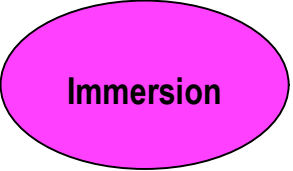


Riverhead School “Weird and Wonderful” Learning Process



Big Question?

THINK



Motivating The Learner!

- Engage learner into the learning.
- Provide experiences for learner.
- Motivation
- Trip
- Visitor



**What do we want to find out?
What do we already know?**

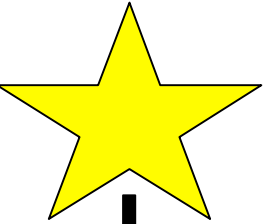
How will we find out the information

- Use planners to outline their learning journey,
- KWL
 - Brainstorm
 - T Charts
 - Venn Diagrams
 - Six Thinking Hats
 - Blooms Taxonomy
 - **More questions**
 - **Wonderings/**
 - **Ponderings wall**

DO

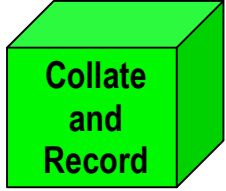


- Investigation of sources to collect information
- More information may be needed
- Recording data collected
- Questionnaires
- Research
- Investigation
- Books
- Internet



TEACHER TIME

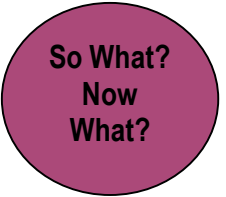
- DAT - “deliberate act of teaching”
- Skills and Knowledge provided by teacher
- Direct link to curriculum learning areas, values, key competencies



Stop and Think

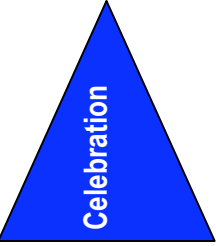
- What do we now know?
- Internalise new information.
- Learner shares new found information.
- Organising information
- How did this information answer our question?
- Recording data

DISCOVER



Decision Making Time

- Learner considers how they might use their new found information to make a difference.
- Audience?
- Purpose?
- Genre of presentation



Sharing Time

- Validate their learning by doing something with it.
- Share with others.
- Presentation
- Party
- Assembly