

# INSTRUCTIONAL STRATEGIES *café*



## STARTERS

(ENGAGE)

### STRIKE OUT .....

Review key content via small and large group discussions through this strategy. The end product is a master list of major ideas from the unit or concept generated by the entire class. The master list can also serve as a pre-writing tool/organizer.

### CREATE THE PROBLEM .....

This instructional strategy allows students to create a problem that matches a given real-world solution.

## ENTREES

(FORMATIVE ASSESSMENT)

### STRATEGY HARVEST .....

This instructional strategy allows students to analyze and compare other strategies for problem solving.

### GRAM IT .....

Also known as a GIST statement. Gram It is used to help students synthesize and summarize information in a clear and concise way.

## DESSERTS

(EXIT TICKETS & CLOSURES)

### 3-2-1 .....

3-2-1 is a strategy, which provides a structure for students to reflect on their learning. Through this strategy students respond to three questions that serve to guide students to reflect on their learning experience and the content learned. 3-2-1 works well as an exit ticket, but can be used in any part of a lesson. 3-2-1 allows the teacher to formatively assess student understanding.

### SYNECTICS .....

This strategy is a creative problem solving method that involves prior knowledge and experience. Groups use analogies and metaphors to make deeper connections to key concepts.



**K20**  
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