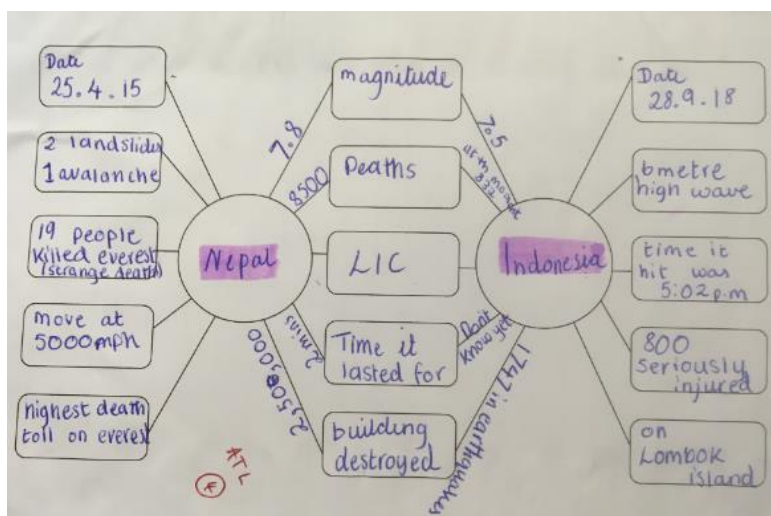
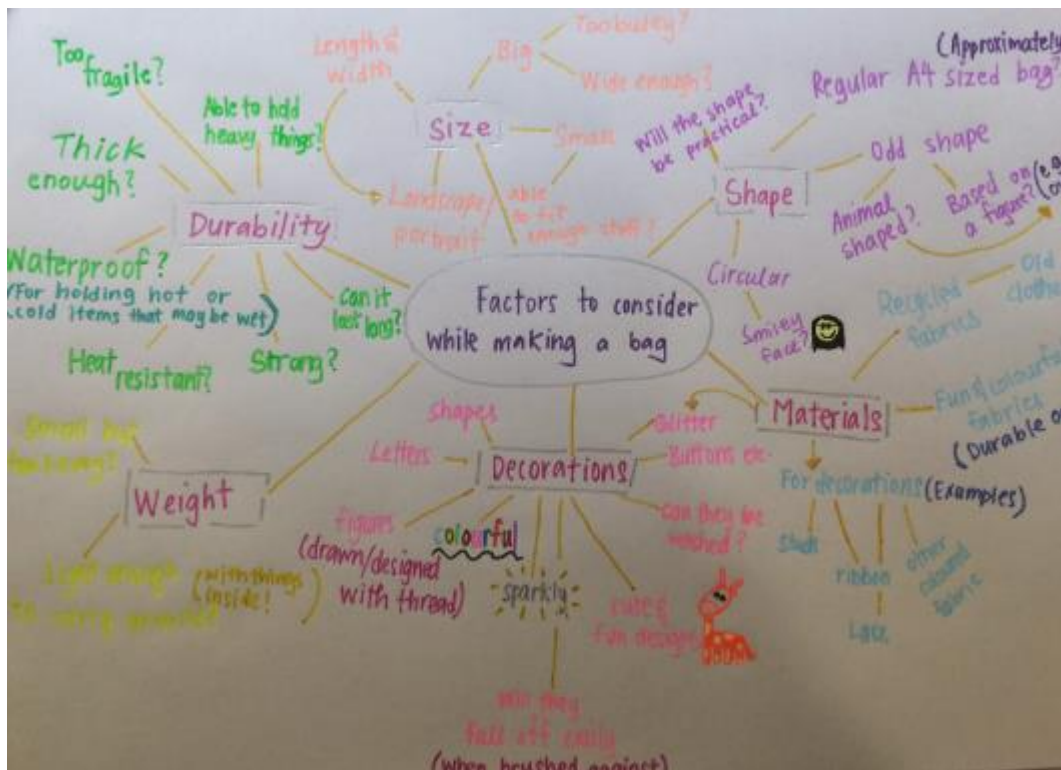


