



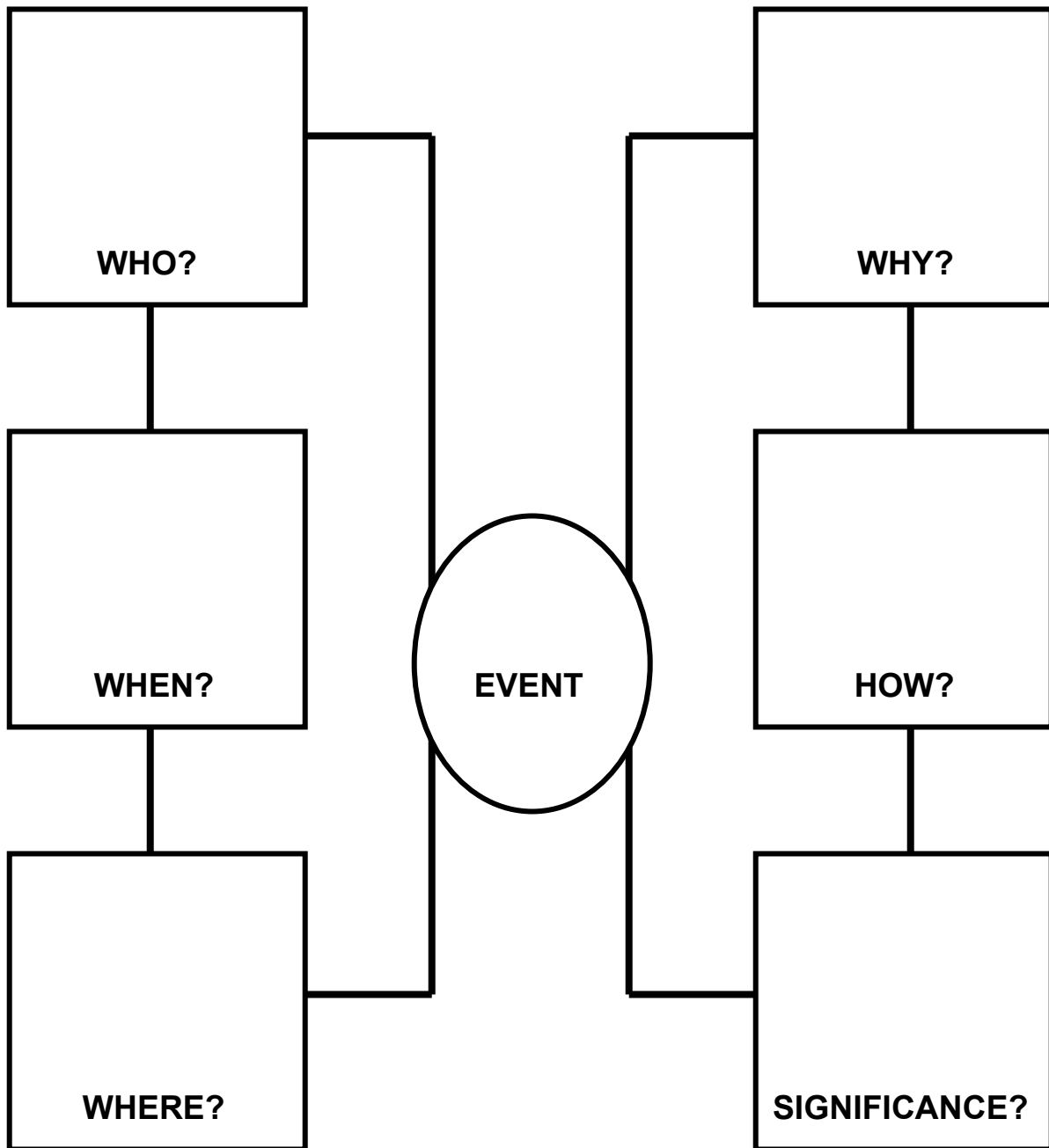
Compare / Contrast

Concept 1	Concept 2	
<p style="text-align: center;">How Alike?</p>		
<p>_____</p> <p>_____</p> <p>_____</p>		
<p style="text-align: center;">How Different?</p>		
<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p style="text-align: center;">With Regard To</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>

