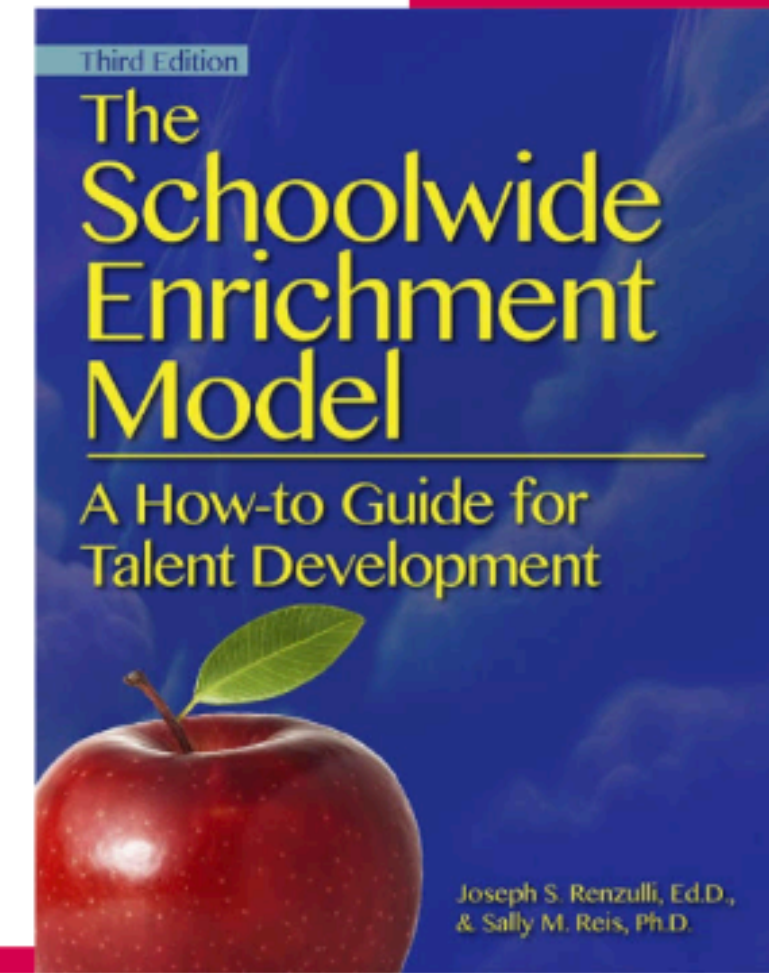


# ADAPTING TEACHING TECHNIQUES FOR STUDENTS WITH ADDITIONAL LEARNING NEEDS: SEM (II)



**Betina Represas**  
**Isabel Calvelo**

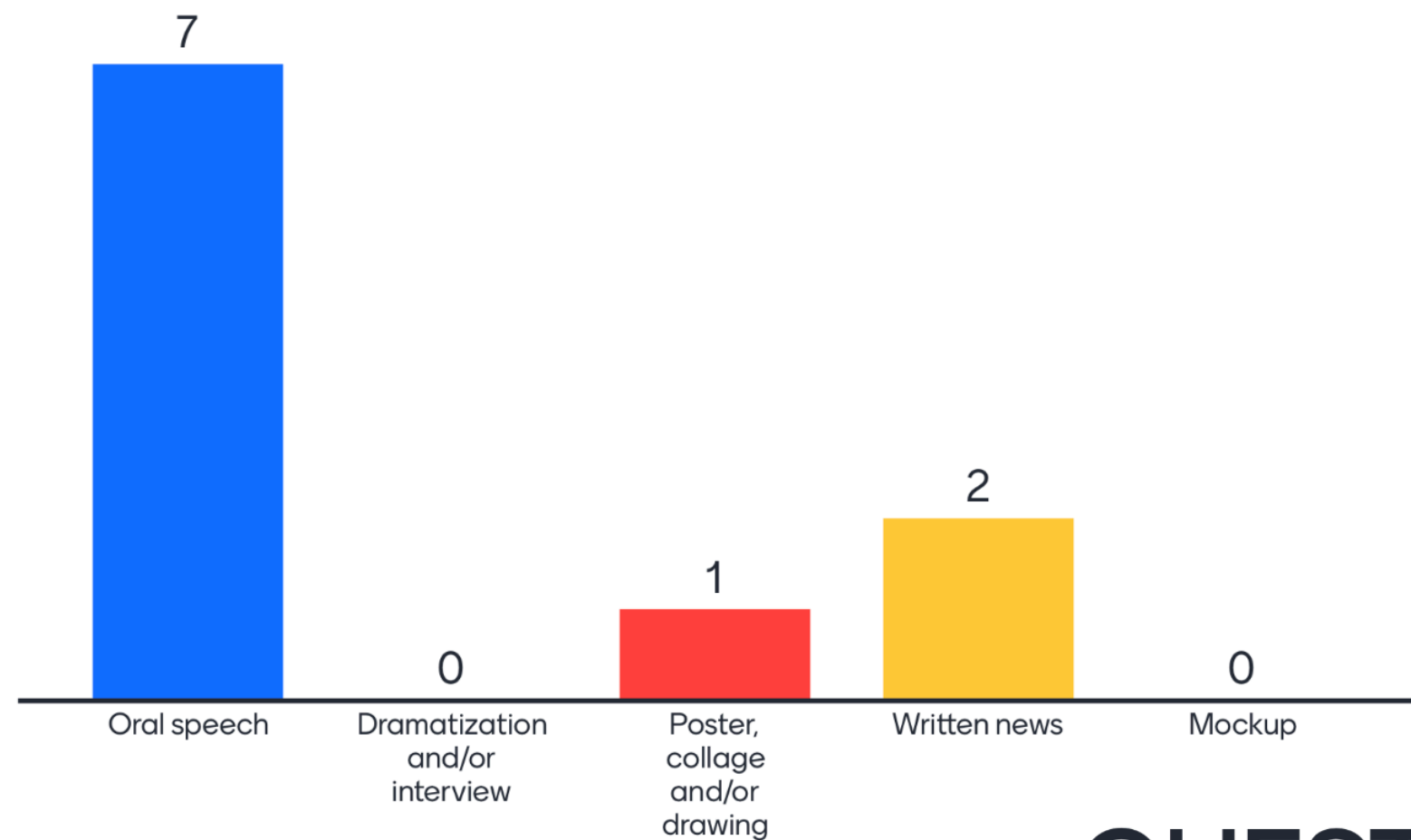
- Arthur Costa's *16 habits of mind*
- Ron Richhart's *Thinking routines*
- David Hyerle's *Thinking maps*
- Tony Buzán's *Mind maps*
- Robert Swartz's *Thinking skills*
- Tony Ryan's *Thinkers keys*
- Stanford University *Design Thinking*
- Edward de Bono's *Six Thinking Hats*
- Dan Roam's *Visual Thinking*