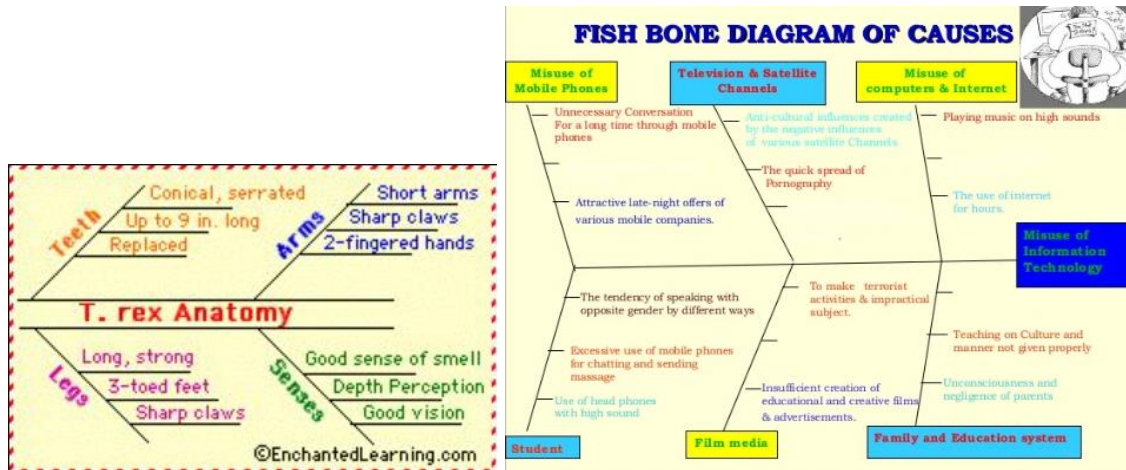
Types of Graphic Organiser

Spider: If the topic involves investigating attributes associated with a single topic, and then obtaining more details on each of these ideas, use a spider diagram as your graphic organiser. This is like the star graphic organiser with one more level of detail. Example: Finding methods that help your study skills (like taking notes, reading, memorizing, etc.), and investigating the factors involved in performing each of the methods.



Comparison Spider Diagram

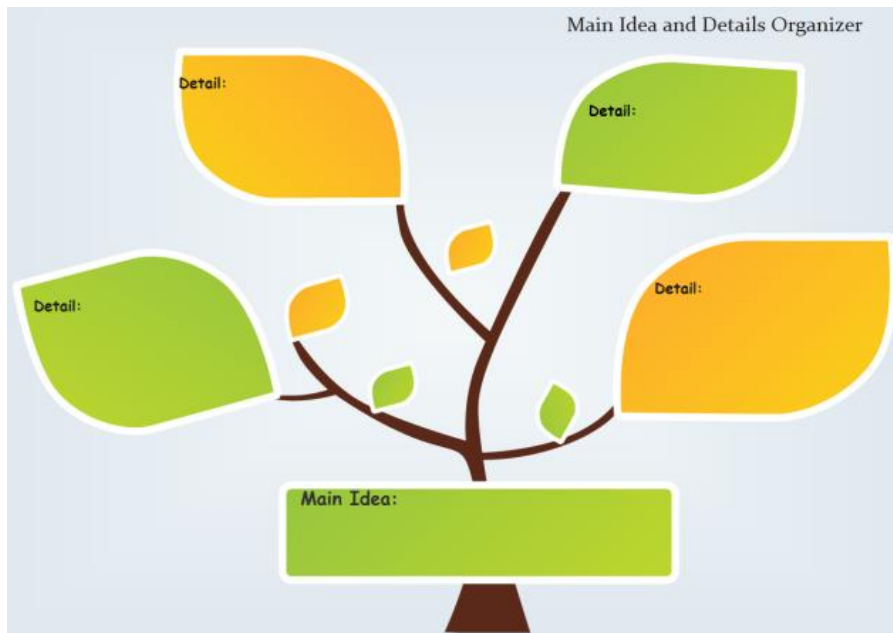
Fishbone: If the topic involves investigating multiple cause-and-effect factors associated with a complex topic and how they inter-relate, use a fishbone diagram as your graphic organiser. Example: Examining the effects of improved farming methods.



