

Changing Roles

| Strategy | Role of the Teacher | Role of the Student |
|--|--|---|
| Brainstorming | Cheerleader <ul style="list-style-type: none"> • Encourages participation • Is creative, has fun | Idea Generator <ul style="list-style-type: none"> • Thinks creatively • Makes new connections |
| Cooperative Learning | Parent <ul style="list-style-type: none"> • Prepares students in advance • Give students responsibility • Provides for equal participation | Peer Participant <ul style="list-style-type: none"> • Collaborates in learning process • Gives supportive feedback |
| Demonstration | Salesperson <ul style="list-style-type: none"> • Gives organized presentations • Has students replicate | Interested Observer <ul style="list-style-type: none"> • Watches carefully • Asks questions • Rehearses in his/her mind |
| Guided Practice | Coach <ul style="list-style-type: none"> • Sets practice rules • Ties learning goals to practice | Athlete at Practice <ul style="list-style-type: none"> • Remembers basic techniques • Repeats, repeats, repeats • Focuses on achievement |
| Inquiry | Mystery Writer <ul style="list-style-type: none"> • Leads to "discovery" • Provides clues • Foreshadows events | Scientist <ul style="list-style-type: none"> • Asks questions • Makes observations • Tests hypotheses |
| Instructional Technology | Pilot <ul style="list-style-type: none"> • Integrates technology • Is knowledgeable about systems • Monitors learning systems | Explorer <ul style="list-style-type: none"> • Follows new paths to learning • Uses technology • Shares with others |
| Lecture | Expert <ul style="list-style-type: none"> • Directs thinking • Shares knowledge • Evaluates students | Listener <ul style="list-style-type: none"> • Pays attention • Relates to previous knowledge • Organizes knowledge |
| Memorization | Magician <ul style="list-style-type: none"> • Teaches "tricks of the trade" • Creates new tricks | Sorcerer's Apprentice <ul style="list-style-type: none"> • Copies traditional techniques • Experiments with new tricks |
| Note-taking/ Graphic Organizers | Master Mechanic <ul style="list-style-type: none"> • Knows right tool for the job • Provides important information • Teaches how to use the tools | Artisan <ul style="list-style-type: none"> • Captures ideas • Uses fundamental tools • Expresses personal creativity |

Changing Roles, continued

| Strategy | Role of the Teacher | Role of the Student |
|---------------------------------------|--|--|
| Presentations/ Exhibitions | Olympic Judge <ul style="list-style-type: none"> • Establishes ideal performance • Evaluates students | Speaker <ul style="list-style-type: none"> • Shows well researched preparation • Has good platform skills • Informs the audience |
| Problem-based Learning | Coach <ul style="list-style-type: none"> • Presents problem situation • Encourages skill development • Supports students in the process | Detective <ul style="list-style-type: none"> • Analyzes the situation • Makes detailed observations • Seeks solutions |
| Project Design | Consultant <ul style="list-style-type: none"> • Provides background on project • Sets design specifications • Advises on process | Engineer <ul style="list-style-type: none"> • Examines the design specifications • Designs solutions • Tests solutions |
| Research | Resource Person <ul style="list-style-type: none"> • Teaches problem-solving • Poses problems • Translates into students' world | Scientist <ul style="list-style-type: none"> • Poses problems • Collects evidence • Organizes information |
| Simulation/ Role-playing | Stager <ul style="list-style-type: none"> • Manages the situation • Sets simulation/game in motion • Watches from the wings | Player <ul style="list-style-type: none"> • Focuses on the goal • Plays role with enthusiasm • Strives to improve |
| Socratic Seminar | Travel Agent <ul style="list-style-type: none"> • Enables learning from group • Guides group's journey | Journalist <ul style="list-style-type: none"> • Gathers and analyzes information • Organizes thoughts and ideas • Expresses ideas clearly |
| Teacher Questions | Conductor <ul style="list-style-type: none"> • Orchestrates learning • Guides performance | Expert <ul style="list-style-type: none"> • Responds to questions • Seeks new information |
| Work-based Learning | Navigator <ul style="list-style-type: none"> • Guides students • Shows students "destination" • Connects school and work | Apprentice <ul style="list-style-type: none"> • Models the master worker • Develops habits of the jobs • Seeks to improve constantly |

Instructional Strategies and the Rigor/Relevance Framework

| Strategy | Acquisition Quadrant A | Assimilation Quadrant C | Application Quadrant B | Adaptation Quadrant D |
|-----------------------------------|---------------------------|----------------------------|---------------------------|--------------------------|
| Brainstorming | ★★ | ★★★ | ★ | ★★★ |
| Cooperative Learning | ★★ | ★★ | ★★★ | ★★★ |
| Demonstration | ★ | ★ | ★★★ | ★★ |
| Guided Practice | ★★★ | ★★ | ★★ | ★ |
| Inquiry | ★ | ★★★ | ★★ | ★★★ |
| Instructional Technology | ★★ | ★★★ | ★★★ | ★★★ |
| Lecture | ★★★ | ★★ | ★ | ★ |
| Memorization | ★★★ | ★★ | ★★ | ★ |
| Note-taking/Graphic Organizers | ★★ | ★★ | ★★ | ★★ |
| Presentations/Exhibitions | ★ | ★★ | ★★ | ★★★ |
| Problem-based Learning | ★★ | ★★ | ★★★ | ★★★ |
| Project Design | ★ | ★ | ★★★ | ★★★ |
| Research | ★★ | ★★★ | ★ | ★★★ |
| Simulation/Role-playing | ★★ | ★★ | ★★★ | ★★★ |
| Socratic Seminar | ★ | ★★★ | ★ | ★★★ |
| Teacher Questions | ★★ | ★★★ | ★ | ★★★ |
| Work-based Learning | ★★ | ★★ | ★★★ | ★★★ |

Key ★★★ Ideal Strategy ★★ Appropriate Strategy ★ Least Appropriate Strategy