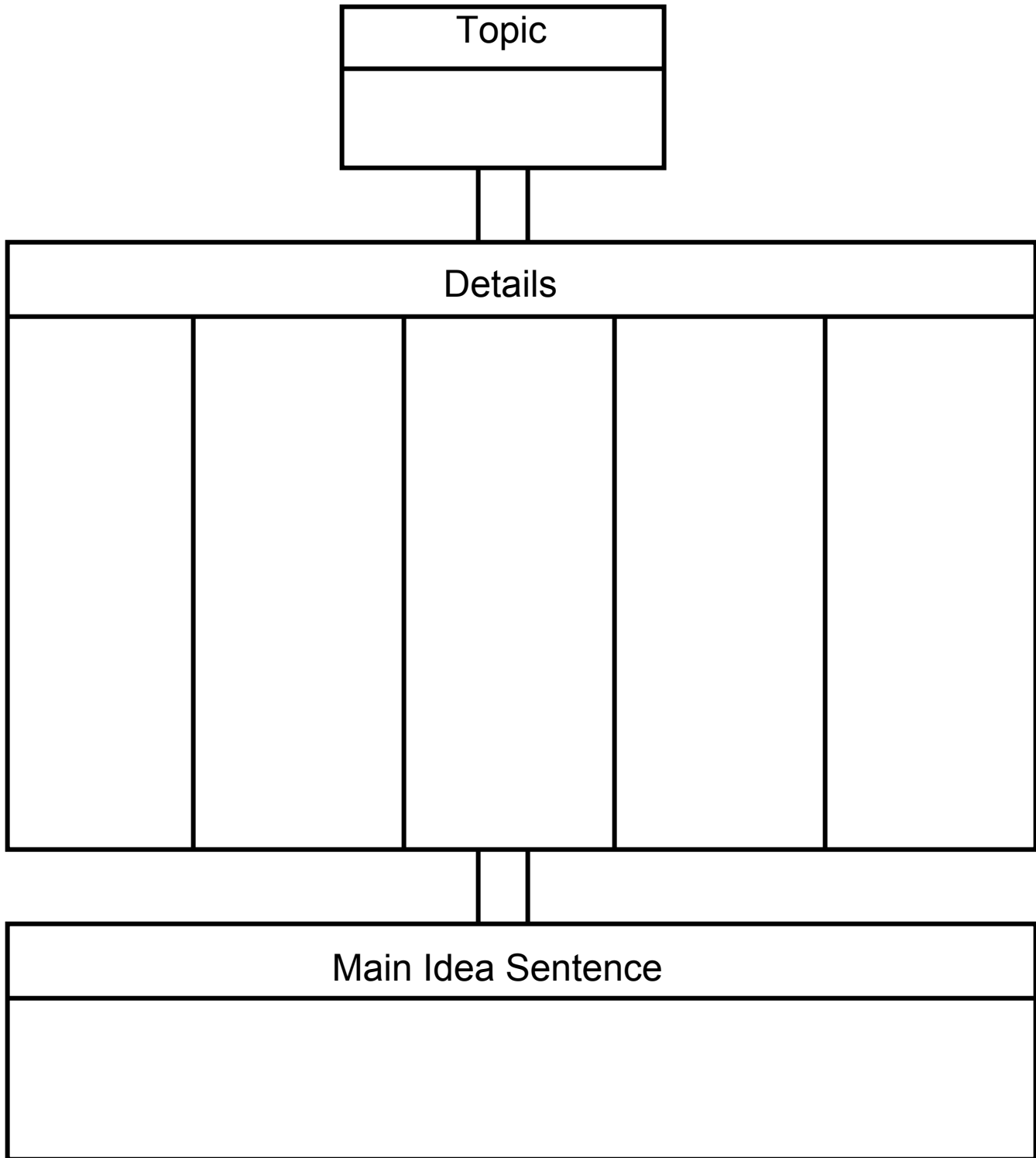
Compare / Contrast With Summary

Concept 1	Concept 2	
↙	↘	
How Alike?		
↙	↘	
How Different?		
 	With Regard To 	
Summarize:		

Describing An Event (Abstracting)



Descriptive Organizer (Literary Element)



DETAILS (Literary Element)



**MAIN
IDEA**

STORY MAP (Literary Element)

Title: _____

Setting:

Characters: _____

Problem:

Event 1: _____

Event 2: _____

Event 3: _____

Event 4: _____

Event 5: _____

Solution:

Story Pyramid (Characterization)

