

**PROUD OF MYSELF AND PROUD  
OF MY CULTURE  
TEACHER'S PROJECT NOTES**



- 3** ENTREPRENEURSHIP
- EMPLOYABILITY
- EDUCATION

**PROJECT-BASED LEARNING | TERM 3 LIFE SKILLS PROJECT FOR SBA**



**GRADE 4**

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Dear Teacher

We have come a long way since January 2018 when the National Education Lekgotla announced that Entrepreneurship in Schools (EiS) was to become a national priority and that a programme should be set up to investigate how to prepare learners with thinking skills for a changing world.

EiS was rebranded as E<sup>3</sup>, as we felt that learners who were not able or keen to start an enterprise should not be excluded. Hence E<sup>3</sup> was born: **E**ntrepreneurship, **E**mployability and **E**ducation for lifelong learning has become the pathway all learners in our country will follow as they find their place in the economy. Project-based Learning was the approach chosen as a method teachers would use for the first trial period, as PBL has been proven to unlock competencies learners of our century need to thrive in the world after school. These are very clearly indicated in the model on the following pages.

Thus, since 2018, E<sup>3</sup> have been conducting trials in schools using the PPBL method as an approach, especially for Term 3 where the School-based Assessment is a Project. Thus, your work as a teacher has been prepared for you (you may, of course, change what does not work for you).

Provided herewith is a **Learner's Workbook** and a set of **Teacher's Project Notes for the School-Based Assessment (SBA) Task for Term 3**, as per the SBA Plan in Section 4 of the CAPS. These documents are specially created to support you as per the trimmed Annual Teaching Plan (Section 3) for Term 3. You will also be provided with the resources learners need to complete their projects

The Learner's Workbook and Teacher's Project Notes were created by DBE-E<sup>3</sup>, our unit at the National Department of Basic Education, and reviewed by our master trainers, who are leader teachers or district officials. For those schools that have been part of E<sup>3</sup> in the past: you will notice that we have added a number of additional thinking skills to the original model – try to engage learners in these “thinking” sessions as this is where their growth lies.

**We truly respect your apprehension during this time, and acknowledge your commitment. We appreciate all your hard work.**

Enjoy unlocking play in your classrooms and encouraging a solution-seeking mindset in your learners – and remember that our learners look up to us – so let's walk the talk!

**Good luck!**

**The E<sup>3</sup> team**





Project-based Learning is a **learner-centered, teacher-guided** teaching method where learners learn by actively engaging in real world and personally meaningful projects. Project-based learning **connects** what learners learn in school to **real-world issues, problems, and applications**. If learning mirrors real-life contexts and equips learners with practical and useful skills, we argue that they are more likely to be **interested** in and **motivated** by what they are learning. This includes 21st century knowledge, work habits and character traits that are critically important to success in today's world.

Project-based Learning is **learner centered and teacher guided**, allowing for in depth investigation of a topic. There are three phases to our Project-based Learning approach.

### **Exploring the world (inquiry learning)**

Learners are given an open question or problem, they then create and answer their own more focused questions, generating conceptual procedural knowledge in the process. At the same time, learners are developing their problem solving and critical thinking skills.

Teachers encourage learners to ask questions, scaffolding them through the investigation process and moving them beyond general curiosity into the realms of critical thinking and understanding.

### **Embracing the challenges (problem learning)**

Learners work in teams to formulate complex, open problems rooted in the real world, and propose possible solutions.

Following a learner-centered approach, teachers scaffold the development of learners' ability to work collaboratively, be self-directed, and to think critically, promoting critical thinking skills, communication skills, and cooperation.

### **Designing the future (design learning)**

The design phase integrates design thinking and the design process in the classroom. This phase is concerned with how solutions to complex problems might work in practice, in a context. Learners come up with solutions to complex problems by designing, building, and testing prototypes, \*(A "prototype" is a simple model that lets you test out your idea!) that solve some of the problems learners identified in the problem phase.

## Welcome



Welcome to the grade 4 project for term 3. South Africans get to celebrate Heritage Day on 24 September, which is in term 3, so this is the ideal time for this project. Although we have this wonderful day to celebrate our rainbow heritage, there is still a level of ignorance, distrust and fear between different cultural groups, which can lead to rejection and anger. In this project, we focus on the burning issue of a lack of cultural pride and identity. Learners will showcase and celebrate traditional and cultural foods through a recipe book or poster and create a specific menu to celebrate Heritage Day. The aim of the project is to improve cultural awareness in the school by celebrating different cultures through sharing our favourite foods.

