PasadenaLEARNs

POWER HOUR TOOLKIT

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POWER HOUR TOOLKIT
LIST OF TOOLS

The Power Hour Form
Vocabulary Concentration Game
Pass the Passage
Guess the Word
Types of Graphic Organizers
Websites for Graphic Organizers and Power Tools

ALL GRADES (K-6)

Vocabulary Web
Power Hour Bingo
Idea Wheel
Sandwich Chart
Venn Diagram
Venn Diagram (with lines)
What's the Main Idea (fish)
Cause –Effect (fish)
Coat of Arms
Character Map #1
Story Map 3 (beginning, middle, end)
Who, What, Where, When, Why, How
KWFL Chart

PRIMARY GRADES (K-3)

Child Map
Ice Cream Cone
Garden Gate
Setting Stage
Follow the Clues (feet)
Story Train (beginning, middle, end)
Sense Chart
Mouth Chart
Rule Pots
Setting Comparison
Event Map

UPPER GRADES (4-6)

Author Tools
Story Map
Character Comparison Sheet
Plot Sheet and Conflict List
Problem and Solution Diagram
Spider Map
Describing Wheel
Observation Chart
Planning Chart (for writing)
Comparing Me to a Character in a Book
Vocabulary Worksheet
Vocabulary Journal
Attribute Web #3

THE POWER HOUR FORM

Name_____   Date_____

PREDICTION – What do you think this passage/story is about?

_____

_____

_____

_____

_____

VOCABULARY WORDS	DEFINITION (IN CONTEXT)
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
7. _____	_____
8. _____	_____
9. _____	_____
10. _____	_____

SUMMARY – Use words such as first, next, then, etc.

_____

_____
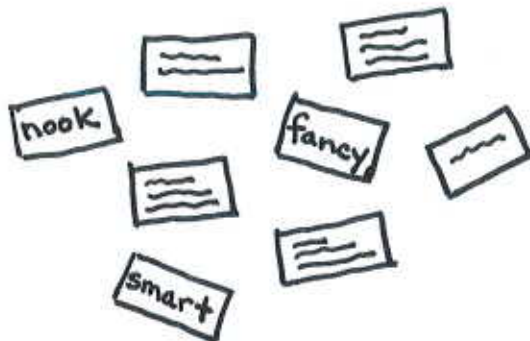
_____

_____

_____

_____

First reading: date_____ wpm _____
Second reading: date _____ wpm _____
Third reading: date _____ wpm _____

Power Hour
"Vocabulary Concentration Game"

Have 3-4 students in a group play Concentration using an index card for each Power Hour vocabulary word and another index card for each word's definition. Have students write the words and definitions on the cards.

Students take turns turning over two index cards to match a vocabulary word with its definition. If the cards match, that student keeps the cards and gets another turn. If the cards do not match, the student turns them back over and the next student takes his/her turn. The index cards must stay in the same place when turned back over.

After all the cards have been matched, the winner is the student with the most index cards.
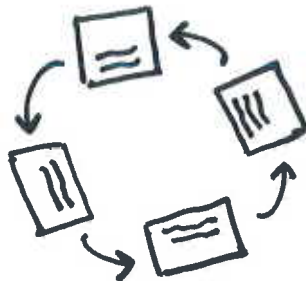

L. Louie 3/06

PasadenaLEARNs
Power Hour Creative Writing
"Pass the Passage"

After the students have completed reading the passage, give each student a piece of lined paper. Place the students in small groups of 4-5. Give the students one minute to write on their paper, continuing the passage.

At the end of a minute, each student passes their paper to the student on their right. Then the students continue the passage from what was previously written for another minute.

Continue this process until the students' original papers come back to them. This will only take a total of four to five minutes in the small groups.

Then the students can read the continuation of the passage either to themselves or aloud, taking turns. They can discuss whether or not their story actually went in the same direction they had anticipated or not

J. Smith 3/06

Power Hour
"Guess the Word"

Students may play this game with a partner, small group, or as a whole group. One student chooses a vocabulary word and writes the word on a small piece of paper. Then that student gives oral and/or written clues about the chosen word. The clues should be general at first and then become progressively more detailed/specific.

Other students try to "guess the word" after each clue until the correct word is discovered. The student who guesses the correct word gets to begin the next game.

Guess the Word Game (A P.C. Variation on Hang-Man)

Students can play this game as partners, in a small group situation or as a whole class. One student picks a work from the current or previous week's vocabulary list. Then the student gives a few clues, until the other student(s) guess the word, such as:

1) The clue can tell how many letters are in the word and give one letter to start out:
"I'm thinking of a 5 letter word, that starts with a t"...

2) The clue can define the part of speech:
"I'm thinking of a verb(or action word)..."

3) The clue can give hints to the definition:
"The word is the opposite of up" (down)
"The word is a fancy way to say you like something"

4) The students can hint around at describing the word in their own words (paraphrasing/defining) or show ways you might use the word:
"This is a sneaky word, when you try to fool someone"
"You can go to this place only in a car"

5) The students will come up with clever rules of their own and ways to play this game... You might just dive in one day to get their attention and say, "I'm thinking of a word, can anyone guess it?