1. _____

2. _____

3. _____

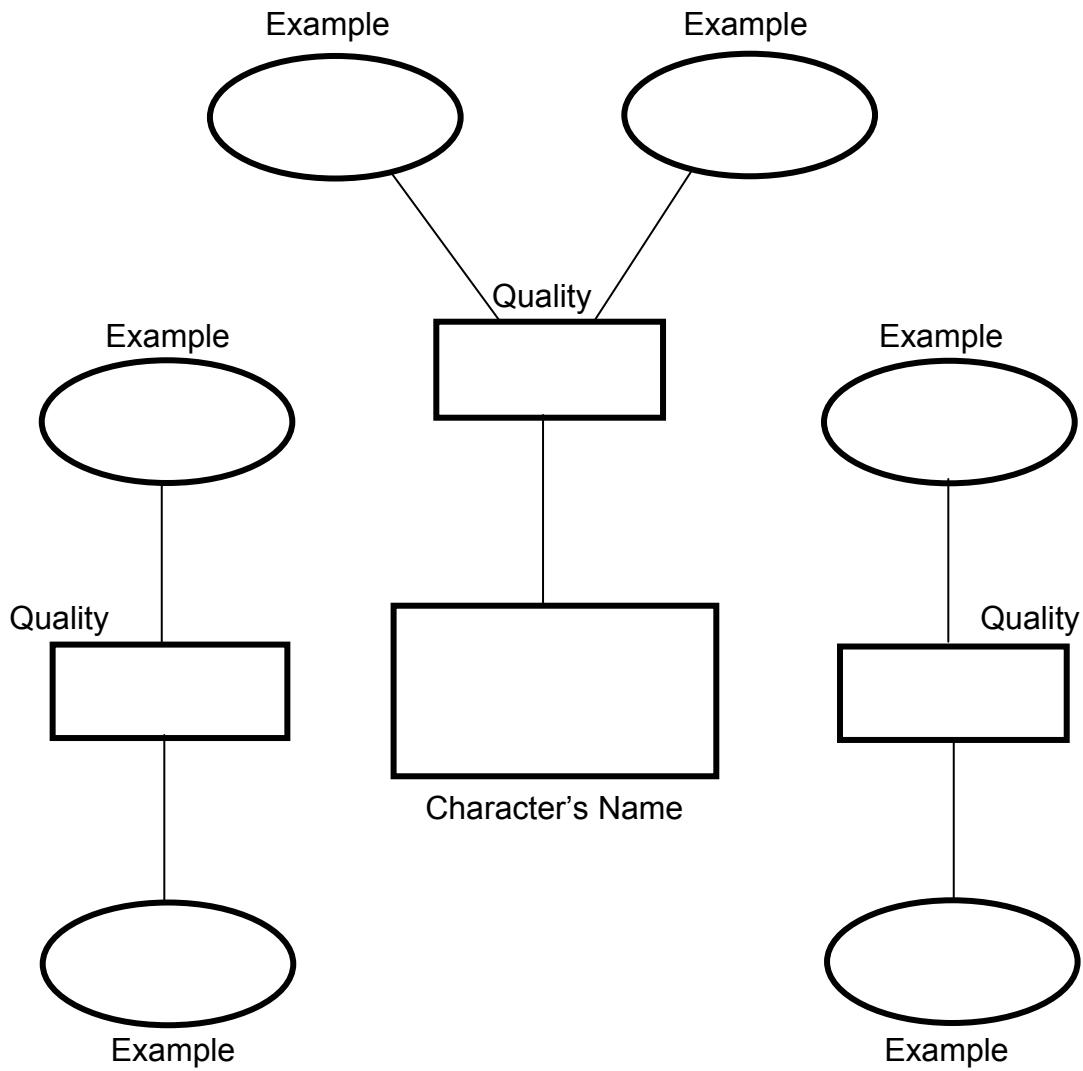
4. _____

5. _____

Directions:

1. Insert 1 word that names a central character.
2. Insert 2 words that describe the setting.
3. Insert 3 words that describe a character.
4. Insert 4 words that describe one event.
5. Insert 5 words that describe another event.

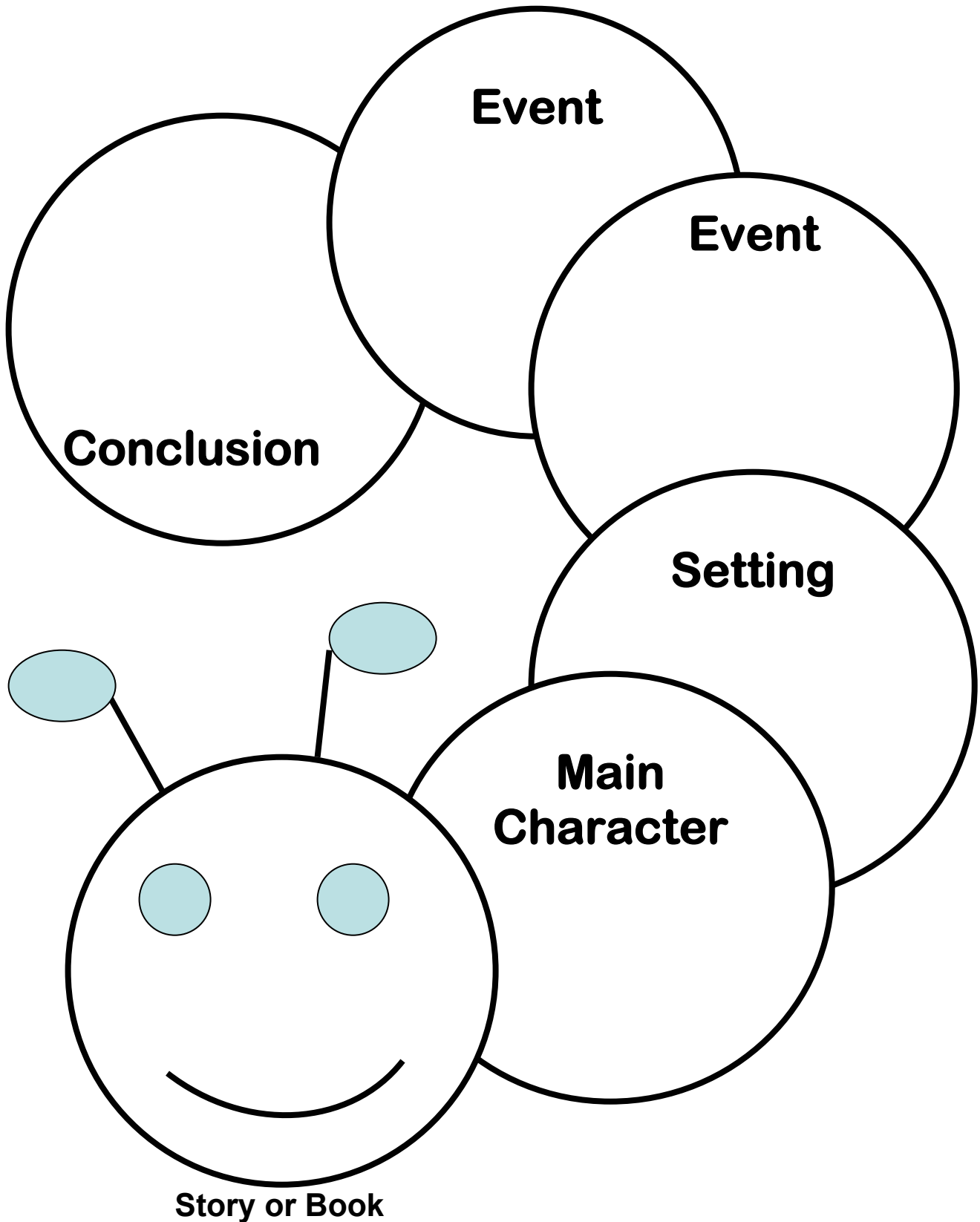
Character Map (Literary Element)



