



School Year 2013 – 2014

ENGAGING IN GROWTH



ST. JOHN'S
INTERNATIONAL SCHOOL



The Thinker in Action! Creating a Culture of Thinking in our Classrooms



ST. JOHN'S
INTERNATIONAL SCHOOL

Who are we?





Our journey... Your journey?

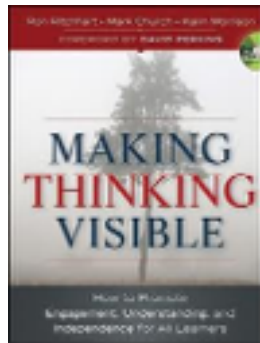
- Where we're coming from
- How we're getting there
- What you'll see along the way

"...children grow into the intellectual life around them."

(Vygotsky, 1978)



Examples of Thinking Routines



VISIBLE THINKING

Menu Bar



Purpose and Goals
 Visible Thinking is a flexible and systematic research-based approach to integrating the development of students' thinking with content learning across subject matters. An extensive and adaptable collection of practices, Visible Thinking has a double goal: on the one hand, to cultivate students' thinking skills and dispositions, and, on the other, to deepen content learning. By thinking dispositions, we mean curiosity, concern for truth and understanding, a creative mindset, not just being skilled but also alert to thinking and learning opportunities and eager to take them.

Who is it for?
 Visible Thinking is for teachers, school leaders and administrators in K-12 schools who want to encourage the development of a culture of thinking in their classrooms and schools.

Key Features and Practices
 At the core of Visible Thinking are practices that help make thinking visible. *Visible Thinking* closely guide learners' thought processes and encourage active processing. They are short, easy-to-learn mini-strategies that extend and deepen students' thinking and become part of the fabric of everyday classroom life. *Visible Thinking* are easily accessible concepts capturing naturally occurring goals, struggles or tensions that often propel our thinking. Four ideas – Understanding, Truth, Fairness and Creativity – are presented as modules on the site. There are associated routines for each idea and within each module there are activities that help deepen students' concepts around the idea.

A key feature of the Visible Thinking approach is the Teacher Study Group as described in the *School-Wide Culture of Thinking* section. In these groups teachers reflect on student work, or documentation, generated by students when using routines or investigating an idea. Documentation such as lists, maps, charts, diagrams, and workbooks reveal learners' unfolding ideas as they think through an issue. In study groups teachers use the structured conversation of a protocol to look at and reflect on thinking present in student work.

What You Will Find on the Site
 This site provides a convenient way to learn about Visible Thinking as well as thorough descriptions of the ideas, routines and activities that we've developed from research in K-12 schools.

The six sections of this site are: Visible Thinking in Action; Getting Started; Thinking Routines; Thinking Ideas; School-Wide Culture of Thinking; Additional Resources. Each of the illustrated boxes on the left margin of this page links to one of the areas. You can also click on the green start arrow to enter the site.

<http://www.pz.harvard.edu/vt/>



What Does Thinking Look Like in **the Classroom**?

- Everyone looks different in their “Thinking Cap”!
- “Healthy Buzz” or “Silent Thinker”?
- Time to think
- Think, Pair, Share®

“Teachers who are successful at promoting students’ thinking tend to develop, adapt, and make use of specific routines to scaffold and support students’ thinking .”

(Ritchhart, 2002)



MYST

Me: How do I make my own thinking visible?

You: How do I make my students' thinking visible?

Space: How is space in the classroom organized to help facilitate thinking?

Time: How do I give thinking time? How does thinking develop over time?



Some tools for you

Creativity

Understanding

Truth

Fairness



SLC - March 2013

Writing Sample Fall 2013 inspired by Bruegel's Children's Games

Look closely at Bruegel's painting of Children's Games and use the Thinking Routine of See, Think, Wonder to discuss and describe your thoughts about the painting.



See

Think

Wonder

Thinking Routine - Name:

Wonder

Give your child some feedback on his/her work

Wonder

Hear, Think, Wonder⁵

- Use what you can even if it is not much
- He never gave up despite all his challenges
- He has a good family but is starving
- How hard was it?
- How did he survive with so little food and drink?
- Would I have the courage to do it?



Understanding ideal

Headlines[®]

- Asthma in the Air
- Global Warming Affects All
- Health in Chocolate? Who knew?
- Diabetes can devastate people emotionally
- Euro Crisis Abated but Millions Still in Poverty
- Emotions – How Do You Perceive the World?





PAGE 2

HACKERS TAKING OVER THE CYBER- WORLD

Did you know that a hacker can crack your email password in less than 2 minutes? Did you know that over 600,000 Facebook profiles get hacked every day?