Cloud/Cluster: If the topic involves generating a web of ideas based on a stimulus topic, use a clustering diagram as your graphic organiser. Example: brainstorming.

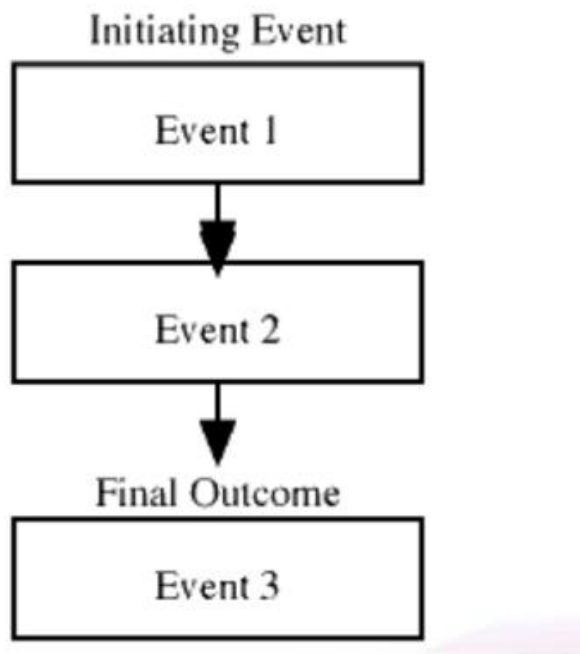


Tree: If the topic involves a chain of events with a beginning and with multiple outcomes at each node (like a family tree), use a tree as your graphic organiser. Example: Displaying the probabilistic results of tossing coins.



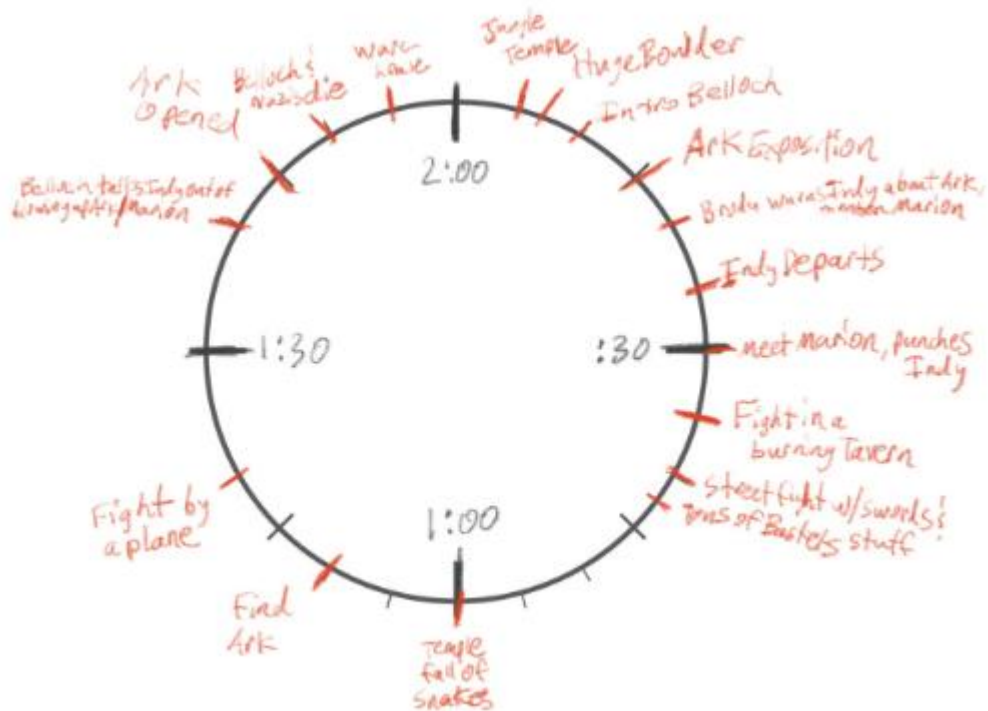
Chain of Events: If the topic involves a linear chain of events, with a definite beginning, middle, and end, use a chain of events graphic organizer. Example: Analyzing the plot of a story.