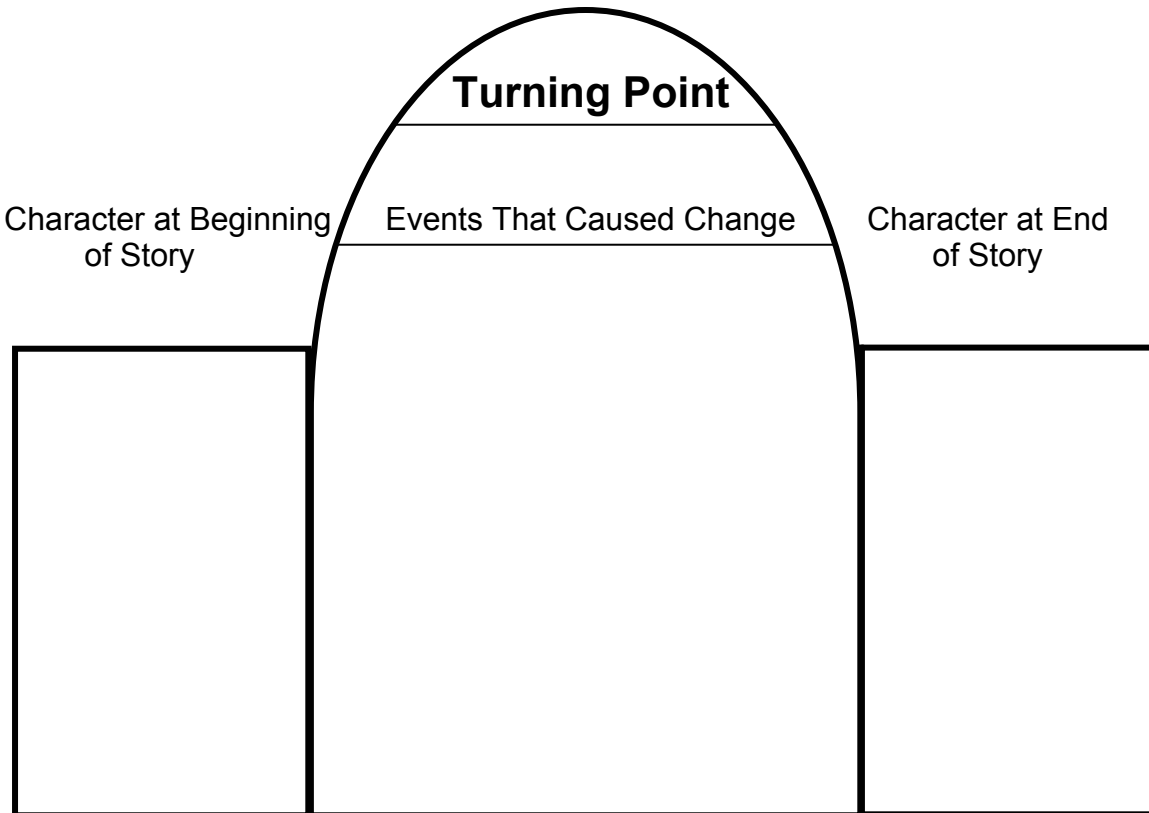
Directions:

1. Write character's name in central square.
2. In the rectangles, list adjectives or qualities that describe that character.
3. In the ovals, write examples from the text that support the adjectives or qualities.

STORY WORM (Literary Elements)