If you want to learn more come visit Antoni's Awesome Hacking Booth!

ORIGAMI TO IMPROVE YOUR HEALTH AND BRAIN

Origami is a Japanese word for paper folding but did you know that origami has some health and brain benefits? Come into the world of origami at Akanksha Bansal's Booth.



BONES AS MUSICAL INSTRUMENTS!

Have you heard of Indian music? Well a long time ago sticks and bones were used as musical instruments, and hollow bones were made as flutes and recorders! Creepy, I know!

Come and visit Archita Gupta's booth and you will enter the world of Indian music!



VIDEOGAMES ARE A SCAPEGOAT FOR NU- MEROUS CRIMES AND ROBBERIES!

Yes, an innocent videogame may change our brain both in a good way and in a bad way; crimes or being the best in the class, robberies or living a happy life. Why are they bad for you? How do you know? What are the positive sides?

If you want to know come to Bernardo's booth and enter the world of videogames!

PAGE 3

DON'T THINK IT, INK IT!

Printing... we do it all the time, but do we even notice that the stuff that comes out of the printer, ink, is disappearing? Is it because we waste so much, or is it that we need a little help with finding the solution to this problem?

Come visit Anna-Rosa's ink booth to find out what solutions are available, and much more about ink...

WHAT WOULD YOU DO FOR MONEY?

What drives people to steal, to risk their lives to get precious items? And if the urge gets the better of them what will they steal, and how? Learn about the gadgets police use, and how they work by coming to Abdulla's world of crime.

In the future there is a likelihood that more children will become Third Culture Kids. This is because of globalization and social media. Are there advantages and disadvantages? Can it affect your personality? Come to David Lanzman's booth to learn about Third Culture Kids.

HOW CAN WE USE SNAKE VENOM TO STOP DISEASES?

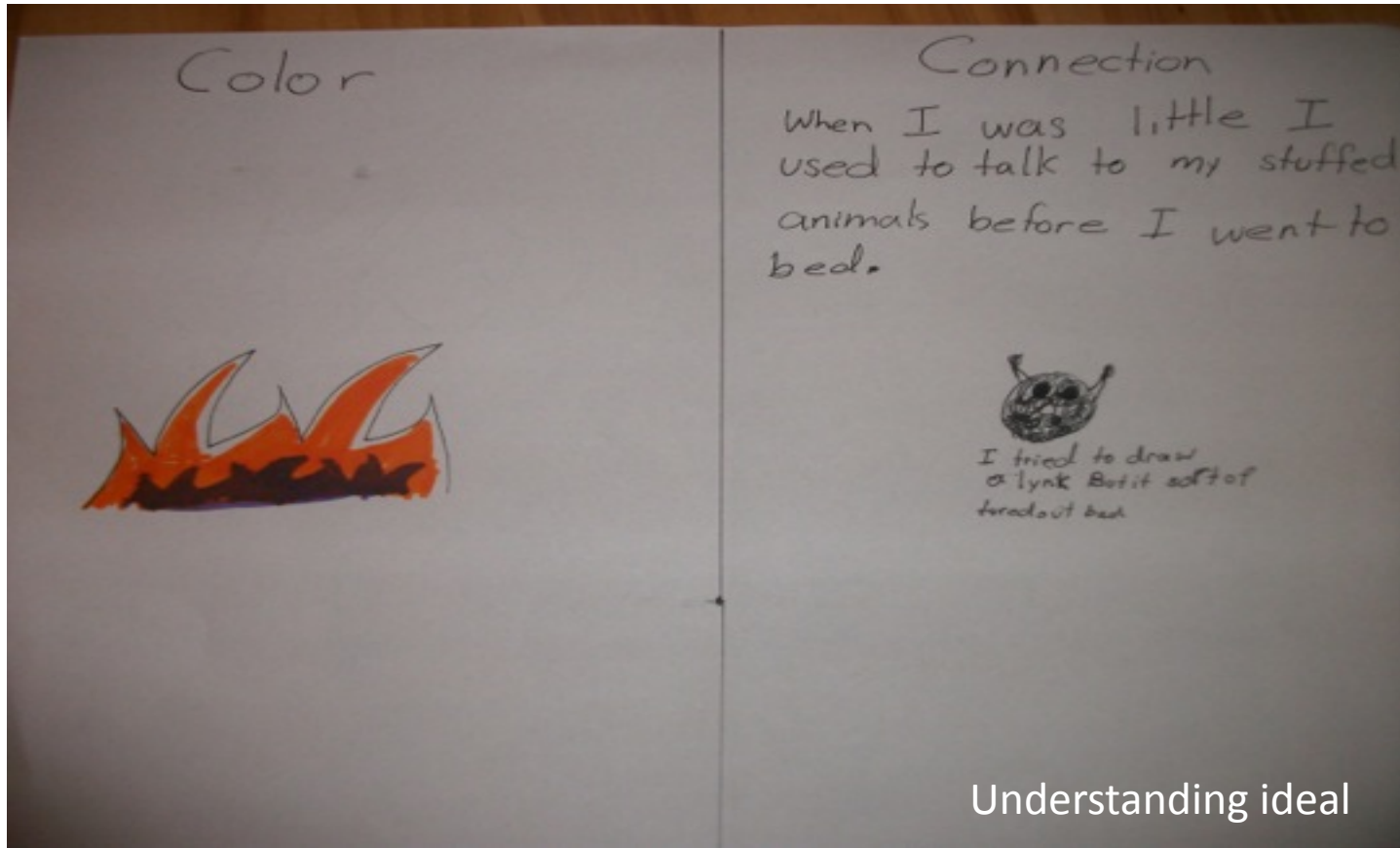
Snakes have been upon us for billions of years and I would like to tell you about them so sither up to Alex Chappelle's booth.

