Word Study

(Frayer Model)



© readingvine.com. For Personal and Education Use Only.



 $\ensuremath{\mathbb{C}}$ reading vine.com. For Personal and Education Use Only.



© readingvine.com. For Personal and Education Use Only.

© readingvine.com. For Personal and Education Use Only.		What I Know: What I Want to Know:	Topic:
Only.		What I Learned:	Name:

K-W-L CHART

Fill in the first two columns before you do your research. Fill in the last column after finishing your research.

Topic: _____

What I Know (K)	What I Want to Know (W)	What I Learned (L)

Ogle, D. (1986). K-W-L: A teaching model that develops active reading of expository text. The Reading Teacher, 39, 564-570.

read write think Copyright 2006 IRA/NCTE. All rights reserved. * International marcopolo ReadWriteThink materials may be reproduced for educational purposes. REFLECTION FORM

Name: _____

Something I learned that squares with my beliefs:	A question(s) going around in my head:	\bigcirc	Three points I will remember:	\bigtriangleup



Handout C: Triangle-Circle-Square Final Reflection



This handout was prepared under Contract ED-IES-22-C-0009 by Regional Educational Laboratory Northwest, administered by WestEd. The content does not necessarily reflect the views or policies of IES or the U.S. Department of Education, nor does mention of trade names, commercial products, or organizations imply endorsement by the U.S. government.

Regional Educational Laboratory Northwest relnw@wested.org Alaska • Idaho • Montana • Oregon • Washington

CIRCLE, SQUARE, TRIANGLE Article Reflection Guide



Three important POINTS to remember

The Universal Design for Learning Guidelines

The goal of UDL is **learner agency** that is purposeful & reflective, resourceful & authentic, strategic & action-oriented.

Design Multiple Means of Engagement

Welcoming Interests & Identities (7)

• Optimize relevance, value, and authenticity (7.2)

• Address biases, threats, and distractions (7.4)

Sustaining Effort & Persistence (8)

Optimize challenge and support (8.2)

• Foster belonging and community (8.4)

Offer action-oriented feedback (8.5)

• Clarify the meaning and purpose of goals (8.1)

• Foster collaboration, interdependence, and collective

• Optimize choice and autonomy (7.1)

Design Options for

• Nurture joy and play (7.3)

Design Options for

learning (8.3)



Design Options for Perception (1) information (1.1)

- Represent a diversity of perspectives and identities in authentic ways (1.3)

- Clarify vocabulary, symbols, and language structures (2.1)
- symbols (2.2)
- Support decoding of text, mathematical notation, and
- Cultivate understanding and respect across languages and dialects (2.3)
- Address biases in the use of language and symbols (2.4)
- Illustrate through multiple media (2.5)

Design Options for **Emotional Capacity** (9)

- Recognize expectations, beliefs, and motivations (9.1)
- Develop awareness of self and others (9.2)
- Promote individual and collective reflection (9.3)
- Cultivate empathy and restorative practices (9.4)

CAST Until learning has no limits[®]

Executive Function

Access

Design Multiple Means of Representation



Design Multiple Means of

- Support opportunities to customize the display of
- Support multiple ways to perceive information (1.2)

Design Options for Interaction (4)

- Vary and honor the methods for response, navigation, and movement (4.1)
- Optimize access to accessible materials and assistive and accessible technologies and tools (4.2)

Design Options for

Language & Symbols (2)

Design Options for

Building Knowledge (3)

- Connect prior knowledge to new learning (3.1)
- Highlight and explore patterns, critical features, big ideas, and relationships (3.2)
- Cultivate multiple ways of knowing and making meaning (3.3)
- Maximize transfer and generalization (3.4)

Design Options for Expression & Communication (5)

- Use multiple media for communication (5.1)
- Use multiple tools for construction, composition, and creativity (5.2)
- Build fluencies with graduated support for practice and performance (5.3)
- Address biases related to modes of expression and communication (5.4)

Design Options for Strategy Development (6)

- Set meaningful goals (6.1)
- Anticipate and plan for challenges (6.2)
- Organize information and resources (6.3)
- Enhance capacity for monitoring progress (6.4)
- Challenge exclusionary practices (6.5)