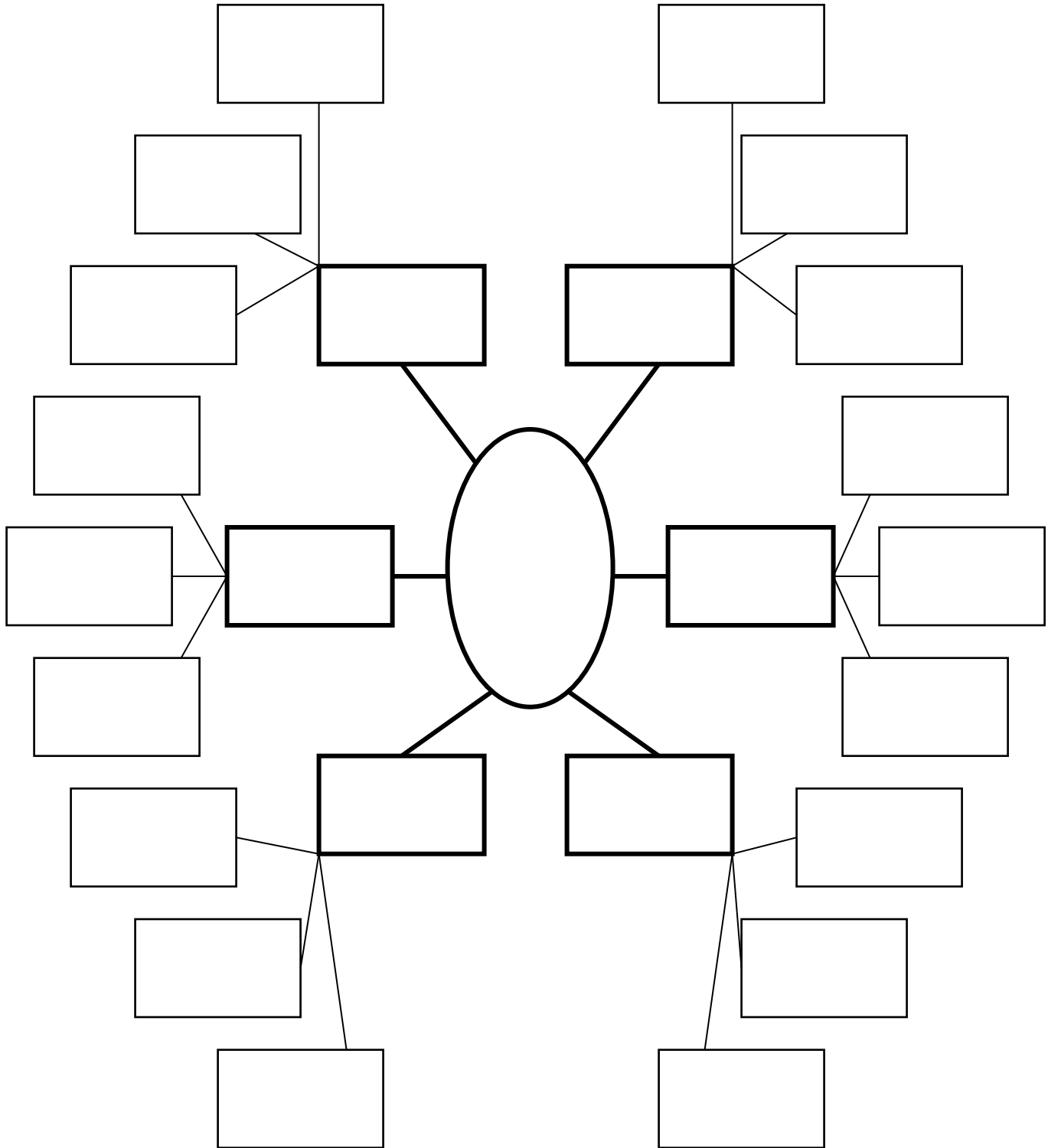
Story Map Showing Character Change



MATRIX (Compare / Contrast Several Items)

Top Category			
Side Category			

WEB DIAGRAM (Classifying)



Newspaper Model – 5W Model (Abstracting)

Topic:

Who	What	When	Where	Why

Using the information from this form write a paragraph.

5W and How Model

TOPIC:

Who:

What:

When:

Where:

Why:

How:

Summary Statement:

Word Problems: Math

(Problem Solving)

What is the question?

What is the essential information?

What information is not needed?

What operations will I use?

Does my answer make sense?