SEEING JUMBLED UP WORDS

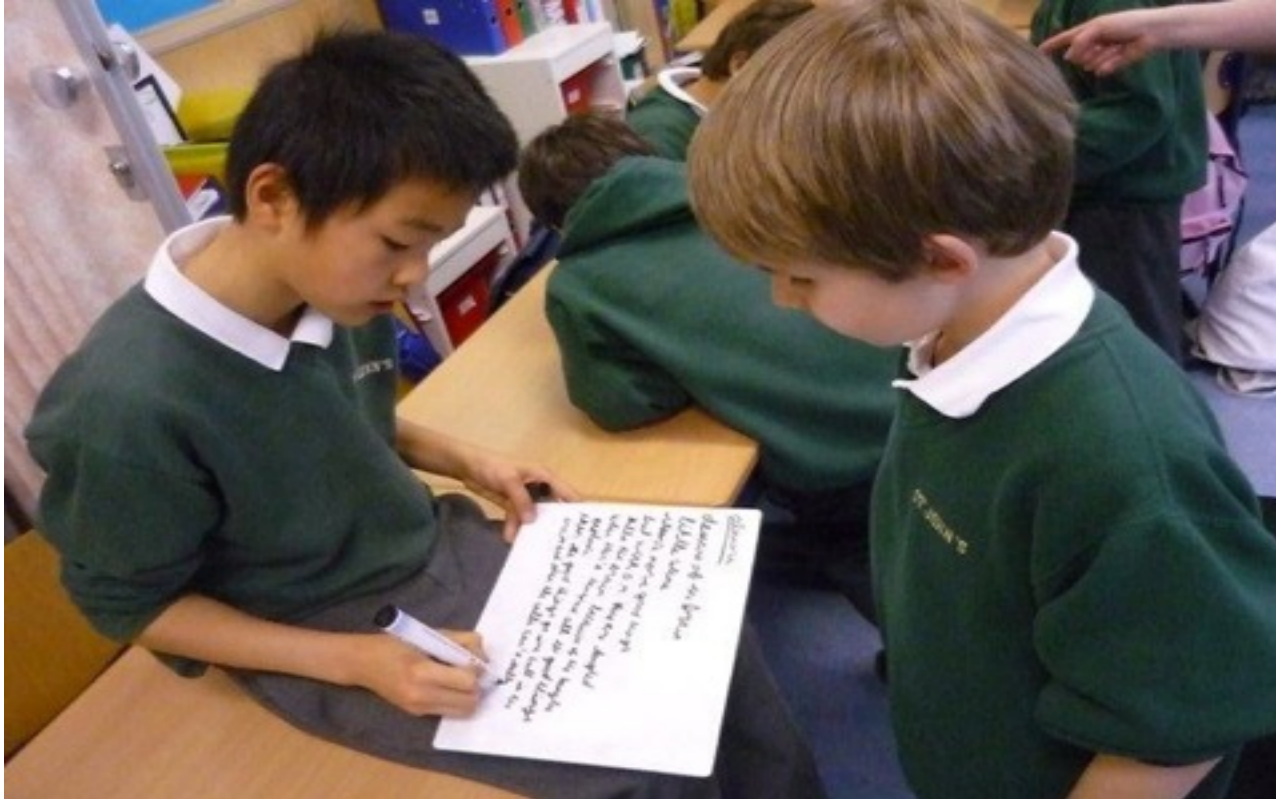
Dyslexia: a special learning disability. You will never see words correctly. They will always be jumbled up, but the good news is you will always find strategies to help you. If you want to discover more, go to Blanca Mosquera's booth and you will find out.