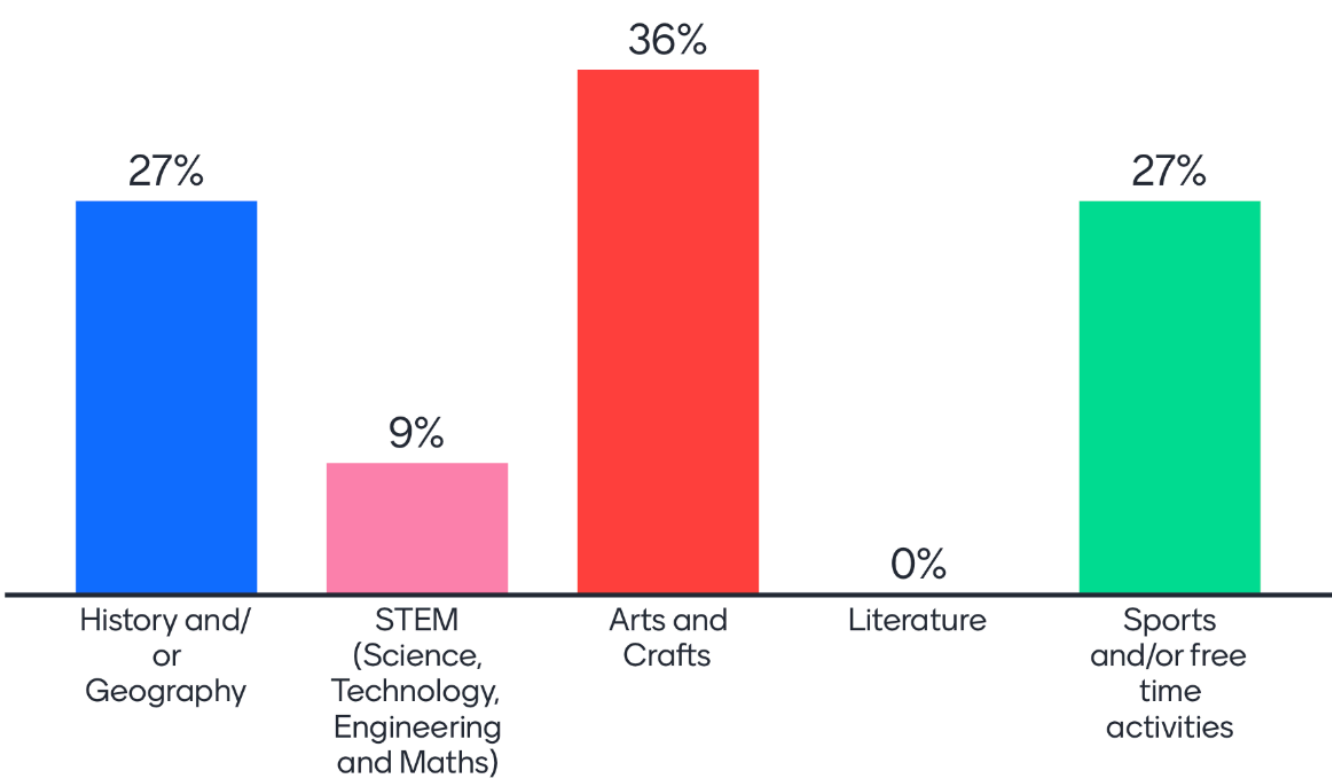
The use of all these  
resources gives rise to a  
**CULTURE OF THINKING**



# HOW DO YOU LIKE EXPRESSING WHAT YOU LEARN?



## QUESTION 2: WHAT ARE YOU INTERESTED IN (THE MOST)?



# CLASSROOM PROFILE

# CLASSROOM PROFILE



# CURRICULUM



# STARTING POINT TO DESIGN LEARNING SITUATIONS





CLASSROOM PROFILE

Is It



Enough?