## ATP CAPS alignment



### CAPS ATP 2021

#### Week 2 Social responsibility

- Cultures and moral lessons: - Cultural groups in South Africa. (Cultural food with nutritional value and which will boost immune system)
- Weekly reading by learners: reading for enjoyment - Reading about moral lessons found in narratives of different cultures.

#### Week 3 Social responsibility

- Menus from different cultures in South Africa.
- Weekly reading by learners: reading for enjoyment.
- Reading about moral lessons found in narratives of different cultures.

#### Week 4 Social responsibility

- Moral lessons selected from the narratives of cultural groups in South Africa.
- Weekly reading by learners: reading for enjoyment.
- Reading about moral lessons found in narratives of different cultures.



# Grade four project: Developing cultural pride

S		P		E		C		I		A		L	
<p><b>Inquiry Based Learning</b></p>	<p><b>Inquiry Phase:</b> Exploring the concept of Culture and the importance of having cultural pride and respect for other cultures</p>												
	<p><b>1 KNOWLEDGE</b> Think about what you already know</p>	<p><b>2 NEW KNOWLEDGE</b> Building on what you already know and add new knowledge</p>	<p><b>3 ORDER</b> Order and categorise your existing knowledge</p>	<p><b>4 APPLY</b> Apply your knowledge to your environment</p>									<p>Reflect and Iterate</p>
	<p>Using a CIRCLE MAP learners document what they already know about CULTURE</p>	<p>Read a story that introduces new knowledge, followed by a class discussion about the main cultural questions raised in this story</p>	<p>Learners interview each other to find out more about the different cultures in their class. Learners categorise all the new information they learnt using a TREE MAP</p>	<p>Learners then apply what they have learnt to the driving question, by creating a poem, song or dance to the topic of 'we are proud of our culture'.</p>	APPLYING								
<p><b>Problem Based Learning</b></p>	<p><b>Problem Phase:</b> Learners explore how they can improve the level of cultural pride in the school</p>												
	<p><b>5 DEFINE</b> Ask lots of questions to help you define your problem</p>	<p><b>6 EXPLORE</b> Consider the different points of view to understand more</p>	<p><b>7 BRAINSTORM</b> Brainstorm as many solutions to your problem as you can</p>	<p><b>8 PRESENT</b> Present the point of view and options to an audience</p>									<p>Reflect and Iterate</p>
	<p>Refer back to the TREE MAP and focus on the Traditional Food Category. Learners discuss how sharing recipes for traditional cultural foods could help improve the sense of cultural pride</p>	<p>Learners explore ways that recipes can be shared and what might be important to include if they were doing a poster/ recipe book et</p>	<p>The recipe book is intended to improve cultural pride in the school. What ideas can the learners brainstorm for their recipe books/posters</p>	<p>Groups present their brainstorming ideas and gain feedback from their peers.</p>	APPLYING								
<p><b>Design Based Learning</b></p>	<p><b>Design Phase:</b> Design the prototype, come up with an idea – redo/tweak etc product or service</p>												
	<p><b>9 EVALUATE</b> Evaluate and select your best solutions</p>	<p><b>10 PROTOTYPE</b> Make your own prototype of your best solution</p>	<p><b>11 FEEDBACK</b> Speak to experts or the community to get REAL feedback</p>	<p><b>12 INTEGRATE</b> The MADD Space – present your work using Music, Art, Drama, Dance</p>	<p><b>13 PRESENT</b> Hold a public exhibition and present to the public</p>								<p>Present – assembly/ grade 7 market day where the books could be published.</p>
	<p>Using a FLAT PLAN and POSTER PLAN learners can evaluate the content and design of the</p>	<p>Learners collaborate to create their recipe book/poster using the flat plan or poster plan</p>	<p>Learners seek feedback on their books/posters from friends and family. Actioning appropriate feedback</p>	<p>Learners can think of ways of promoting their recipe book for example creating a TV advert that includes dance, drama and song</p>	APPLYING								
EXPERIENCING		CONCEPTUALISING		CONCEPTUALISING		CONCEPTUALISING		EXPERIENCING		EXPERIENCING		EXPERIENCING	

