THINKING STRATEGIES

Years 11-12   **For parents and carers**

There are a number of strategies that can assist young people to address and analyse a particular problem or challenge. These tools can help with research, study and assignments.

The following resources can be used by young people at home to support their learning across a range of subjects or courses:

- Mind Tools has a wide range of useful strategies for study, work and life: https://www.mindtools.com/fulltoolkit.htm

- PMI - Plus/Minus/Interesting is a good way of weighing the pros, cons and implications of a decision, reading or article. Learners use a template to describe the pluses and minuses of the concept or approach and note what makes it interesting: https://edutoolbox.org/rasp/833?route=node/180

- SWOT Analysis - A framework through which the strengths, weaknesses, opportunities and threats are identified in order to make considered judgements on an issue, idea or proposal: http://www.nwlink.com/~donclark/leader/SWOT.html.

- Chunking - A 'chunk' is a piece of information that you view as a single 'thing'. Chunking is a way of organising separate pieces of information together: http://www.skillstoolbox.com/career-and-education-skills/learning-skills/effective-learning-strategies/chunking/

- Drilling Down - A problem solving technique and a way to request or seek out additional information on a specific subject: https://sigma.software/about/media/problem-solving-techniques-part-two

- Role Play - Helps to solve a problem or challenge by choosing a persona related to the problem and empathising with them: https://serc.carleton.edu/introgeo/interactive/roleplay.html

- Visualisation - Helps a learner see what the end result might look like. Learners can then begin with the end in mind, develop a clear understanding of where they want to go and map out the steps to get there.

- Question Matrix - A useful way of generating a number of starting points for an inquiry, assignment or piece of research: https://edcr3332015gardnersmultipleintelligences.weebly.com/the-question-matrix.html.

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- Venn Diagram - A useful tool for compare and contrast-type assignments. Commonalities between the concepts are identified in the area of the Venn diagram where both of the circles overlap. Differences are recorded in the areas of the Venn diagram where the circles do not overlap: https://gdhr.wa.gov.au/learning/teaching-strategies/sorting-out/venn-diagram

- Storyboard - A way of sequencing information for an assignment, essay or text. Story cards or sticky notes can be used to re-arrange the sequence of a narrative: https://www.facinghistory.org/resource-library/teaching-strategies/storyboard

- Mind map – A diagram used to represent words, ideas, tasks, or other items linked to and arranged around a central key word or idea. Mind maps are a great way to explore a topic, break a concept into chunks or create relationships between component parts: https://learningfundamentals.com.au/resources/

- Gantt Chart - Outlines the steps that need to be taken to complete a project and presents them in a logical sequence over time. A Gantt Chart is a useful way to step out the tasks, resources and milestones that need to be completed in order for a project to be completed: https://www.teamgantt.com/what-is-a-gantt-chart/how-to-make-a-gantt-chart