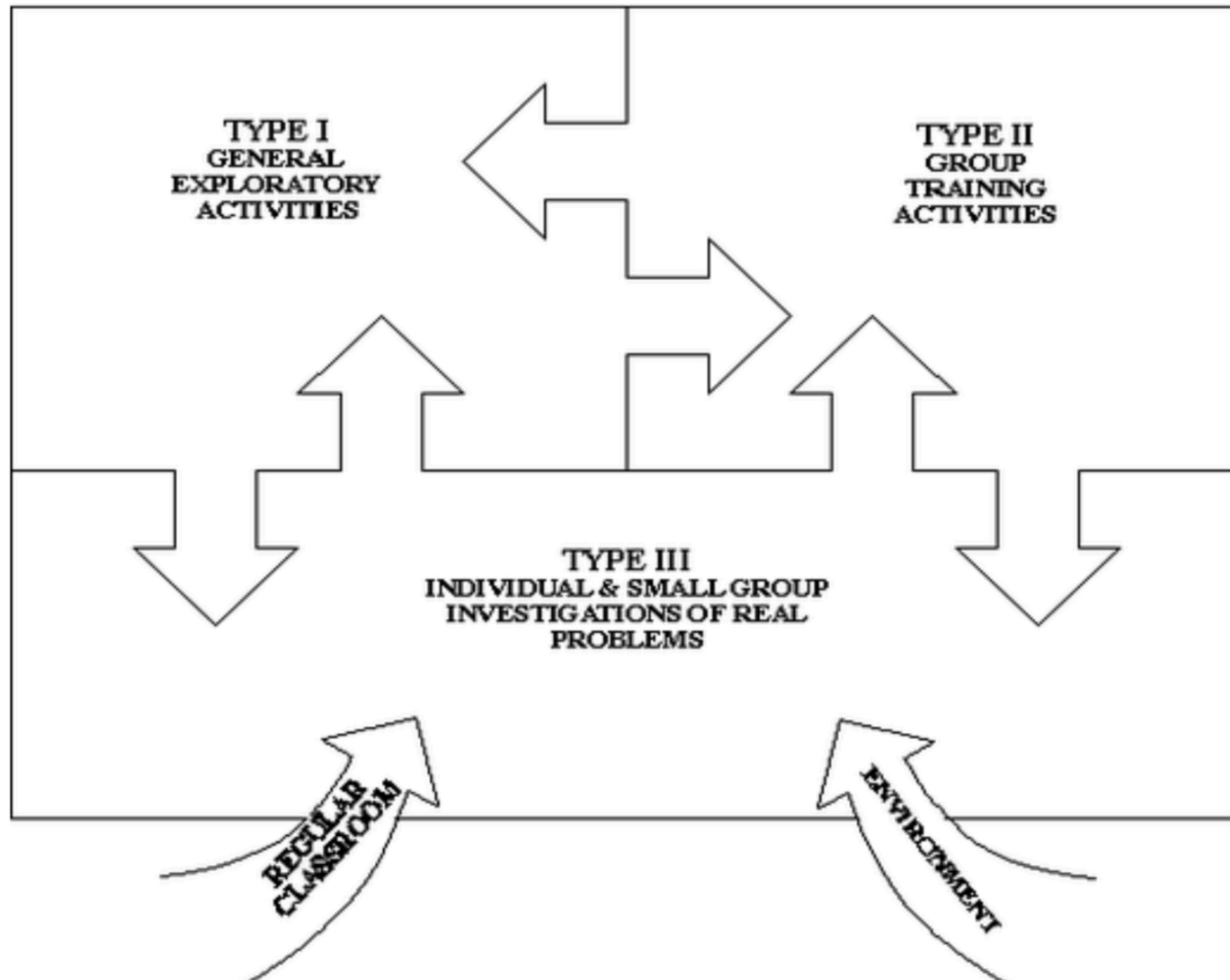


CURRICULUM



STARTING POINT TO  
DESIGN LEARNING  
SITUATIONS

# THE ENRICHMENT TRIAD MODEL