# Project planning table

## Grade 4 Life SKILLS



TERM 3					
ACTIVITY	DESCRIPTION	CAPS ALIGNMENT	RESOURCES	ENRICHMENT ACTIVITIES	ASSESSMENT & INTEGRATION WITH OTHER SUBJECTS
1.	PRIOR KNOWLEDGE. Learners play Hot potato game where they share prior knowledge about the importance, uses and sources of water.	Term 3: weeks 2,3,4.	Learner's Workbook		Languages HL Languages FAL
2.	NEW KNOWLEDGE: Read a story that introduces new knowledge, followed by a class discussion about the main cultural questions raised in the story.	Term 3: weeks 2,3,4.	Learner's Workbook Teacher's Resource 1	Story can be dramatised.	Languages HL Languages FAL
3.	ORDER: Learners interview each other to find out more about the different cultures in their class. Learners categorise all the new information using a tree map.	Term 3: weeks 2,3,4.	Learner's Workbook	Learners can create their own interview questions.	Languages HL Languages FAL
4.	APPLY: Learners apply what they have learnt to the driving question by creating a poem, song or dance with the topic, "We are proud of our culture."	Term 3: weeks 2,3,4.	Learner's Workbook	Learners can create a peer review checklist for the presentations.	Languages HL Languages FAL
5.	DEFINE: Referring back to the TREE MAP and focusing on the Traditional food category, learners discuss how sharing recipes for traditional cultural foods could help improve the sense of cultural pride in the school.	Term 3: weeks 2,3,4.	Learner's Workbook		Languages HL Languages FAL
6.	EXPLORE: Learners explore and collect recipes from their culture. They also research the different ways recipes can be shared and what might be important to include if they were doing a poster, recipe book etc.	Term 3: weeks 2,3,4.	Learner's Workbook	Teachers can bring in recipe books and you can make a display for learners to explore.	Languages HL Languages FAL
7.	BRAINSTORM: Learners brainstorm ways of presenting their recipes i.e., in a recipe book, poster or any other way they can think of.	Term 3: weeks 2,3,4.	Learner's Workbook	A Circle Thinking Map can facilitate the brainstorm.	Languages HL Languages FAL
8.	PRESENT: In this step, each group will present their ideas from the brainstorming session and get feedback from their peers.	Term 3: weeks 2,3,4.	Learner's Workbook	Learners can construct their own peer review questions.	English HL English FAL



## Project planning table (continued)

### Grade 4 Life SKILLS

TERM 3					
ACTIVITY	DESCRIPTION	CAPS ALIGNMENT	RESOURCES	ENRICHMENT ACTIVITIES	ASSESSMENT & INTEGRATION WITH OTHER SUBJECTS
9.	EVALUATE: Learners will make a final choice about how they will present their recipes.	Term 3: weeks 2,3,4.	Learner's Workbook	You may want to bring in decision-making skills here.	Languages HL Languages FAL
10.	PROTOTYPE: Guided by the assessment rubric, learners will use project planners to plan and create a prototype of their project.	Term 3: weeks 2,3,4.	Learner's Workbook	The planners are a good way to do some formative check- ins.	Languages HL Languages FAL
11.	FEEDBACK: Learners get feedback on their prototype plans from friends and family and integrate it into their final product.	Term 3: weeks 2,3,4.	Learner's Workbook	This is a good time to discuss constructive feedback.	Languages HL Languages FAL
12.	INTEGRATION: Learners integrate the feedback and make the final project.	Term 3: weeks 2,3,4.	Learner's Workbook		Languages HL Languages FAL
13.	PRESENT: Learners present and celebrate the projects.	Term 3: weeks 2,3,4.	Learner's Workbook		Languages HL Languages FAL

# PART EXPLORING THE WORLD



**Driving question: What does culture mean and why is it important?**

## Prior knowledge



Thinking and sharing what you already know

**Purpose of this activity:** Using a Circle Map, learners discuss, share and document what they already know about culture

We use the word 'culture' but does this word have the same meaning for everyone? When exploring cultural identity, a useful place to start is by creating a common definition of the word 'culture' which is where this project will start.