J. Ketner 3/06

GRAPHIC ORGANIZERS

There are many types of graphic organizers that enable students to organize and separate information into a pictorial form. They also assist the student to focus and understand the topic/concept and examine relationships between items and meanings associated with them, as well as generate ideas and develop thoughts visually.

The following list and description of common graphic organizers is from the Enchanted Learning/graphic organizers website. Many of these types, as well as others, are included in the Power Hour Toolkit.

Star: If the topic involves investigating attributes associated with a single topic, use a star diagram as your graphic organizer. Example: Finding methods that help your study skills (like taking notes, reading, doing homework, memorizing, etc.).

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 organizer. This is like the star graphic organizer 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.

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 organizer. Example: Examining the effects of improved farming methods.
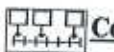
Cloud/Cluster: If the topic involves generating a web of ideas based on a stimulus topic, use a clustering diagram as your graphic organizer. Example: brainstorming.
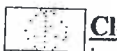
Tree: If the topic involves a chain of events with a beginning and with multiple outcomes at each node (like a family tree), use a tree as your graphic organizer. Example: Displaying the probabilistic results of tossing coins.

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.

Continuum/Timeline: If the topic has definite beginning and ending points, and a number of divisions or sequences in between, use a continuum/timeline. Example: Displaying milestones in a person's life.

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 organizer. 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.

Venn Diagram: If the task involves examining the similarities and differences between two or three items, use a Venn diagram. Example: Examining the similarities and differences between fish and whales, or comparing a book and the accompanying movie.

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.

Y-Chart Diagram: If the task involves analyzing 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 charater looks like, sounds like, and how the charater feels.

T-Chart Diagram: If the task involves analyzing 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.

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.

PMI Diagram: If the task involves analyzing the plusses, minuses, and implicatios of a decision or an action, use a PMI Chart. Example: Fill out a PMI Chart to help evaluate the positive, negative and interesting points associated with taking a new job.

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

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 organizer . Example: Fill out a cause-and-effect diagram to trace the steps in a feedback loop..

KWHL Diagram: If the task involves analyzing 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.

Pie Charts: If the task involves showing divisions with a group, use a pie chart. Example: Draw a pie chart to show what percentages of a population have blue eyes, green eyes, or brown eyes.

Vocabulary Map: Graphic organizers 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 organizers help you organize the structure of a paragraph, including a topic sentence, sentences with support details, and a conclusion 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.

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

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

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

Animal Report Diagrams: Many graphic organizers are useful to help prepare for writing a report on animals. Before writing, the student should think about and list the major topics that will be researched and covered in the report.

Geography Report Diagrams: These graphic organizers are useful to for doings a short report on a country or other area. The student draws a map and flag, and looks up basic information on the area.
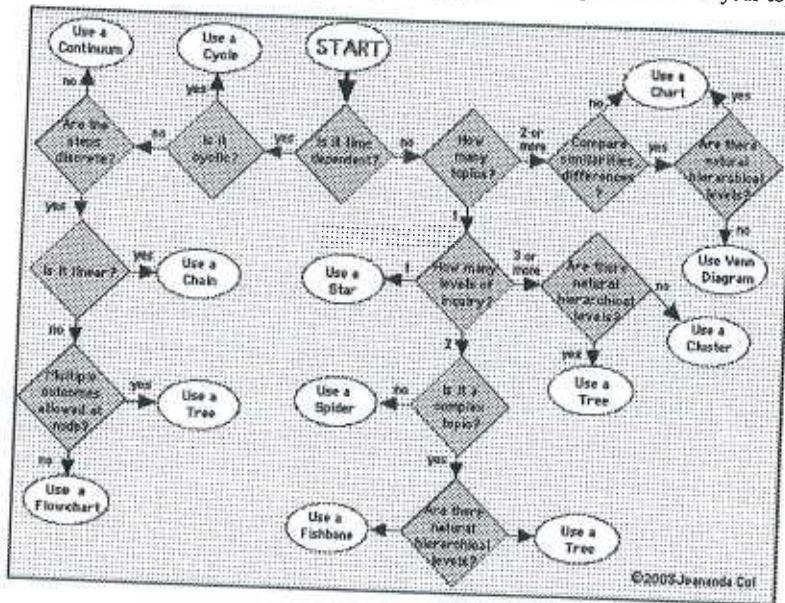
Math Diagrams: Many graphic organizers are useful to learn and do math, include Venn diagrams, star diagrams, charts, flowcharts, trees, etc.

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

Flowchart of How to Choose a Graphic Organizer

To find an appropriate graphic organizer, answer the following questions about your topic:

Websites for More Graphic Organizers and Power Tools

Ed Helper.Com (many levels, good quality, adapting possible)
http://www.edhelper.com/teachers/graphic_organizers.htm

Scholastic (nice variety, good print-outs)
http://teacher.scholastic.com/lessonplans/graphicorg/

Region 15 Graphic Organizers (upper elementary/middle)
http://www.region15.org/curriculum/graphicorg.html

Teachnology (both levels, some you can adapt on-line)
http://www.teach-nology.com/web_tools/graphic_org/

Houghton Mifflin Education Place (elementary, good quality)
http://www.eduplace.com/graphicorganizer/

Enchanted Learning (many resources)
http://www.enchantedlearning/graphicorganizers/