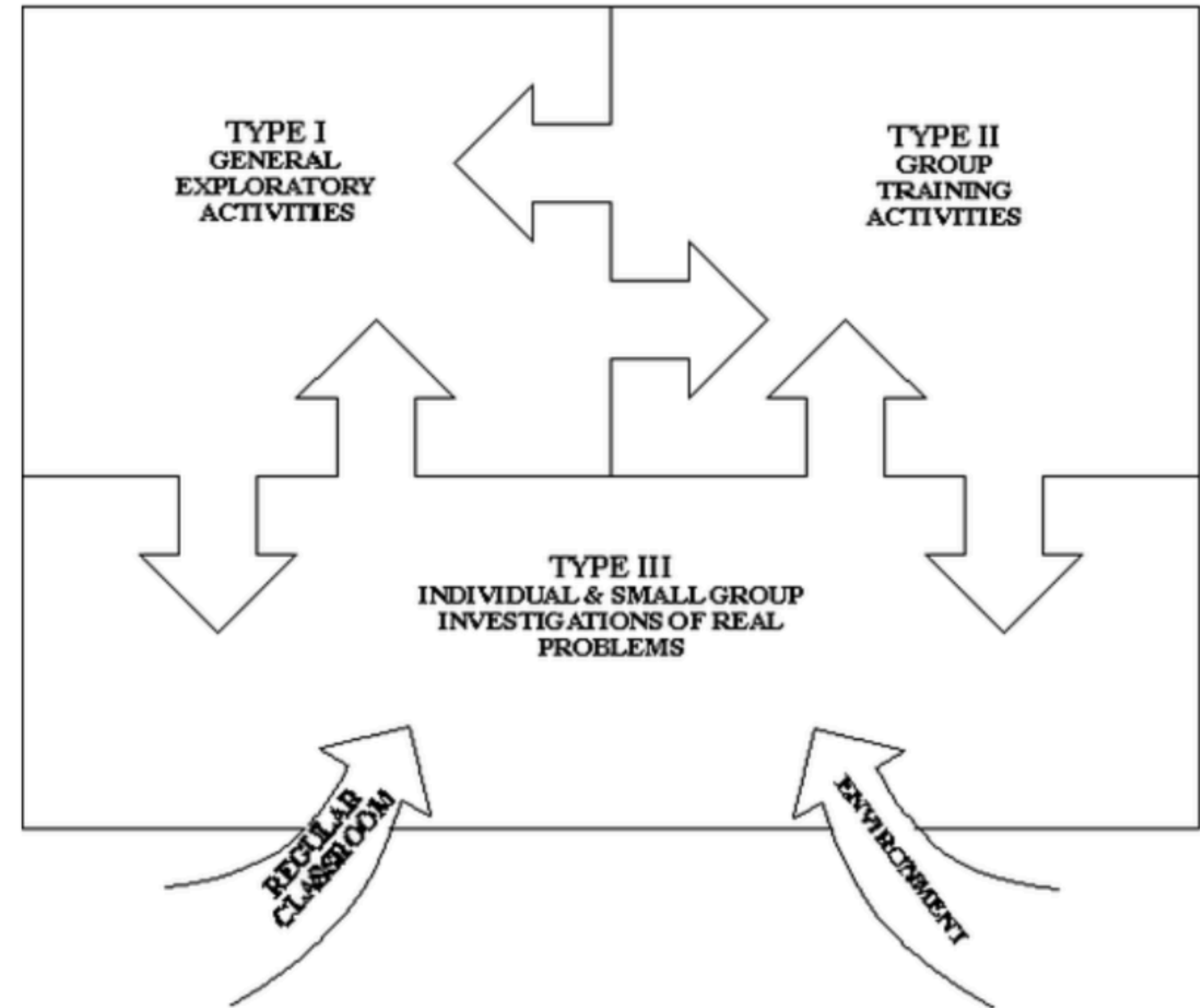


<b>SEE</b>  What do you see?	
<b>THINK</b>  What do you think about that?	
<b>WONDER</b>  What questions do you have about this?	