1. Arrange the class into small groups of between 4 to 6 learners per group.
2. Ask each group to vote in a presenter who will share the group's ideas to the class.
3. Ask learners to turn to **Worksheet 1: The Cultural Circle Thinking Map**.
4. In their groups, learners discuss and share what the word 'culture' means to them. Each learner writes down all the ideas and thoughts onto their own circle maps.
5. After the discussion, the presenters share their group's ideas with the class.
6. Draw a circle map on the board (or create one using a big chart or page) and note the group's ideas until each presentation is complete and you have a beautiful big Cultural Circle Thinking Map displaying all of your learners' prior knowledge.
7. After the presentations, together with the learners, try to create a definition of the word 'culture' by answering the question: "Culture means...". The definition may be longer than one sentence.



*Please note, because this activity draws out what learners already know, it is useful as a baseline evaluation, helping you see gaps and guiding ongoing teaching and learning.*

## New knowledge



Build on what you already know and add new knowledge

**Purpose of this activity:** Read a story that introduces new knowledge, followed by a class discussion about the main cultural questions raised in this story.

8. Once the learners have started thinking about culture, it's time to bring in some new knowledge.
9. Explain to learners that you will read a story about culture and then discuss what they learnt from the story. Then read (or ask a volunteer) the story called, **'Go Away Girl'** which is in your resource pack.
10. After the story, guide a discussion using open- ended questions such as:
  - Why do you think the grade 4s were scared or suspicious of Aamiina?

- Is Aamiina different to you? Give a reason for your response.
- How do you think Aamiina felt at the new school?
- Do you think this type of situation happens a lot?
- Do you think this type of situation has even happened in your school?
- What did you learn from this story?
- How do you think Aamiina was made to feel about her culture?



## Order

Order and categorise your existing knowledge

**Purpose of this activity:** Learners interview each other to find out more about the different cultures in their class. Learners categorise all the new information they learnt using a TREE MAP.

11. In this part of the project, learners will interview each other to learn more about the variety of cultures in the class.
12. Arrange learners into pairs for the interviews. A fun way to do this is to put all their names into a bag. Pull out two names at a time to make a pair. This means all learners will be included and the process is fair.
13. Refer learners to **Worksheet 2: Cultural Conversations**. Learners interview each other and record their answers on the worksheet. Single word answers are enough as this is more of a listening and learning than a writing activity.
14. Walk around the classroom, observing learners' interactions and listening to some of their answers. This is a good time to offer scaffolding (extra support) to learners who need it.
15. Listening to what they are saying and seeing what they are writing down will give you useful formative information and help you evaluate their understanding.
16. Once the interviews are done, create a Tree Thinking Map on the board (or create one using a big chart or page) such as the one in the Learners Workbook.
17. Refer learners to **Worksheet 3: Tree Thinking Map: Organising our cultural information**. Together with learners, fill in these thinking maps to categorise all the knowledge they learnt from their interviews. Encourage learners to use different colours for each category.



## Apply

Apply your knowledge to your context (driving question)

**Purpose of this activity:** Learners apply what they have learnt to the driving question, by creating a poem, song or dance with the topic, **'We are proud of our culture'**.

18. In the final step of the Inquiry-based learning phase of the project, learners need to apply what they have learnt to their driving question. For this step, learners will use what they have learnt about cultures in the class.
19. In groups, learners need to create a short poem or a song called, "We are proud of our culture." The oral presentations can be accompanied by a dance or any

type of rhythmic movement.

20. To end off this phase, refer learners to **Worksheet 4: The what and the why of my learning**. Read the instruction to make sure everyone understands what to do. This can be done at home where learners will have more time to think and reflect on the 'what' and the 'why' of their learning.

## PART 2 EMBRACING THE CHALLENGES



**Driving question: How can we improve cultural pride in our school?**

### Define



Ask lots of questions to help you define your problem

**Purpose of this activity:** Referring back to the TREE MAP and focusing on the Traditional Food Category, learners discuss how sharing recipes for traditional cultural foods could help improve the sense of cultural pride in the school.

21. In the Exploring the world section, learners explored the concept of culture – they learnt about the various cultural groups in class and reflected on the importance of having cultural pride and respect for other cultures.
22. In this phase, Embracing the Challenge, learners will explore how they can improve the level of cultural pride in the school.
23. Refer learners back to **Worksheet 3: Tree Thinking Map: Organising our cultural information** and focus on the traditional food category.
24. Share a traditional food from your own culture with your learners. Explain when it is eaten, why it is eaten and how eating this food makes you feel. Show the recipe if possible.
25. Then, refer learners to **Worksheet 5: Celebrating culture through food** and **Worksheet 6: Celebrating South African foods**. Give learners time to read, discuss and absorb the information.
26. Learners now need to be grouped strategically: they can choose to work in single-culture or multicultural groups.
27. In their groups, give learners time to discuss how they think sharing recipes for traditional cultural food could help improve the sense of cultural pride in the school. They can also start thinking about the best way to share recipes i.e., in a book or a poster as well as what kinds of food they would choose for a Heritage Day menu.