THIRD CULTURE KIDS



CSI[®] → Color Connect⁵

Brain Replay⁵



Understanding ideal



I used to think ... now I think[®]

I used to worry about moving the decimal point in the right direction and I always felt lucky when I got the answer is right. Now , I know when I am right.
(Anna, 10)

I used to think that multiplying or dividing by 100 was all about adding or taking away zeros. Now I know that the number is getting 100 times bigger or smaller. (Kevin, 10)

I used to think division was subtraction, now I think division is splitting into groups. (Robin, 9)

More understanding routines...



Think Pair Share



What makes you say that?



Cuddle-huddle

Reporter's Notebook

Current events – Evaluating media sources

- What facts are you sure about?
- Which ones do you need to know more?
- Try to capture the feelings you notice or imagine

	Clear	Need to Check
Facts & Events	<ul style="list-style-type: none"> • The region is without power and without electricity • The airport is closed • 	<ul style="list-style-type: none"> • 15000 families without a home • The first cases of diphtheria have been recorded
Thoughts & Feelings	<ul style="list-style-type: none"> • The children are frightened • People are afraid of the high risk of epidemic 	<ul style="list-style-type: none"> • The president does care about the homeless people



Conflict resolution

- What was the conflict about?
- Point of view of each participant
- Best judgment based on situation

Fairness ideal



Circle of Viewpoints

I am thinking of the idea of Urban Development from Mullet Fingers' point of view



I personally think that developing this site for a pancake house is wrong because it is ruining the owl's habitat.



Urban Development
vs
Wild Life Habitats
A question I have from this view point is 'How can they do this knowing that the owls are in danger?' 'Does an owl have a price?'



Fairness ideal

Question Circles⁵

Looking at perspectives



Truth/Fairness ideal

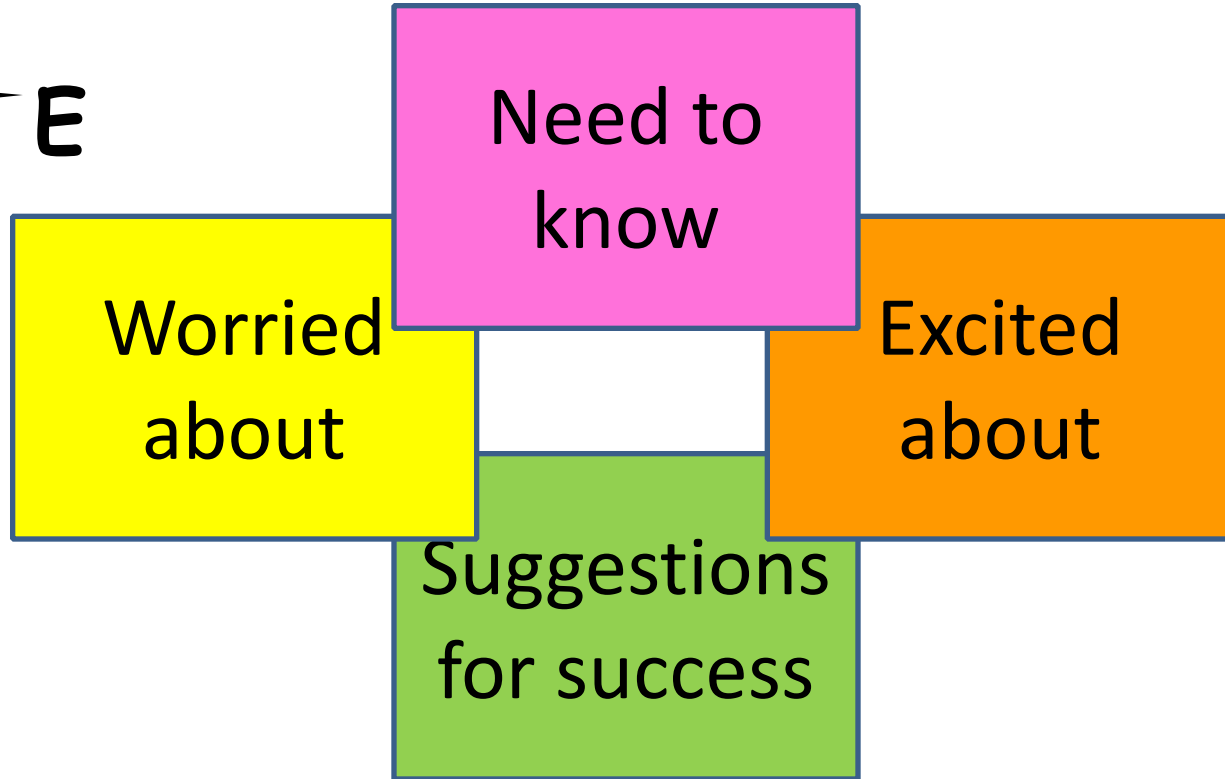
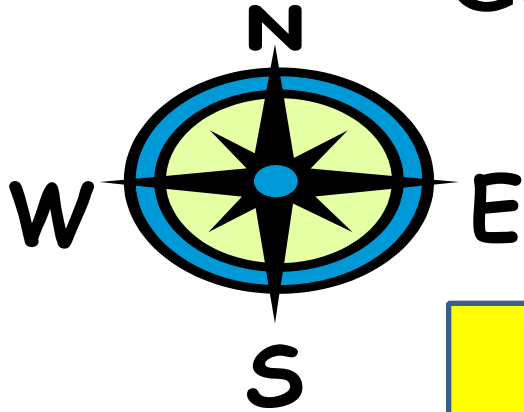