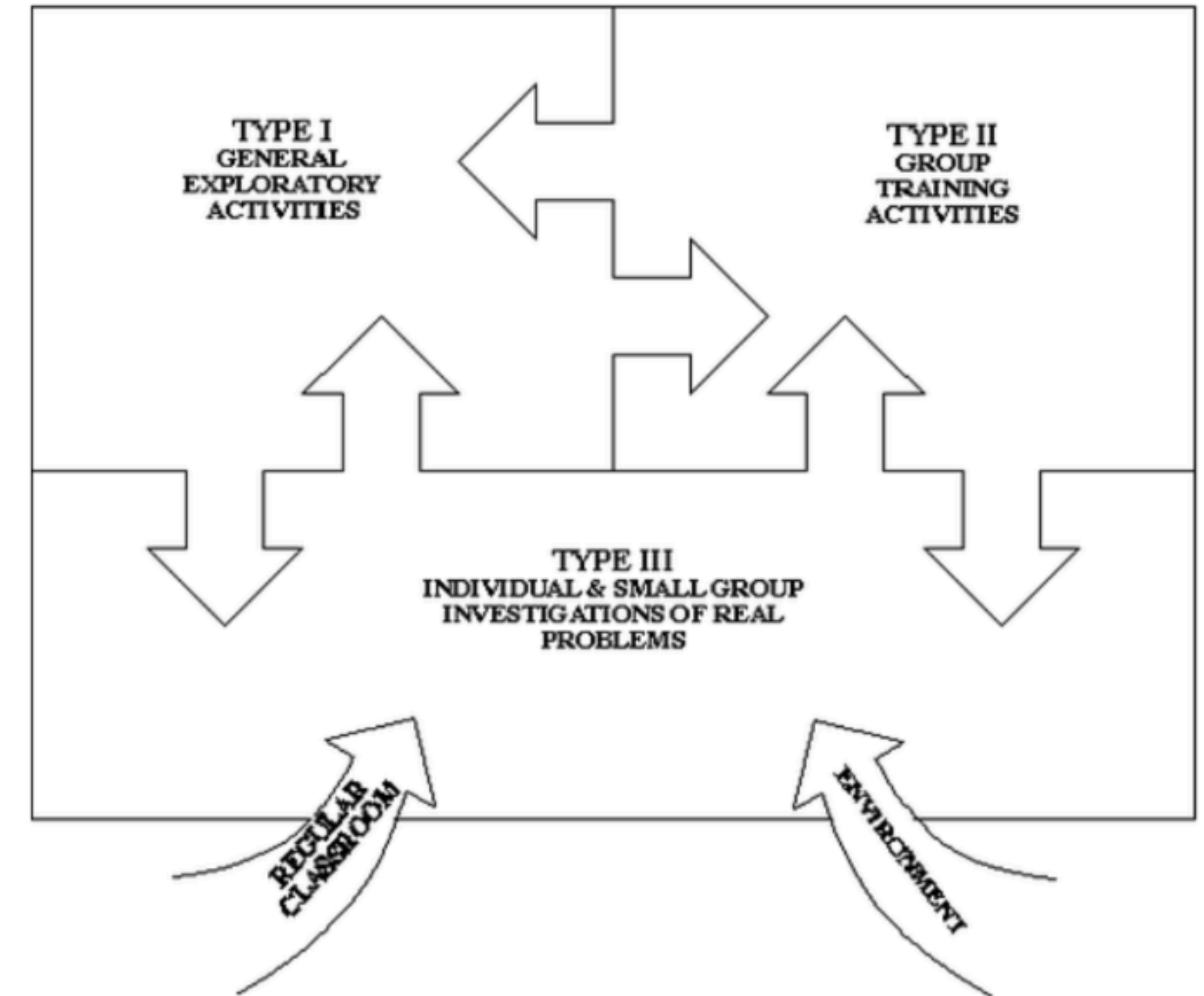
Triad consists of three stages, referred to as Type I, Type II, and Type III. The stages combine to create a student-centered model, focusing on engagement and motivation by addressing the talents, passions, and interests of all students.

## The Triad




The triad is student-driven and the interests and questions of students determine their learning path. It challenges students to develop their critical thinking and problem-solving skills. When properly implemented, the triad impacts the learning of all students, enriching their lives and developing lifelong learners.

## The Triad





# Activities Type I

- All students benefit from type I activities
  - Motivation: dynamic activities that will stimulate new interests
  - Introduce students to big ideas
  - Provide opportunities for type II and type III
  - Expose young people to subjects and ideas not usually offered in the regular class.
- 

# Activities Type II

- General cognitive skills such as creative problem solving, critical and creative thinking, decision making, cooperative working
- How – to skills: interviewing, analysing, taking notes, etc (Bloom Taxonomy)
- Research skills: use the ICTs
- Written, oral and visual communicative skills





# Activities Type III



- Dynamic and unplanned by the teacher
- Personalized learning by doing
- Production of authentic products for an authentic audience
- Real – life situations; real life solutions to problems that can bring about a change
- Use of checklists, rubrics, portfolios to assess the final product



**SCHOOL ENRICHMENT PROGRAMME**



- 16 TEACHER TRAINERS AND MENTORS**
- 400 TEACHERS AT SCHOOLS**
- 36 SCHOOLS**
- 4000 STUDENTS INVOLVED**
- 40 FUTURE TEACHER TRAINERS**



**IDENTIFY ACTIVITIES  
TYPE I, II AND III IN  
THE FOLLOWING  
PROJECTS**