### Explore



Consider different points of view to help you understand more

**Purpose of this activity:** Learners explore and collect recipes from their culture. They also research the different ways recipes can be shared and what might be important to include if they were making a poster, recipe book etc.

In this step, learners will explore and collect cultural recipes by asking people in their families and the wider community. They will also research how recipes can be shared and what is important to include in a recipe book or poster. Here are some ideas to guide them through their exploration:

- Go through recipe books at home
- Look at recipes in magazines or newspapers
- Listen to a parent/caregiver explaining or making a recipe
- Search for recipe books online
- Explore different ways recipes are shared



## Brainstorm

Brainstorm as many solutions to your problem as possible

**Purpose of this activity:** Learners brainstorm ways of presenting their recipes i.e., in a recipe book, poster or any other way they can think of.

28. Using the information they learnt in the exploration stage, learners now brainstorm ideas for how they want to share cultural recipes. Remind learners that the purpose of the project is to improve cultural pride in the school.



## Present

Present the point of view and options to an audience

**Purpose of this activity:** In this step, each group will present their ideas from the brainstorming session and get feedback from their peers.

29. Each group will present their ideas from the brainstorming session and get feedback from their peers.
30. Refer learners to **Worksheet 7: Peer evaluation feedback form**. After each group has presented their idea, the rest of the class uses the criteria on the feedback form to guide their feedback. This will encourage some critical thinking and help learners give useful feedback.



**Driving question: How will we make and present our project?**

## Evaluate



Evaluate and select your best solution

**Purpose of this activity:** Learners will make a final choice about how they will present their recipes.

31. In groups, learners evaluate the feedback from their peers and make a final decision about how they will present their cultural recipes – which will become the project for assessment.

## Prototype



Make the prototype of your best solution

**Purpose of this activity:** Guided by the assessment rubric, learners will use project planners to plan and create a prototype of their project.

32. Begin this step by referring learners to **Worksheet 9: Project assessment rubric** in their workbooks. This is the rubric that will be used to assess the final project. Go through the criteria so that learners know exactly what is required of them. Having the end objective in mind will make their planning easier and more focused.
33. Please emphasize that, along with the recipes, they need to create a menu of foods they would love to eat at a Heritage Day feast.
34. Then, refer learners to **Worksheet 8: Project planners**. Included is a flat plan which is a very useful tool for designing any book. On their flat plans, learners can decide:
  - What to put on the front and back covers
  - Where to place the recipes and pictures
  - How many pages are needed
  - Where the Heritage Day menu will be placed
35. There is also a project planner where they can sketch the placement for information on a poster. These plans should be done in pencil so that learners can erase and make changes to the design. The actual project will be made based on this plan, so learners must not rush this process.

## Feedback



Speak to experts or the community to get REAL feedback

**Purpose of this activity:** Learners get feedback on their prototype plans from friends and family and integrate it into their final product.

36. Encourage learners to share their prototype plans with friends or family to

make sure they have not left anything out, or to get more ideas on how to make the recipe books or posters even better.

37. Any suggestions can be added to the book if group members agree.

Iteration (repeating) is part of the natural learning cycle. Trying, failing, learning from mistakes and trying again is the way people learn. Learning to walk is iterative as toddlers go through the natural cycle of standing, walking, falling and standing up to try again - each time improving and getting a little better until they have mastered the skill and can walk and run around with confidence.



## Integration

Integration in The MADD Space – present your work using Music, Art, Drama, Dance

**Purpose of this activity:** Learners integrate the feedback and make the final project.

38. This is the end result of a process of discussing, sharing, collecting, evaluating, comparing, collaborating, selecting and iterating. They are now ready to complete their project.



## Present

Public exhibition

**Purpose of this activity:** To present and celebrate the projects.

39. This is the big moment that you would have announced at the launch of the project.
40. The public exhibition needs to be a real celebration where many people get to see the recipe books or posters.
41. Learners need to be prepared to explain and answer questions about their projects.