- What is it?
- What are the factors that contribute to over-population?
- Why are more animals dying and more people being born?
- How could we reduce the amount of people?
- Will we run out of food to feed everybody?
- Why are there more people than there were back then?
- How many people live on earth?
- How many more people live now than before?
- How is it affecting our world?
- What will happen?
- In how long/are there too many people on earth?
- Why is the over-population a big problem?
- If we had two earths, would both have too many people on them?
- Will poorer people be annoyed if the world over-populates?
- Will the world over-populate?
- Do some people not care if the world will over-populate?

Questions about Over-Population



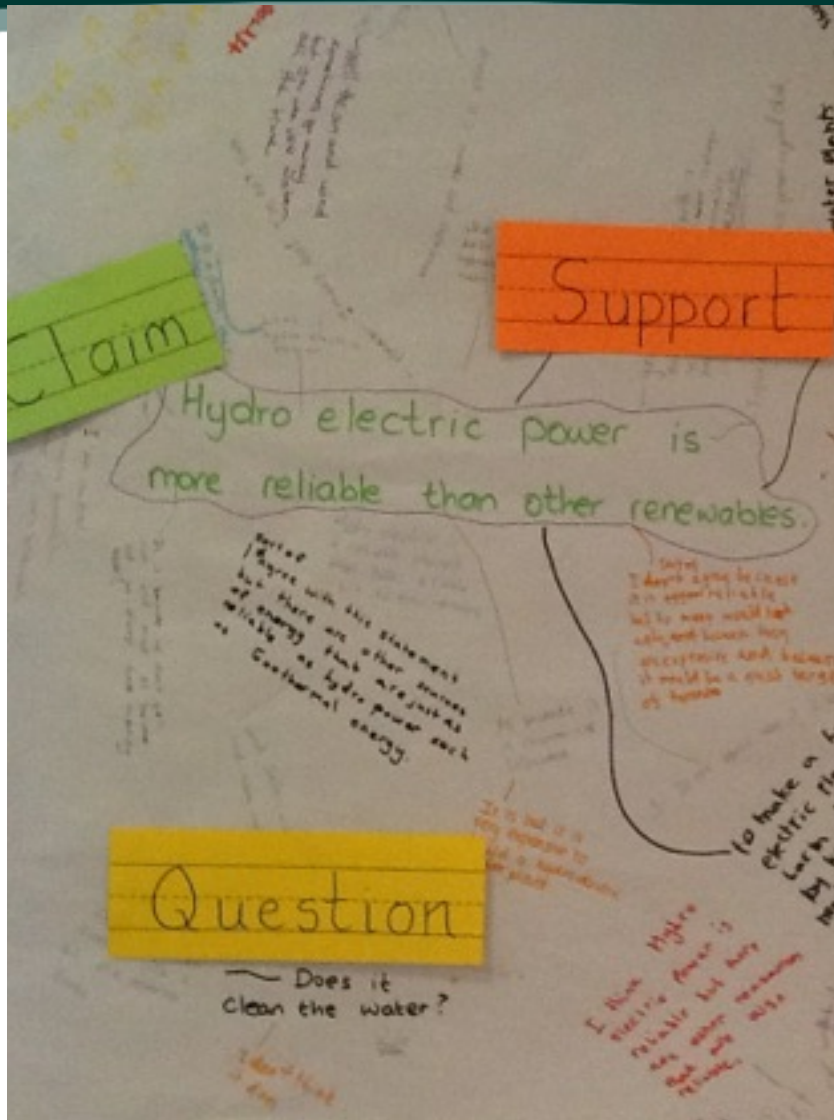
Compass points®



Truth ideal

Share your thoughts





Claim Support Question[®]

Truth ideal

True for Who?®

Possible issues to discuss:

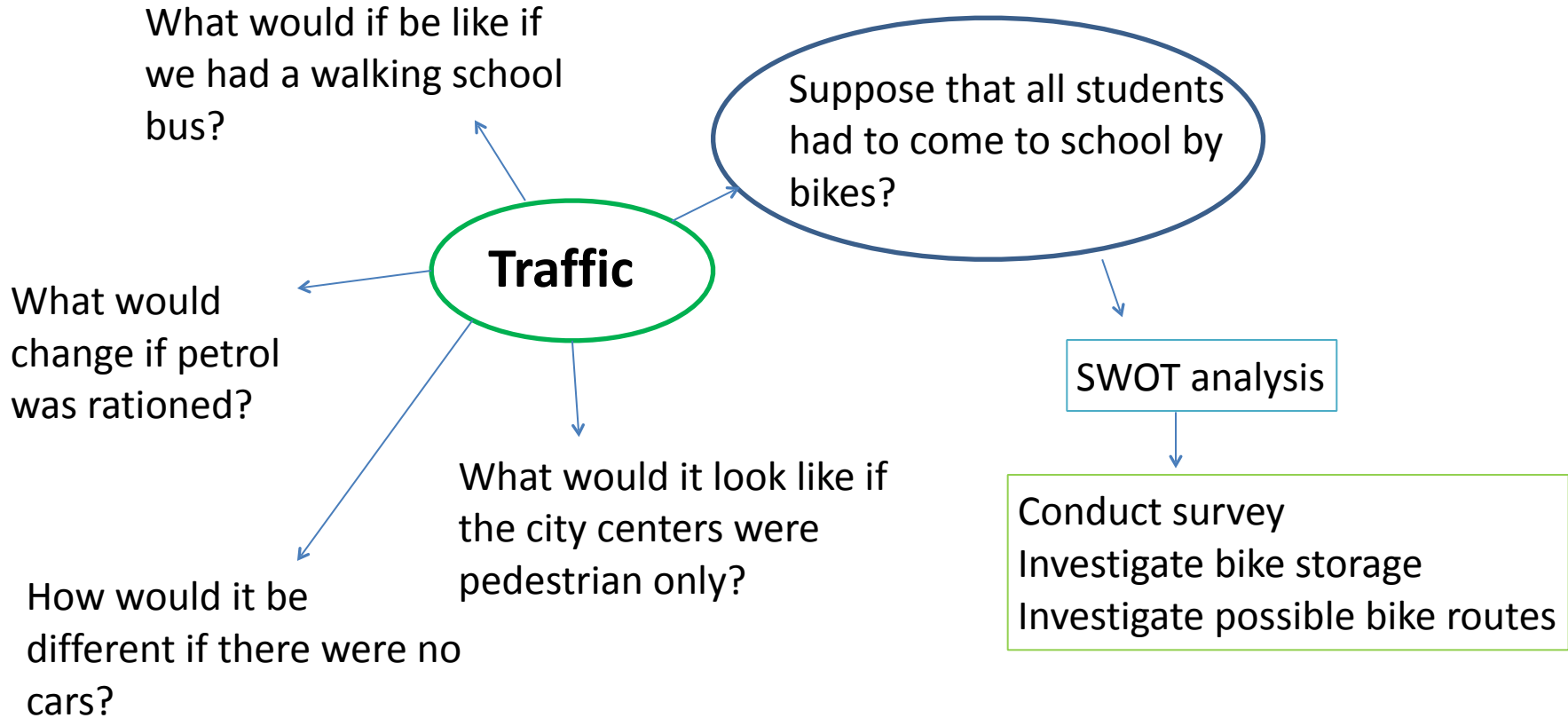
- School food
- Uniform
- Fur coats
- Wind turbines
- Staff issues



- Identify the different perspectives (company building/developing, environmentalists, villagers, government, politicians...)
- Dramatize each role (individually or in groups) and present a stance
- Stand back and evaluate reflect on perspectives presented. **Come to a conclusion (argument) and what are the new questions, what solutions could be suggested to reach a consensus**

Truth ideal

Creative Questions[®]



Creativity ideal

If this wind turbine were an animal, it would be a elephant because

It's very tall like an elephant and the blades are like the tusks and they are also like the trunk.

If this wind turbine were a what would it be?



