Appendix C

Examples of Instructional Resources: Models and Strategies

Listed below are models and strategies that have research and/or best practices evidence for use with gifted learners. This list is not comprehensive but provides tried-and-true models and strategies for addressing the instruction of cognitive and affective skills and processes presented in this guide.

Metacognition

Models	Strategies
• A New Taxonomy of Educational Objective • Betts and Kercher Autonomous Learner Model • Edward DeBono Cognitive Research Trust (CoRT) Thinking Program • SCAMPER • Habits of Mind • SMART Goal Plans • TALENTS Unlimited	• Debriefing/"What? So What? Now What?" • Explicit modeling • Graphic organizers (K-W-L type charts, semantic maps, flowcharts, etc.) • Mnemonic devices • Plan-Do-Check/Review • PMI – Plus, Minus, Interesting (deBono) • Self-talk • Think Time; Wait Time; 10:2/20:2 Rule • Verbal clarification and summary (Think-Pair-Share, Think Aloud, Numbered Heads Together, JIGSAW, etc.)

Critical Thinking

Models	Strategies
• Bloom's Taxonomy • Calvin Taylor Model of Creative Thinking and Critical Thinking (MCTCT) • Depth of Knowledge • Edward DeBono Cognitive Research Trust (CoRT) Thinking Program • Elements and Standards Model • Future Problem Solving Program (FPS) • Integrative Model • Kaplan's Depth and Complexity • Model United Nations (including various levels) • Paul's (1992) Elements of Reasoning • Talents Unlimited • Thinker Keys (Ryan)	• Analogies • Decisions and outcomes • Encapsulation • Explicit modeling • Graphic organizers • Higher-Order Thinking Skills (HOTS) • Lateral thinking • Points of View (POV) • Questioning • Socratic questioning (Socratic seminars, circles, discussion) • *Teachers' Guide for the Explicit Teaching of Thinking Skills* (book) • *Teaching for Thinking* (book) • "What? So What? Now What?"

Creative Thinking

Models	Strategies
• Calvin Taylor Model of Creative Thinking and Critical Thinking (MCTCT) • Destination Imagination • Edward DeBono Cognitive Research Trust (CoRT) Thinking Programme • Future Problem Solving Program • Model United Nations (including various levels) • Odyssey of the Mind • Problem-Based Learning (PBL) • SCAMPER • Six Thinking Hats • Synectics • Talents Unlimited • Type III Activities • Williams' Taxonomy	• Analogies • Brainstorming • Creative dramatics • Creative thinking: divergent thinking; brainstorming; analogies; metaphors; morphological synthesis; attribute listing • Encapsulation • Explicit modeling • Graphic organizers • Lateral Thinking • Points of View (POV) • Questioning • Socratic questioning (Socratic seminars, circles, discussion) • "What? So What? Now What?"

Problem Solving

Models	Strategies
• Creative Problem Solving (CPS) • Future Problem-Solving Program • Model United Nations (including various levels) • Problem-Based Learning • Project-Based Learning • Talents Unlimited	• Authentic performance task (such as the culminating performance task from concept-based curriculum units) • Decisions and outcomes • Encapsulation • Explicit modeling • Graphic organizers • Points of View (POV) • Questioning • Socratic questioning (Socratic seminars, circles, discussion) • Simulations (real-life situations to see how various professionals collaborative to solve problems) • "What? So What? Now What?"

Communication

Models	Strategies
• ACT Writing Competencies Model • Creative Problem Solving • Debate Model • Destination Imagination • Hamburger Model • Literature Circles • Model United Nations (including various levels) • Odyssey of the Mind • Talents Unlimited • Creation of Portfolios	• Debate and defend both sides of an issue • Effective questioning and paraphrasing techniques • Encapsulation/Six-Word Essay • Explicit modeling • Graphic organizers • Creation and interpretation of verbal and non-verbal products • Non-verbal cues • Organizational skills of thoughts, ideas, and material items • Proofreading and editing • Providing feedback • Simulations • "What? So What? Now What?"

Research

Models	Strategies
• 5E's (AMSTI) • Action Research • Big6 • Kids Computer Lab • Model United Nations (including various levels) • The Research Cycle • Research Project Guide for Teachers and Students • Scientific Method • William and Mary's Research Model	• Analyzing various types of primary source documents • Citizen science projects • Explicit modeling • Graphic organizers • Inquiry-based learning/discovery learning • Questioning • Socratic questioning (Socratic seminars, circles, discussion) • Service learning • "What? So What? Now What?"

Technology

Models	Strategies
• Big6 • Hour of Code • Khan Academy • Kids Computer Lab	• Explicit modeling • Graphic organizers • Web site design

Social-Emotional

Models	Strategies
• Betts and Kercher Autonomous Learner Model • Bibliotherapy • Debate Model • Literature Circles • Multiple Intelligences • Model United Nations (including various levels) • Social Interaction Model • Social Scripting • Socratic Circle	• Bias inventories/surveys • Collaborations: pair and small group • Cultures and custom studies • Decisions and outcomes • Decision-making matrix • Independent study • Interpret body language and social cues • Interest inventory • Learning style preferences • Mentors • Mistake modeling • Personality inventories • Points of View (POV) • PNI – Positive, Negative, Interesting • Reflection • Self-reflections • Self-talk • Service learning • Student leadership • Simulations/Roleplay • Team-building • "What? So What? Now What?"

Autonomous Learner

Models	Strategies
• Betts and Kercher Autonomous Learner Model • Bibliotherapy • Creative Problem-Solving for Personal Growth • DYI: https://diy.org/ (teacher must preview) • Flow by Csikszentmihalyi • Literature Circles • Social Scripting • Socratic Circles • Type I, II, and III	• Brainstorming • Checklists • Collaboration (various grouping strategies) • Decisions and outcomes • Decision-making • Decision-making matrices • Deferred decision-making • Ethical dilemmas • Forecasting • Explicit modeling • Feedback • Field experiences • Goal-setting • Graphic organizers: flow chart

	• Independent study • Interest inventory • Learning style preferences • Life skills: time management, transitioning • Mistake modeling • Negotiation, mediation, and compromise • Peer mediating • Problem-based learning • Project-based learning • Planning • Reflection of errors • Self-evaluation and revision • "What? So What? Now What?"

Executive Skills

Models	**Strategies**
• Betts and Kercher Autonomous Learner Model • Habits of Mind • Social Interaction Model • Social Scripting	• Decisions and outcomes • Citizenship (local, national, global) • Coaching • Code-switching • Collaboration (various grouping strategies) • Decision-making matrices • Explicit modeling • Forecasting, • Goal-setting • Graphic organizers • Intra- and inter-personal skills • Leadership • Life skills: active listening, checklists, note-taking, prioritizing, scheduling • Mentors • Mistake modeling • Negotiation, mediation, and compromise • Self-evaluation and revision • Self-talk • Time management • "What? So What? Now What?"

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