Series of Events Chain

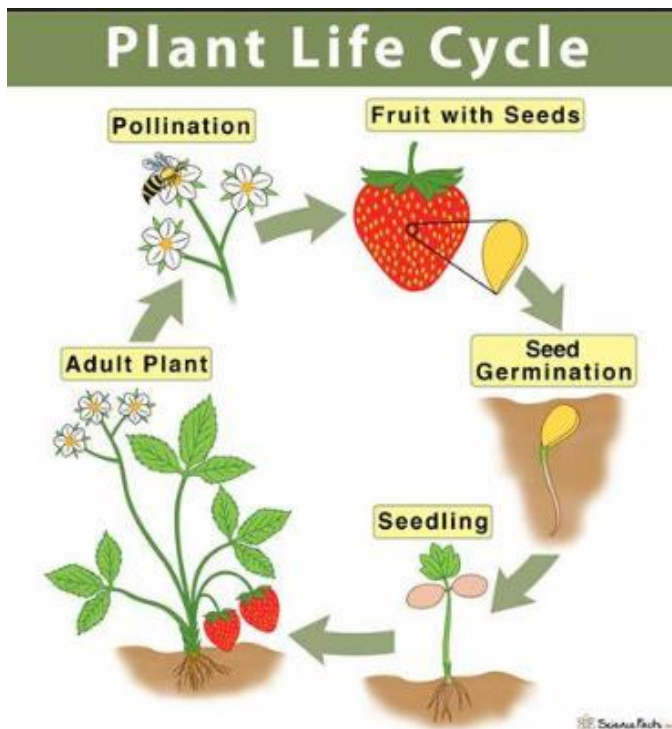


Clock: If the topic involves a clock-like cycle, use a clock graphic organizer. Example topic: Recording the events in a typical school day or making a story clock to

summarize a story.



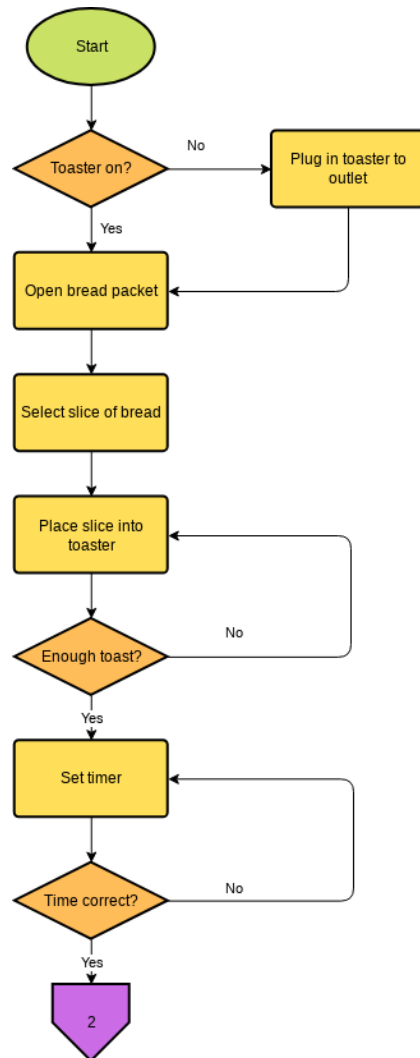
Cycle of Events: If the topic involves a recurring cycle of events, with no beginning and no end, use a cyclic graphic organiser. Example topic: Documenting the stages in the lifecycle of an animal.



Flowchart: If the topic involves a chain of instructions to follow, with a beginning and

multiple possible outcomes at some node, with rules at some nodes, use a flowchart.

Example: Computer programmers sometimes use flowcharts to organize the algorithm before writing a program.