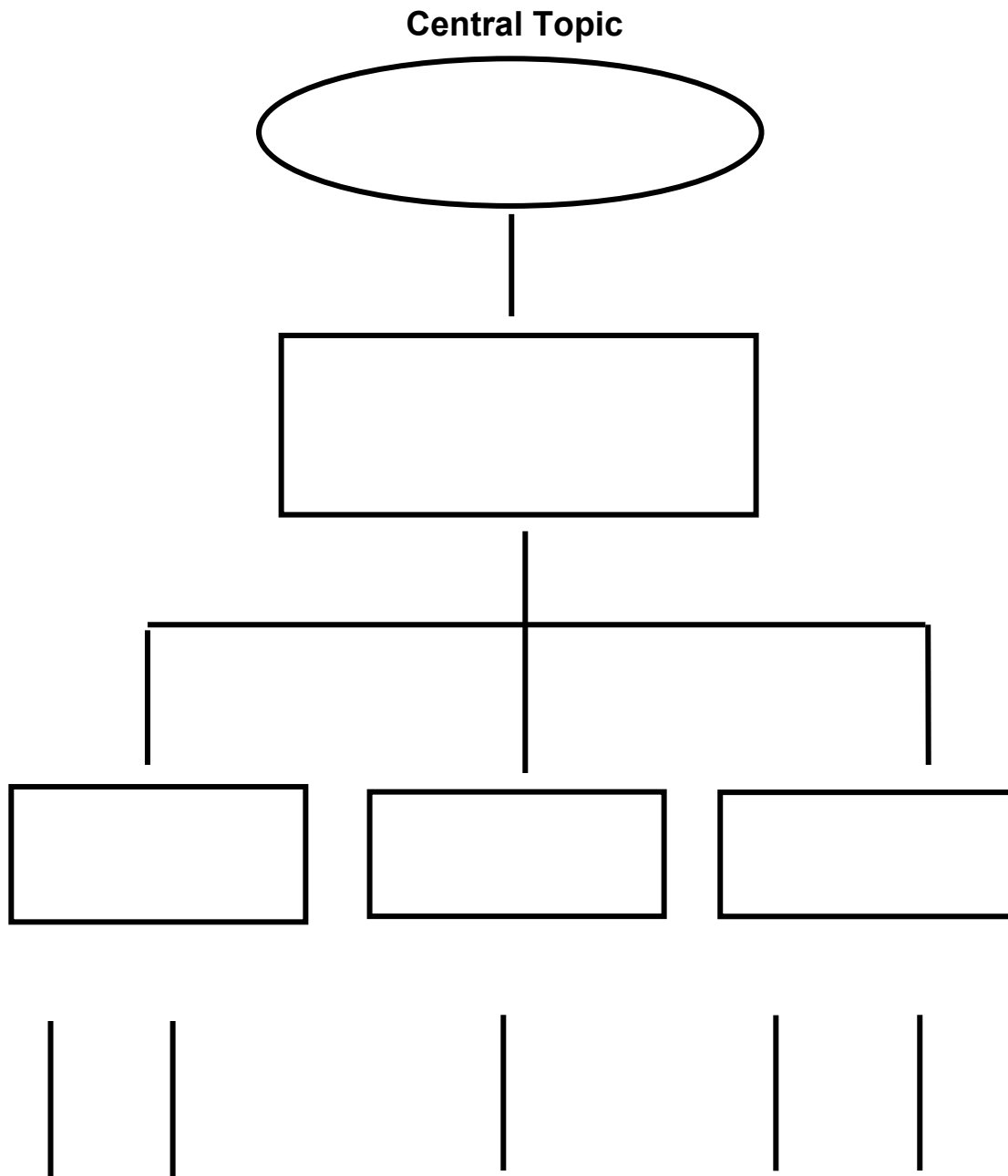
Can I draw a diagram of the problem?

Justify Your Answer (Justification)

<p>To solve this problem, first I _____</p> <p>_____</p> <p>_____</p> <p>_____</p>
<p>Then, I _____</p> <p>_____</p> <p>_____</p> <p>_____</p>
<p>The answer is _____</p> <p>_____</p> <p>because _____</p> <p>_____</p> <p>_____ .</p>

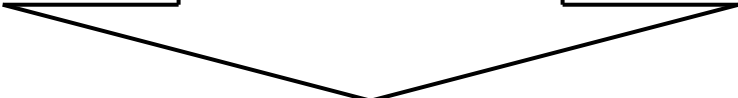
<p>To solve this problem, first I _____</p> <p>_____</p> <p>_____</p>
<p>Then, I _____</p> <p>_____</p> <p>_____</p> <p>_____</p>
<p>The answer is _____</p> <p>_____</p> <p>because _____</p> <p>_____</p> <p>_____</p>

Organizational Graphic Organizer (Classifying / Categorizing)