*Here are some ideas:*

- Create a public exhibition and presentation at, for example, an assembly. If possible, invite parents and people from the community to the event.
- Integrate the recipe book project with the grade 7 market day and have the grade 4s set up a stand where people can view and/or buy the books.
- Showcase the Heritage Day celebration – parents or community members who have food outlets can help supply some of the dishes for learners to share and celebrate.

### ***End-of-project reflection***

To tie up the project and consolidate learning, each learner needs to complete **Worksheet 10: Reflecting on the project.**

# Appendix – Thinking Maps

These resources have been created by Thinking Schools South Africa at admin@thinkingschools.org.za



## THINKING MAPS APPLICATION TIPS

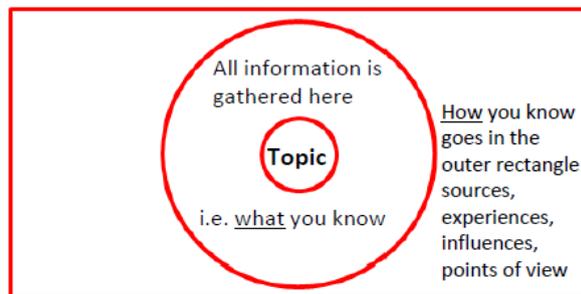
When you are **Defining...**

Key Words used	Questions asked	Applications
Tell me everything you know about this topic, List, Define, Note the key points, Name all the types (of fractions, forces, habitats, plants, animals, qualities, points of interest) in this topic. Brainstorm, discuss.	What do you think this word means? What did we learn about this topic? What are the main issues raised in this video/book? What are all the points you want to make (or learn) about this topic? What are all the ways of getting to this answer/number?	Formative Assessment of what students already know about a topic. This includes misconceptions, which you can be aware of. A starting point to gather all ideas – firstly your own, and then perhaps more from peers, video or written material; or pre and post revision.

...then the Thinking Map to use is

Note: You can use the Circle Map to measure growth in your thinking, such as checking and self-correcting information that is incorrect and adding new information in a different colour.

### THE CIRCLE MAP



When you are **Describing...**

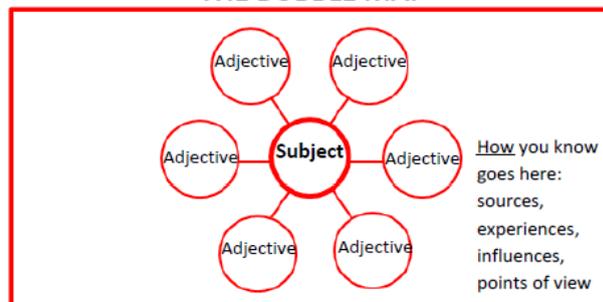
Key Words used	Questions asked	Applications
Describe feelings, attributes, characteristics, properties, adjectives, qualities. Use each of the 5 senses to explain how it feels, smells, sounds, tastes, looks.	How would you describe this in your own words? What is this really like? Which words would paint a vivid picture of it in your mind?	Generate rich and original adjectives before writing – to describe a setting, a character, or situation. Considering the properties of materials or visuals in Natural Science, Design and Technology or Art.

...then the Thinking Map to use is

Note: The Bubble Map is for adjectives only.

It is not a Spider Diagram! (If you are looking for a Spider Diagram, either collect main ideas in a defining Circle Map or main headings in a classifying Tree Map, in which case you can also add sub-points under those headings).

### THE BUBBLE MAP



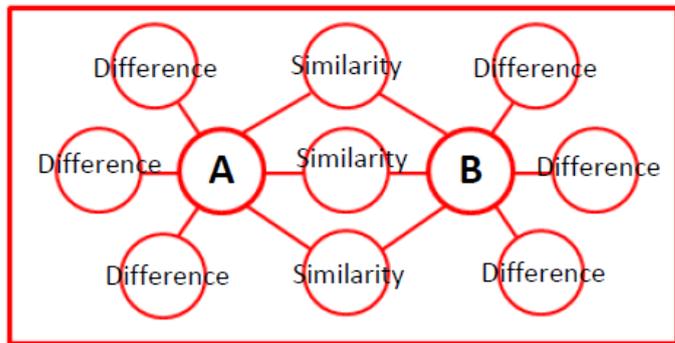
When you are **Comparing and Contrasting...**

Key Words used	Questions asked	Applications
Compare/contrast, discuss similarities/differences, distinguish between, differentiate, what things/concepts have in common or not.	What are the similarities and differences between A and B? What do they have in common? What is unique to only one of them? What distinguishing features help you identify them from each other?	Compare and contrast characters in a book/film, two shapes, methodologies, countries, time periods, formulae, technologies, types of plant or animal. Clarifying identifying properties that enhance understanding of forms, functions, applications and meanings.