Chart/Matrix Diagram: If the task involves condensing and organizing data about traits of many items, use a chart/matrix. Example: Creating a display of key

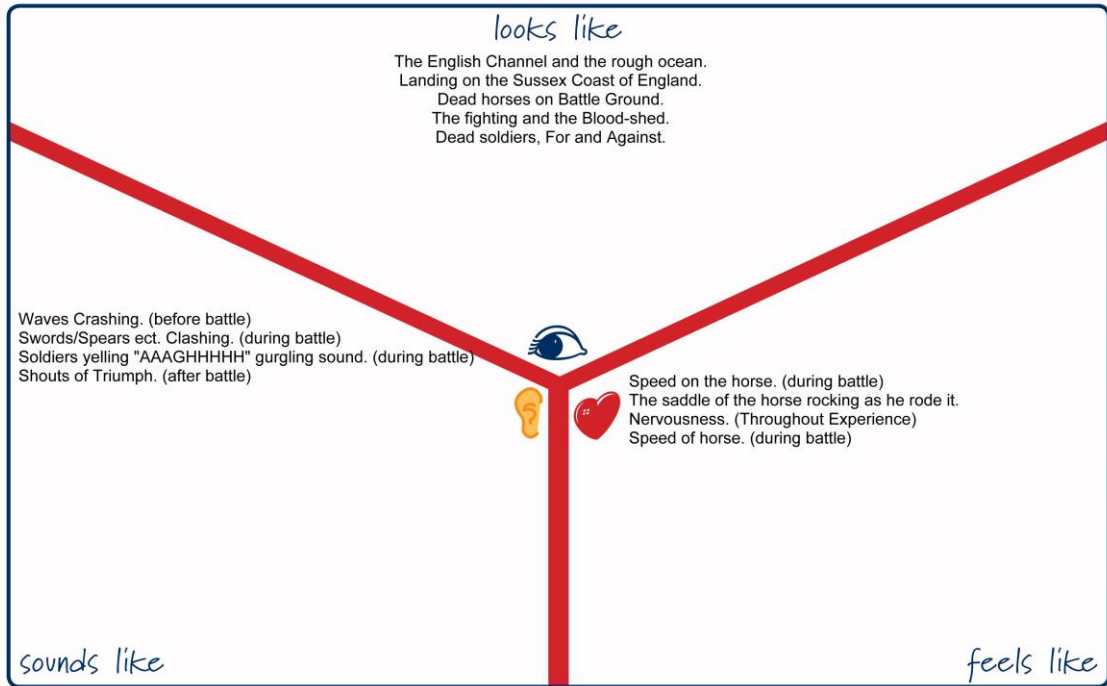
inventions, who invented them, when, where and why they were invented, etc.

ANIMAL GROUPS			
 <p>Amphibians</p>	<ul style="list-style-type: none"> • Amphibians are cold-blooded. • They live the greater part of their lives in the water. • They breathe through their skin, lungs, or gills. • They are vertebrates. • They usually live near or around water. 	 <p>Insects</p>	<ul style="list-style-type: none"> • Insects are cold-blooded. • The body is made of 3 parts (head, thorax, abdomen). • They have "outside" skeletons. • Insects lay many eggs. • A spider is not an insect.
 <p>Birds</p>	<ul style="list-style-type: none"> • Birds are warm-blooded animals. • They have feathers. • A beak or bill is their mouth. • Birds lay eggs. • The young hatch from these eggs. 	 <p>Mammals</p>	<ul style="list-style-type: none"> • Mammals are warm-blooded. • They have either hair or fur. • Babies drink milk from their mother's body. • They are born alive. • Mammals breathe air through lungs.
 <p>Fish</p>	<ul style="list-style-type: none"> • Fish are cold-blooded. • Fish lay eggs. • They have fins instead of legs. • They live in the water. • Fish breathe through gills. 	 <p>Reptiles</p>	<ul style="list-style-type: none"> • Reptiles are cold-blooded. • They are vertebrates. • They have scaly skin. • They have short legs or none at all. • Reptiles breathe with their lungs.

Y-Chart Diagram: If the task involves analysing and organizing with respect to three qualities, use a Y-Chart. Example: Fill out a Y-Chart to describe what you know about an animal, including what it looks like, what it sounds like, and what it feels like. Or describe a character in a book, including what the character looks like, sounds like, and how the character feels.