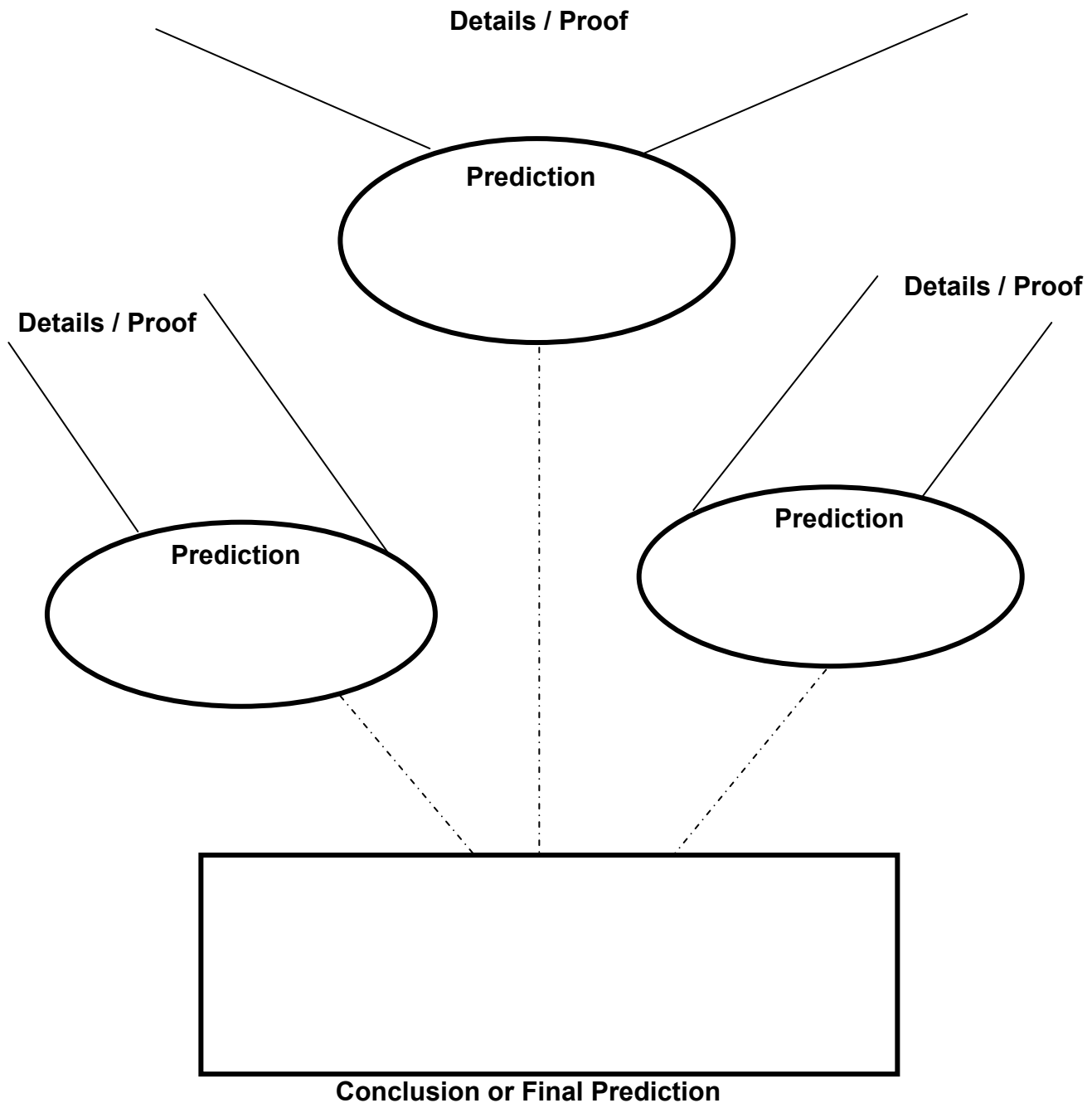


Problem / Solution Organizer (Problem Solving)

Topic		
Problem		Solution
	→	
	→	
	→	
	→	
	→	
	→	
Main Idea Sentence		

SKILLFULL DECISION MAKING		
OPTIONS What can I do?		
OPTION CONSIDERED		
		
CONSEQUENCES What will happen if You take this option?	SUPPORT Why do you think each Consequence will occur?	VALUE How important is the Consequence? Why?

Prediction Tree Model (Deduction)



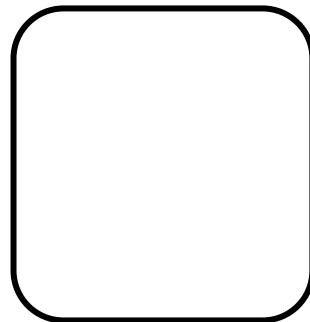
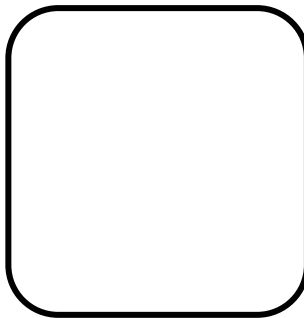
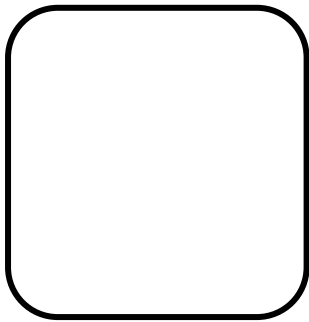
1. Solid Lines Are Details / Proof 2. Ovals Are Predictions 3. Box is Conclusion
- Directions: 1. Students Read and Note Details, Facts, Proof .
2. Read, Gather Details, Facts, Proof and Make Predictions
3. Make Conclusion or Final Prediction

Constructing Support

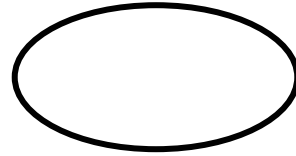
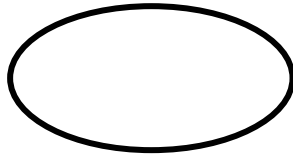
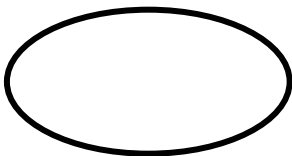
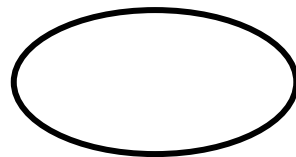
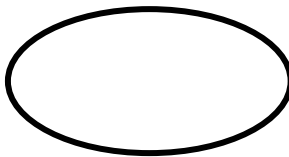
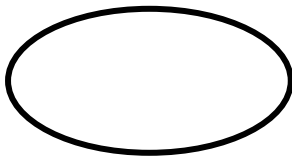
Position Statement