...then the Thinking Map to use is

Note: Be careful to connect the lines to the rights places, based on the properties that link or differentiate A and B. Use the most striking or meaningful similarities and differences without mechanically mirroring them (e.g. tall and short may be less distinguishing than that A is gangly and B is well-dressed). A and B can have different numbers of differences.

**THE DOUBLE BUBBLE MAP**



When you are **Classifying...**

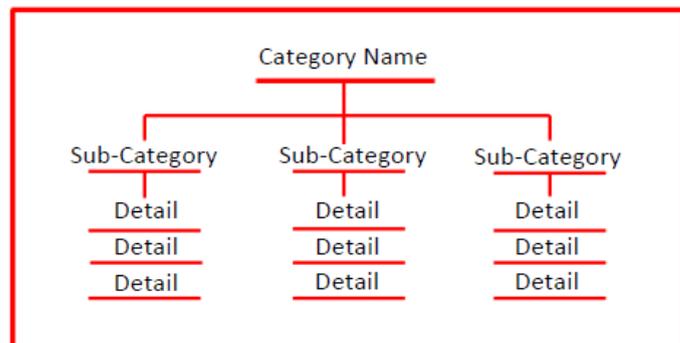
Key Words used	Questions asked	Applications
Classify, sort, group, categorise, give related detail, types of, kinds of, list and elaborate, taxonomy	How might you group the main ideas, supporting ideas and details in this topic? What are the key headings in this unit of work/project/talk/essay? Can you sort all the information you have gathered into key concepts? What important details do you want to add under each heading?	Making notes or summaries in any content area – students think about the category headings and the details of what they learn. Categorising information from a Circle Map in preparation for writing about a topic or giving an oral presentation. Collecting information under predetermined headings whilst reading a text.

...then the Thinking Map to use is

Note: Be careful to draw the Tree Map exactly as structured here.

You can use the Tree Map to give students an overview of a subject, to see what is coming up and how units of work fit in. It is also extremely useful for revision.

**THE TREE MAP**



When you are **Sequencing...**

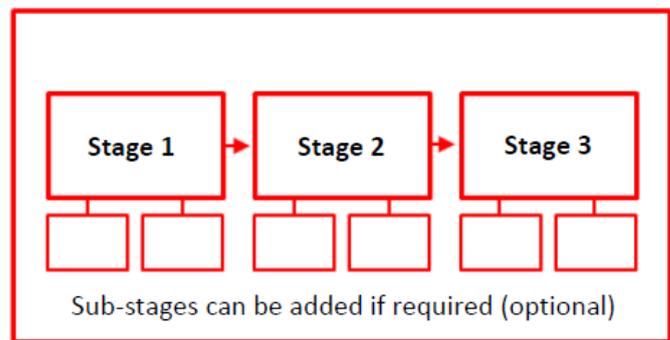
Key Words used	Questions asked	Applications
Sequence, map the steps in this project, put in order, order, recount/re-tell, what happens next, cycles, patterns, processes, change, solve multi-step problems	What is the process/project you are sequencing? What is the step-by-step sequence of events in the process/project? What are the sub-stages? Is each step in the right order?	Mapping a sequenced step-by-step project in PBL. Life Cycles and processes in Natural Science/Social Science. Time lines in history. Planning the sequence of a story for writing/recording the sequence of a story. Recording a thought process, such as in problem solving.

**...then the Thinking Map to use is**

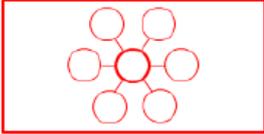
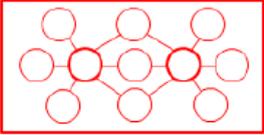
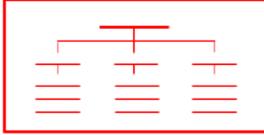
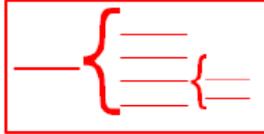
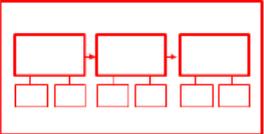
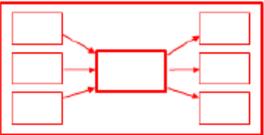
Note: Make sure that the Flow Map has arrows showing the order of events/stages. For life cycles it becomes a circle.