Y CHART

Topic: 'William the Conqueror's Experience in Battle of Hastings'



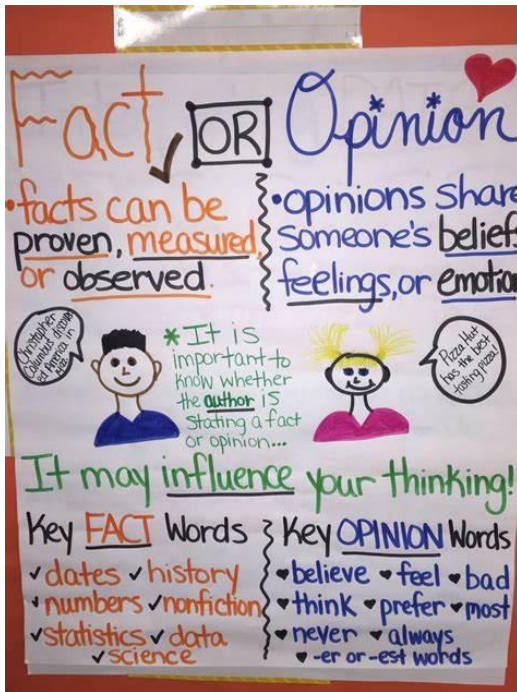
T-Chart Diagram: If the task involves analysing or comparing with two aspects of the topic, use a T-Chart. Example: Fill out a T-Chart to evaluate the pros and cons associated with a decision.

★ T-Chart ★

Pros	Cons

<http://www.worksheetplace.com> © 2008 <http://www.k12worksheets.com>

Fact/Opinion: If the task involves distinguishing the facts vs. the opinions in a theme or text, use fact/opinion charts. Example: Fill out a fact/opinion chart to evaluate the facts and opinions presented in a news article.



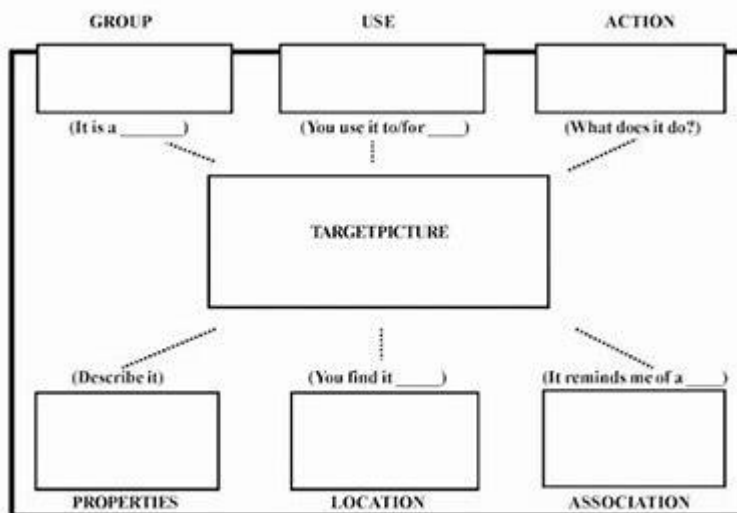
Fact	Opinion

Decision Making Diagrams: If the task is making a decision, use a graphic organiser to enumerate possible alternatives and the pros and cons of each. Example: Fill out a decision making diagram to help decide which elective courses you'd like to take next quarter.