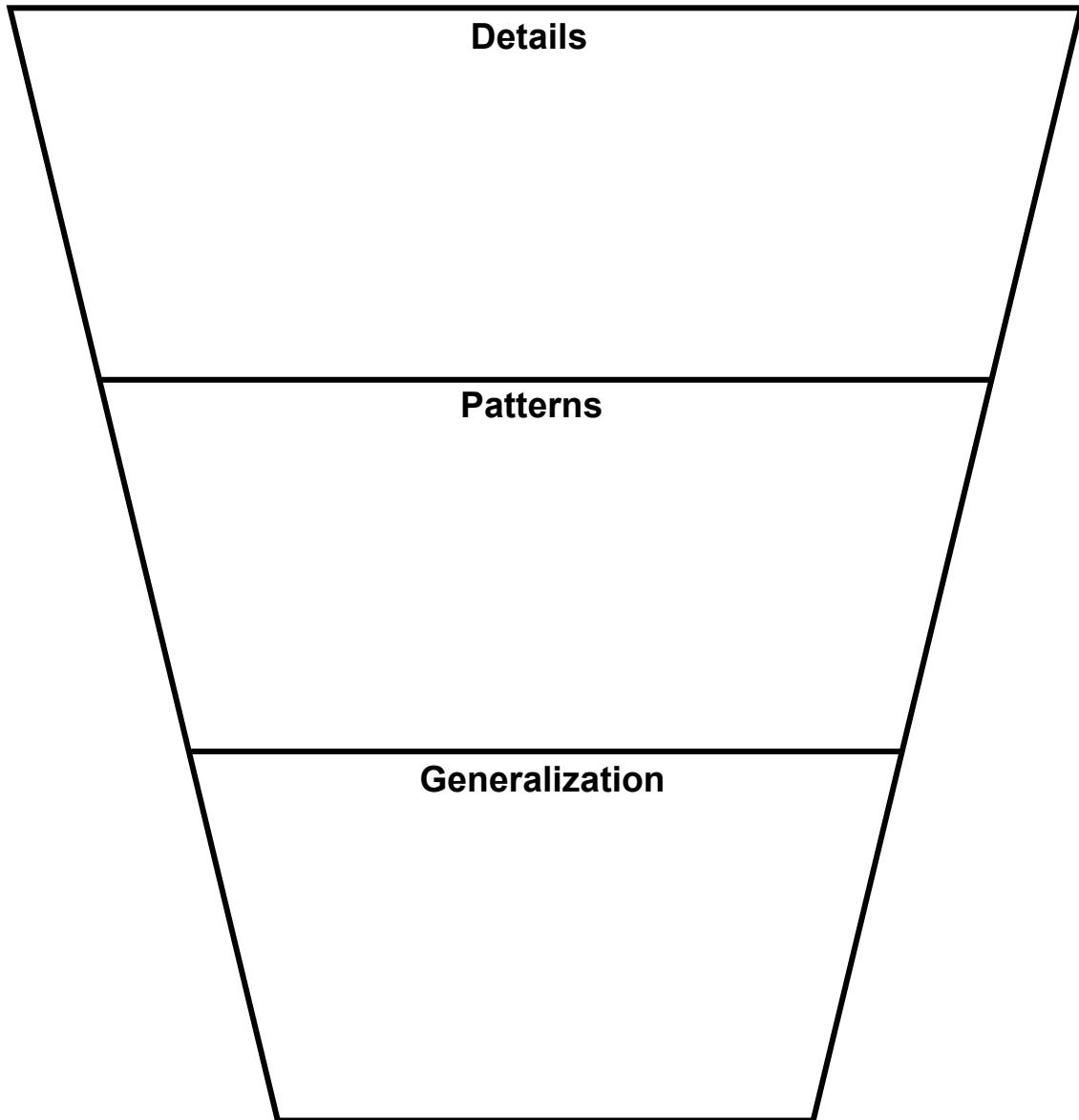
Reasons



Facts



Inductive Reasoning



Analyzing Perspectives

Issues
Personal Perspective or Main Character's Perspective
Reason / Logic
Different Perspective
Reasons / Logic
Conclusion / Awareness

The important thing about

is

But, the most important thing about

is

Teacher / Team: _____
Subject / Grade: _____

Decision One: Content Map of Unit
(See examples in Acceleration Section)

Unit Topic / Name

Key Understanding

Unit Essential Question

Main Concept:

Key Components / Issues / Concepts / Skills

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

_____	_____	_____
_____	_____	_____
_____	_____	_____

<input type="text"/>	<input type="text"/>	<input type="text"/>
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_____	_____	_____
_____	_____	_____
_____	_____	_____

**Decision 3: The performance or product project
that will be the culminating activity of the unit?**

Students' Assignment Page for the Culminating Activity

Essential Question of the Culminating Activity:

Paragraph Description of Culminating Activity:

Steps or Task Analysis of Culminating Activity:

1.

2.

3.

4.

5.

6.

7.

8.

Decision 4: Project Rubric

Scale → ↓ Criteria	4	3	2	1

Acquisition Lesson Planning Form
Plan for the Concept, Topic, or Skill --- Not for the Day

Essential Question:

Activating Strategies: (Learners Mentally Active)

Acceleration/Previewing: (Key Vocabulary)

Teaching Strategies: (Collaborative Pairs; Distributed Guided Practice; Distributed Summarizing; Graphic Organizers)

Distributed Guided Practice/Summarizing Prompts: (Prompts Designed to Initiate Periodic Practice or Summarizing)

Summarizing Strategies: Learners Summarize & Answer Essential Question

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Summarizing Strategies: Learners Summarize & Answer Essential Question