EXPERIENCING THE KNOWN

Draw on prior knowledge and experiences

Learners bring in a text that is familiar to them and discuss it.
Visit/be in a familiar place.
Explore something of relevance to the subject in everyday life.
Read/view/listen/discuss something familiar or 'easy'.

EXPERIENCING THE NEW

Immerse in new information and experiences

Be introduced to an unfamiliar text or visit an unfamiliar place.
Read, view or listen to something unfamiliar, read 'unusual' gestures or different modes of meaning.
Focus on reception and personal response not explicit teaching of conceots in the text.

KNOWLEDGE PROCESSES

TEACHING CUES

KEY WORDS

Describe	Discuss	Explore	Identify	Investigate
Listen to	Read	Record	Research	View

INCLUSIVE TOOLS

Alpha Ladder, B-D-A, Possible Sentences, Hot Potato, Mix-Pair-Share, K-W-H-L, Word Splash, Inner/Outer Circles, Picture-Associated Ideas, Graffiti Board, Predictions, Rocket Writing, Interview, Round Robin, Timed-Pair-Share, Think-Pair-Share/ Square, Word Association, Jigsaw, 3:2:I-RIQ, Tournament Prioritiser, 3 Step Interview, Caption Strategy, Story Star, Pass the Ball, Data Charts, Guided Reading, Paired Reviews, POE, Graph Stories, Transformations, Topic Wheel, Role Play, Discovery Draft, Semantic Web, Visual Representation, Bundling, Placemat, Survey, Read and Retell, Four Resources Role Cards, People/Concept Bingo, Print Walk.

APPLYING APPROPRIATELY

Apply what has been taught

Write and publish a report or a story, create a website, make a movie, create a piece of music or an audio presentation.
Solve a problem with a predictable solution or in a predictable way.
Act on learning in an expected, predictable or typical way to typical situation.

APPLYING CREATIVELY

Apply innovatively or in another context

Cross genres creatively.
Create an original or hybrid work.
Solve a problem with a novel or risk approach.
Take learning and make it work somewhere else.
Create multimodal texts.
Act on learning in an unexpected or unpredictable way.

Apply	Assess	Compile	Construct	Demonstrate
Design	Illustrate	Investigate	Plan	Synthesise

Role Play, Debate, Powerpoint, Poetry, Board Game, Website, Multimedia Presentation, Photo Journal, Movie, Readers Theatre, Essay, Narrative, CD, Exposition, Explanation, Procedure, Report, Combining Genres, Oral Presentation, Time Capsule, Song Lyrics, Drama/Play Visual Representation, Film Review, Learning Map, Graphics, Description Advertising Campaign, Manual, Reflection, Learning Log, Weblog, Autobiography, Soundscape, Short Story, Plan/Blueprint, Editorial, Diary.

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Other

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LEARNING BY DESIGN

CONCEPTUALISING BY NAMING

Identify and define concepts

Write and define new or specialist words from a text.
Compare and clarify definitions.
Label diagrams and images.
Identify the conventions of texts.
Identify key ideas/themes.
Identify structures and processes.

CONCEPTUALISING BY THEORISING

Generalise concepts

Draw a concept/mind map, 'Y' chart, diagram or build a model.
Write a summary or synopsis of the main concepts.
Develop a theory/explanation of why concepts relate.
Explore 'what if' scenarios.

KNOWLEDGE PROCESSES

TEACHING CUES

KEY WORDS

Categorise	Compare	Contrast	Estimate	Define
Describe	Generalise	Hypothesise	Identify	Understand

INCLUSIVE TOOLS

Attribute Listing Organiser, Data Sets, Double Bubble Map, Data Chart, Diorama, Fishbone, T/Y/X Charts, Role Play, Silent/Noisy Round Robin, Dictogloss, Retrieval Chart, Venn Diagram, Pairs & RAS Alert, Mix-Pair-Share, Semantic Web, Sketch to Stretch, K-W-H-L, Seven at Once, Bundling, Graffiti Board, Metaphor, Caption Strategy, Reciprocal Teaching, Structured Overview, 1:4:P:C:R, Timelines, Word Association, Here's the answer, what's the question, Silent Card Shuffle, Plot Profile, What if, Character Sociogram, Visual Representation, Decision Making Matrix, Graphic Outline, Graph Stories, Concept Map, Thinkboard, MAS.

ANALYSING FUNCTIONALLY

Analyse what things are for

Create a table analysing the function of the linguistic/visual features of a text.
Create a flow diagram.
Write a technical analysis.
Look at cause and effect.
What does it do?
How does it do it?

ANALYSING CRITICALLY

Analyse who gains and who loses.

Consider effects on individuals, the community, society and the environment.
Discuss the purposes, motives, agendas and interests behind a text, action etc.
Write a review; conduct a debate.

Analyse	Assess	Compare	Contrast	Deduce
Discuss	Interpret	Judge	Rate	Synthesise

Flow Chart, PMI, Reflection Sheets, SWOT Analysis, Six Thinking Hats, Scamper, Four Resources Role Cards, Role Play, Consensus 1-3-6, Visual Representation, Inner/Outer Circles, Cross-Impact Grid, Consequence and Sequence, Judge Jury, Effect Wheel, Think-Wink-Decide, Story Map, Problem-Solution, Cause-Effect, Three Level Guide, Paired Reviews, Icon Prompt, Concept Map, Position Cards, Laying it on the Line, Venn Diagram, Team Stand-N-Share, After Sentence Strips, Flow Chart.