

## CONTINUING THE JOURNEY – REFINING OUR CRAFT

### PURPOSEFUL USE OF RESEARCH-BASED STRATEGIES

<b>RBIS</b>	<b>Framework</b>	<b>Structure</b>	<b>Comments</b>
SOPF, SD	CEL, EAK	<b>Alpha Block</b>	Provides context for what will be learned and allows checking for understanding. Introduces and concludes learning. *To be effective, requires scaffolding.
SOPF, NR, SD	CEL, EAK	<b>Chatter Drawing</b>	
SOPF, GTH	CEL, DU, EAK	<b>KWLHAQ</b>	
SOPF, GTH, NR	CEL, EAK	<b>What I Know About</b>	
SD, GTH, SN	DU, EAK	<b>Where do I Belong</b>	Tactile sorting that requires analyzing
SD, GTH, SN	DU, EAK	<b>What's My Rule</b>	Student hypothesizing and analyzing
SD, GTH, SOPF	CEL, DU, EAK	<b>These are...These are not</b>	Fosters thinking and student ownership of understanding
SD, GTH, SN	EAK, CEL, DU	<b>Give One...Get One</b>	Summarizing/Note Taking, Analogies, Metaphors
SD, GTH	EAK, CEL, DU	<b>Comparing Terms</b>	Analogies, Metaphors
SN, All others	CEL, DU, EAK	<b>Interactive Note Taking</b>	Organizes thinking, fosters student ownership of learning
SN, GTH	DU, EAK	<b>Think-Tac-Toe</b>	Playfully requires students to think at variety of DOK levels
SN, GTH	EAK	<b>Quick Write</b>	Think about their own thinking
SN, CL	DU, EAK	<b>Justify Quartet/ Trio</b>	Differentiate support not expectations
SN	EAK	<b>What we did Today</b>	Student reflection
SN, GTH	EAK	<b>Two Word Strategy</b>	TAPS, powerful summarizing tool
REPR	DU	<b>Windshield Check</b>	Checking along the way
REPR, SOPF	DU	<b>Weekly Self-Evaluation</b>	Checking along the way
HP	EAK	<b>Dinner Menu</b>	Differentiated creating
HP, GTH, SN	EAK	<b>Cubing</b>	Playful (but effective) Blooms
NR, GTH, CQAO	EAK, CEL, DU	<b>Triangle Trivia</b>	Teacher or Student Centered
NR	EAK	<b>Spin the Word (Graph, Story)</b>	Playful creating/thinking
CL, GTH HP	DU, EAK	<b>Team Turn</b>	Differ
CL, SN, GTH, HP	DU, EAK	<b>Fan &amp; Pick</b>	Differentiate support not expectations
CL, GTH	EAK	<b>LaToya &amp; Kirk Template</b>	Differentiate support not expectations

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SOPF	EAK	<b>DOK Indicators</b>	Editable Spin the Word Cards
SOPF, GTH	EAK	<b>Genius Reflection</b>	Structured Genius Hour Tools STEAM, 21 <sup>st</sup> century learning, college & career ready skills
SOPF, GTH	EAK	<b>Genius Planning</b>	
SOPF, GTH	EAK	<b>Genius Rubric</b>	
GTH	EAK	<b>Experimental Inquiry</b>	STEAM, 21 <sup>st</sup> century learning, college & career ready skills
GTH, SN	EAK	<b>Guess the Fib</b>	Teacher or student centered
GTH, SOPF	DU	<b>Problem Solving Strategy</b>	Structure for problem-solving process
CQAO	EAK, DU	<b>Concept Definition Mapping</b>	Mind Mapping Tools
CQAO, SN, CL	DU, EAK, CEL	<b>Think Pad</b>	Checking long the way
CQAO	DU, EAK, CEL	<b>Effective Questions</b>	Deeper understanding through meaningful questioning
CQAO	DU, EAK, CEL	<b>Second Question</b>	
CQAO	DU, EAK, CEL	<b>Second Question ELA</b>	
CQAO	DU, EAK, CEL	<b>Second Question Math</b>	
CQAO, SOPF	EAK, CEL, DU	<b>Individual Learning Contract</b>	STEAM, 21 <sup>st</sup> century learning, college & career ready skills
CQAO, SD, GTH	DU, EAK	<b>Frayer Model</b>	Vocabulary graphic organizer
GTH, CQAO	CEL, EAK	<b>Hunt 4 Solutions</b>	Posting possible answers around room.
SN, REPR	CEL, EAK	<b>Spotlight Moment</b>	Pairs think, share with others, revise as needed
CQAO, GTH	DU, EAK	<b>Y Chart</b>	Structured Thinking Organizer
SN, CQAO, CL	DU, EAK	<b>Responding to Fiction</b>	Intended to be used with the “Fan and Pick’ Board. Guides students to strengthen comprehension skills
SN, CQAO, CL	DU, EAK	<b>Responding to Informational Text</b>	
SN, CQAO, CL	DU, EAK	<b>Literature Response Cards</b>	

### **LEGEND: RESEARCH-BASED INSTRUCTIONAL STRATEGIES**

<b>SD</b>	Similarities and Differences	<b>SN</b>	Summarizing and Note-Taking	<b>REPR</b>	Reinforcing Effort and Providing Recognition
<b>HP</b>	Homework and Practice	<b>NR</b>	Nonlinguistic Representation	<b>CL</b>	Cooperative learning
<b>SOPF</b>	Setting Objectives and Providing Feedback	<b>GTH</b>	Generating and Testing Hypothesis	<b>CQAO</b>	Cues, Questions, and Advance Organizers

### **FRAMEWORK FOR INSTRUCTIONAL PLANNING**

<b>CEL</b>	Creating an Environment for learning	<b>DU</b>	Helping Students Develop Understanding	<b>EAK</b>	Helping Students Extend and Apply Knowledge
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