If this wind turbine were a plant, it would be a wheat because it

looks like a windmill and its origin was in Holland where they used to grind up the wheat

If this wind turbine were an city, it would be a Scotland because I

know as a fact that Scotland is very windy and they have a lot of wind turbines

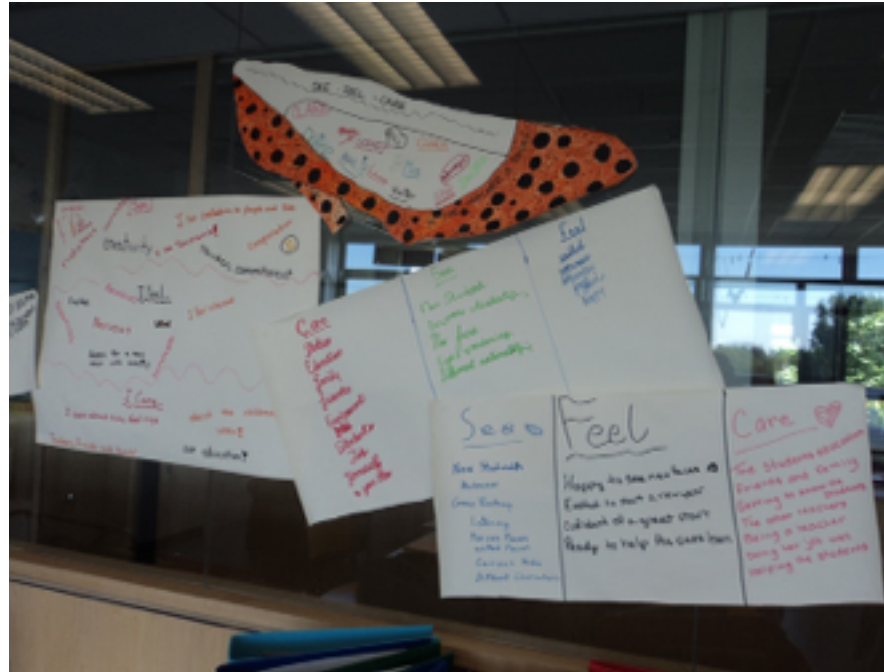
Extension

If this wind turbine were a building, it would be a crystal because

it is a sustainable source of energy like the crystal which runs on sustainable energy

®

Step Inside Perceive-Know about-Care about



Creativity ideal



Selecting the thinking routines

key thinking ideals

fairness truth understanding creativity

types of thinking/ key thinking moves

looking closely reasoning building expectations

the most commonly used in different subject areas or levels





MTV Arc of Learning Organizer

Context:	Name of Team: Grade 5 Grade level/Subject area: Grade 5 UOI How the World Works	Main topic explored: Light Length of the Unit: Content Area: Science
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Understanding Goals:	1 Light reacts in different ways according to the matter it comes into contact with	2 :Light travels in a straight line and lenses, water or prisms show that light beams can be bent (refract)	3 Through an understanding of its properties, light can be controlled to achieve a particular purpose.
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What Students Will Be Doing:

Lesson 1: Observe natural, every day effects of light and ask questions	Lesson 2: Observe a periscope, experiment with it and explain how it is made with a labeled sketch	Lesson 3: Analyze how a popular game app uses the properties of light
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	Thinking Routines	Art/Artifacts/Provocations	Documentation	Cultural Forces	Notes
Lesson 1 UG#	Creative questions	 	A collection of creative questions generated by the students. These questions should be posted in a visible location as prompts to further inquiries.		The 3 pictures provide opportunities to address light separation, light traveling in a straight line, opaque (shadows) and translucent materials.
Lesson 2 UG#	Circle of View points Fairness - Is the use of periscope of a periscope respectful of all parties? Try - Think - Wonder -	 3D object - not a photo	Students' sketches of what they imagine is inside. A printed sketch to compare.		
Lesson 3 UG#	Think- Puzzle - Explore		The 'Explore' will lead to a series of inquiries into light related topics such as moon light, lightning, shadows, fog lights...		

Building Blocks

Creative questions

Light reacts in different ways according to the matter it comes into contact with