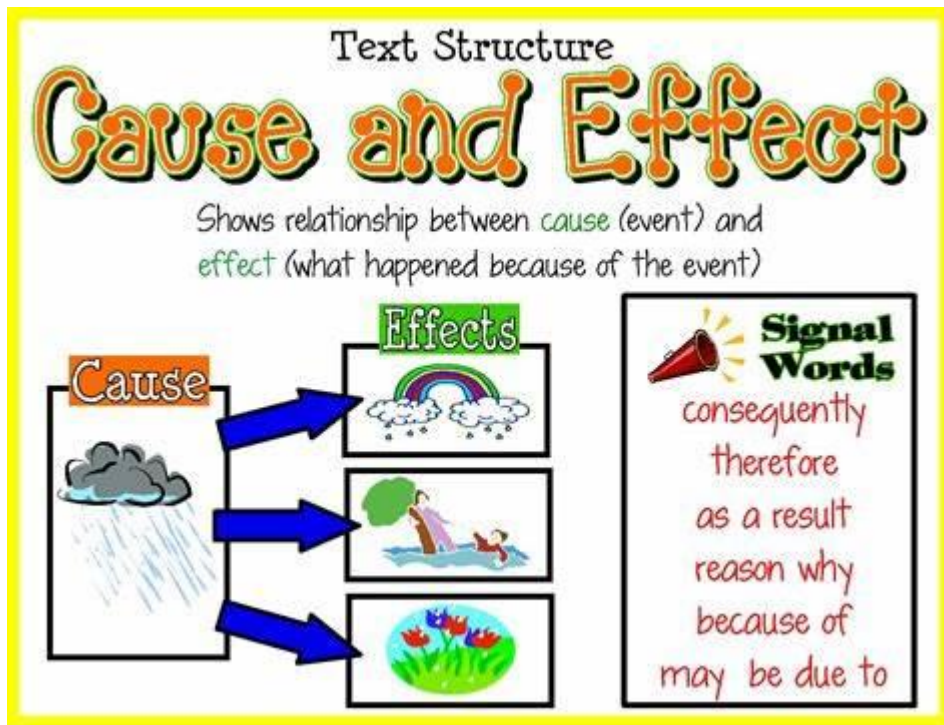
Decision Making Flow Chart



Semantic Feature Analysis Charts: If the task is comparing characteristics among a group of items, use Semantic Feature Analysis . Example: Fill out a Semantic Feature Analysis chart to compare and contrast the care needed for various pets.



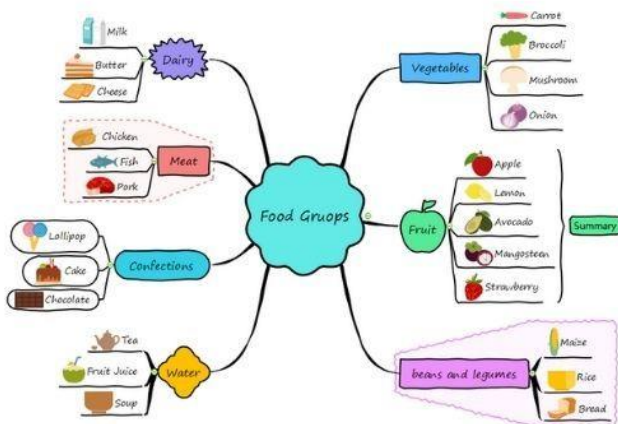
Cause and Effect Diagrams: If the task is examining possible causes and effects in a process, use a cause and effect graphic organiser. Example: Fill out a cause-and-effect diagram to trace the steps in a feedback loop.



KWHL Diagram: If the task involves analysing and organizing what you know and what you want to learn about a topic, use a KWHL chart. **K** stands for what you already **KNOW** about the subject. **W** stands for what you **WANT** to learn. **H** stands for figuring out **HOW** you can learn more about the topic. **L** stands for what you **LEARN** as you read. Example: Fill out a KWHL chart before, during, and after you read about a topic.

K What do I know?	W What do I want to know?	H How will I find out?	L What have I learnt?

Vocabulary Map: Graphic organisers can be useful in helping a student learn new vocabulary words, having them list the word, its part of speech (noun, verb, adjective, adverb, etc.), a synonym, an antonym, a drawing that represents the word, and a sentence using the word.



Paragraph Structure: These graphic organisers help you organize the structure of a paragraph, including a topic sentence, sentences with support details, and a conclusion sentence.