General Note: Whilst it is vital to apply the Thinking Maps with the elements of each map exactly as they were designed, please don't squeeze student thinking to the size or number of circles or blocks. Freehand maps that are corrected as they develop, capture more expansive thinking!

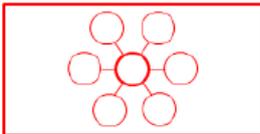
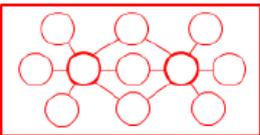
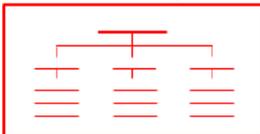
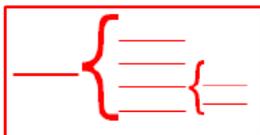
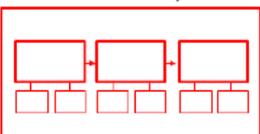
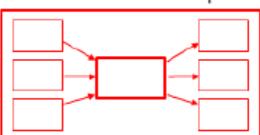
**THE FLOW MAP**



## THINKING MAPS OVERVIEW

<b>Questions</b>	<b>Thinking Process</b>	<b>Thinking Map</b>
Tell me everything that you know about this. How are you defining it? What is your context? What is your frame of reference?	<b>Defining in Context</b>	<b>Circle Map</b> 
How would you describe this object/idea/person? Which adjectives would you use?	<b>Describing</b>	<b>Bubble Map</b> 
What are the similarities and differences?	<b>Comparing and Contrasting</b>	<b>Double Bubble Map</b> 
How might you group the main ideas, supporting ideas and details?	<b>Classifying</b>	<b>Tree Map</b> 
What are the parts that make up the whole object? Can the parts be broken down into sub-parts?	<b>Part-Whole Relationship</b>	<b>Brace Map</b> 
What is the sequence of events? What are the sub-stages?	<b>Sequencing</b>	<b>Flow Map</b> 
What are the causes and effects?	<b>Cause and Effect</b>	<b>Multi Flow Map</b> 
What is the analogy being used for?	<b>Seeing Analogies</b>	<b>Bridge Map</b> 

## KEY THINKING WORDS

THINKING MAP	THINKING PROCESS	KEY WORDS
<p style="text-align: center;">Circle Map</p> 	<p><b>Defining in Context</b></p>	<p>Context, context clues, list, define, tell everything that you know, brainstorm, tell about, explore the meaning, discuss</p>
<p style="text-align: center;">Bubble Map</p> 	<p><b>Describing</b></p>	<p>Describe, use vivid language, observe using 5 senses, describe feelings, attributes, characteristics, properties, adjectives, qualities</p>
<p style="text-align: center;">Double Bubble Map</p> 	<p><b>Comparing and Contrasting</b></p>	<p>Compare/contrast, discuss similarities/differences, distinguish between, differentiate</p>
<p style="text-align: center;">Tree Map</p> 	<p><b>Classifying</b></p>	<p>Classify, sort, group, categorise, give sufficient and related details, types of, kinds of, list and elaborate, taxonomy</p>
<p style="text-align: center;">Brace Map</p> 	<p><b>Part-Whole Relationship</b></p>	<p>Parts of, take apart, show structure, physical components, anatomy,</p>
<p style="text-align: center;">Flow Map</p> 	<p><b>Sequencing</b></p>	<p>Sequence, put in order, order, recount/re-tell, what happens next, cycles, patterns, processes, change, solve multi-step problems</p>
<p style="text-align: center;">Multi Flow Map</p> 	<p><b>Cause and Effect</b></p>	<p>Causes and effects, discuss consequences, what would happen if, predict, change, identify motives, why, results, outcomes, benefits</p>
<p style="text-align: center;">Bridge Map</p> 	<p><b>Seeing Analogies</b></p>	<p>Identify the common relationship, guess the rule, interpret symbols, simile, metaphor, allegory, ratio</p>