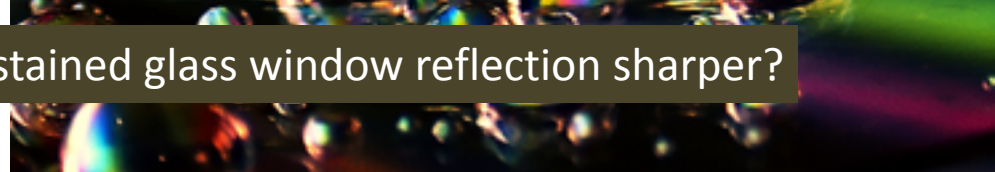
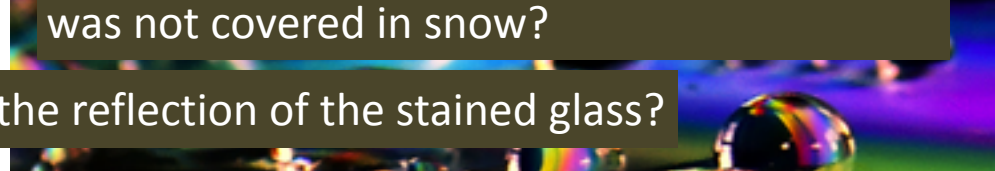
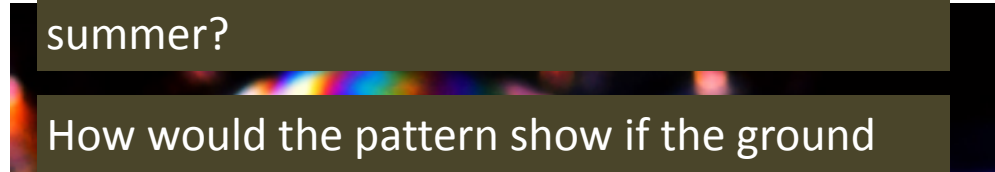
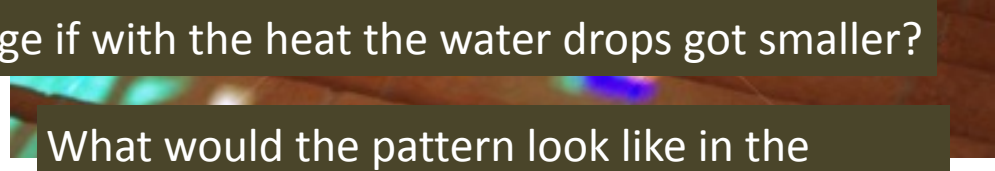


How would the designs change if with the heat the water drops got smaller?



Could the art work be the reflection of the stained glass?

How could we make the stained glass window reflection sharper?

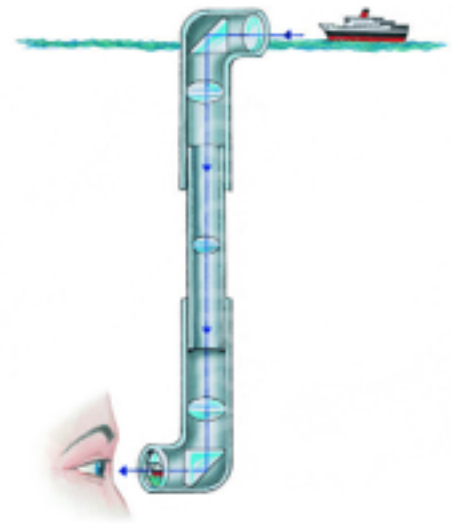
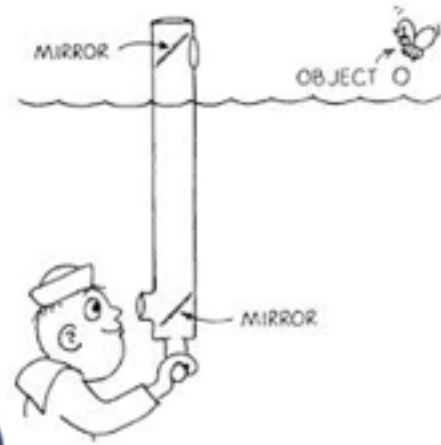
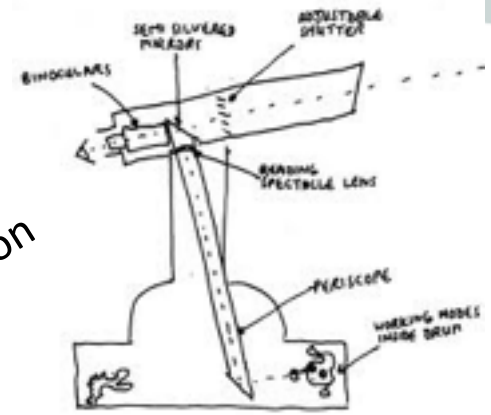


Try Think Wonder

Light travels in a straight line and lenses, water or prisms show that light beams can be bent (refract)



Documentation



Think Puzzle Explore®



What properties of light are used in this game?

Through an understanding of its properties,

What are the ways in which light can be controlled to achieve a particular purpose.

What see-through objects can be used to achieve a particular purpose?

What important questions would you like to inquire about?



PMI® Edward de Bono

P = Plus - *The good things about an idea - why you like it*

M = Minus - *The bad things about an idea - why you don't like it*

I = Interest - *What you find interesting about an idea*

Minds On! Thinking for the Future





Have we given you something to think about?

Q&A



Think you!

Keri, Janie, Anne-Françoise



References

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MTV Arc of Learning Organizer @2012 President and Fellows of Harvard College