Name: _____

PARAGRAPH PLANNER




Topic: _____ Purpose: Inform/Explain

Main Idea: _____

Detail #1	Detail #2
Detail #3	Concluding Sentence

5 W's Diagram: If the task involves analyzing the Five W's (**Who**, **When**, **Where**,

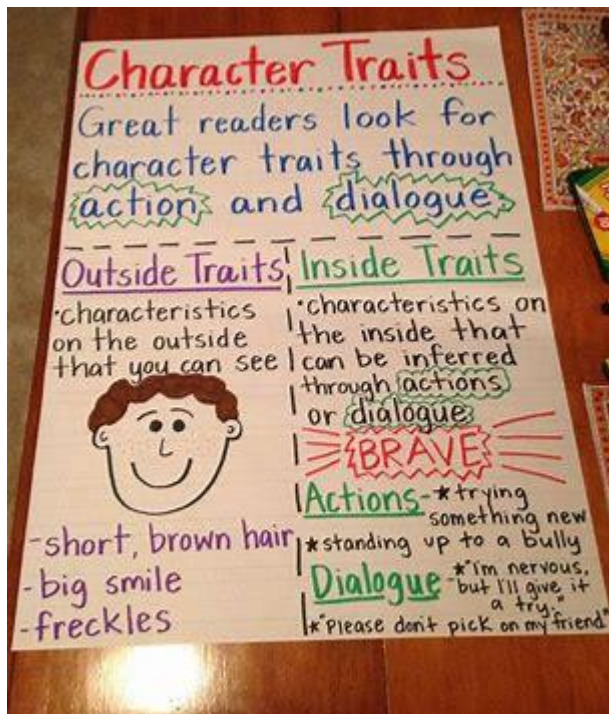
What, and Why) of a story or event. Example: Fill out a 5 W's Chart to help evaluate and understand the major points of a newspaper story.

Name _____	Date _____
Who? 	
What? 	
When? 	
Where? 	
Why? ?	

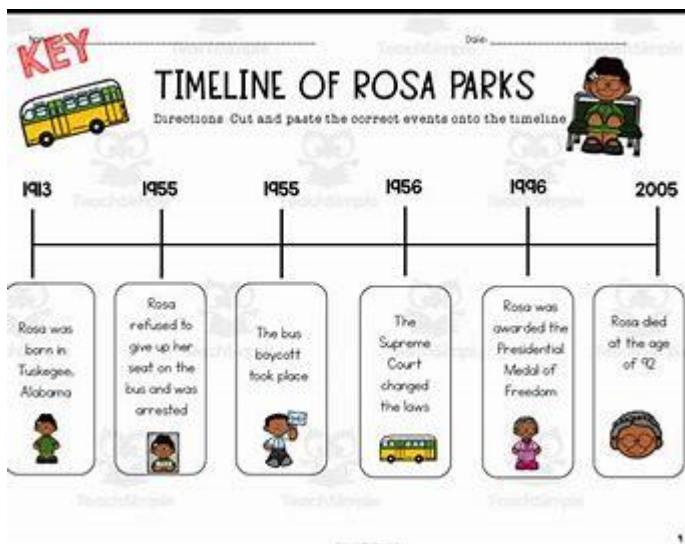
Story Map: Story maps can help a student summarize, analyse and understand a story or event.



Character Traits: Graphic organisers help the student identify the traits of fictional characters by looking at events surrounding the character in the text.



Biography Diagrams Graphic organisers are useful to help prepare for writing a biography. Before writing, the graphic organiser prompts the student to think about and list the major events in the person's life.



Scientific Method Diagrams: Graphic organisers used to prepare and organize a scientific experiment.

Experiment Recording Sheet!

Scientist: _____

Question (What do you want to find out?)	
Hypothesis (What do you think is going to happen?)	
Observe Write and draw what happened.	
Results Why did that happen?	

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Sketch notes

The sketch notes are organized around a central question: **WHAT MAKES ME WHO I AM?**

- 1 MUSIC**
 - Includes sub-genres: Rock, Heavy Metal, Nu-Metal, Rap.
 - Notes: "... makes me Happy" (with smiley faces), "... makes me take my emotions out", "... makes me dance" (with stick figures), "... defines me" (with "EXPRESSIVE", "good cheer", and "crazy" and various faces).
- 2 INDEPENDENT**
 - Notes: "I am...", "I take control of my life".
 - Illustration: A person at the helm of a boat labeled "LIFE" navigating through waves.
- 3 CAREFREE**
 - Notes: "I am...", "RELAXED", "NO WORRIES", "External things".
 - Illustration: A sunset with the text "HAKUNA MATATA".

Additional notes include "WITHOUT MANY RESTRICTIONS" and "CAUTION" written in a yellow banner.