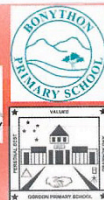


EXPERIENCING THE KNOWN			EXPERIENCING THE NEW			KNOWLEDGE PROCESSES	APPLYING APPROPRIATELY			APPLYING CREATIVELY		
Draw on prior knowledge and experiences			Immerse in new information and experiences				Apply what has been taught			Apply innovatively or in another context		
Learners bring in a text that 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'.			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.				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.			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.		
Describe Listen to		Discuss Read	Explore Record	Identify Research	Investigate View	TEACHING CUES	KEY WORDS	Apply Design	Assess Illustrate	Compile Investigate	Construct Plan	Demonstrate Synthesise
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.								INCLUSIVE TOOLS	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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MyRead at www.myread.org
Other

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CONCEPTUALISING BY NAMING			CONCEPTUALISING BY THEORISING			KNOWLEDGE PROCESSES	ANALYSING FUNCTIONALLY			ANALYSING CRITICALLY				
Identify and define concepts			Generalise concepts				Analyse what things are for			Analyse who gains and who loses.				
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.			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.				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?			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.				
Categorise Describe			Compare Generalise				Contrast Hypothesise			Estimate Identify			Define Understand	
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.						TEACHING CUES								
							KEY WORDS							
						INCLUSIVE TOOLS		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.						

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.