

Name \_\_\_\_\_

Date \_\_\_\_\_

**GRAPHIC ORGANIZERS AND GENERIC PATTERNS**


# T-Chart

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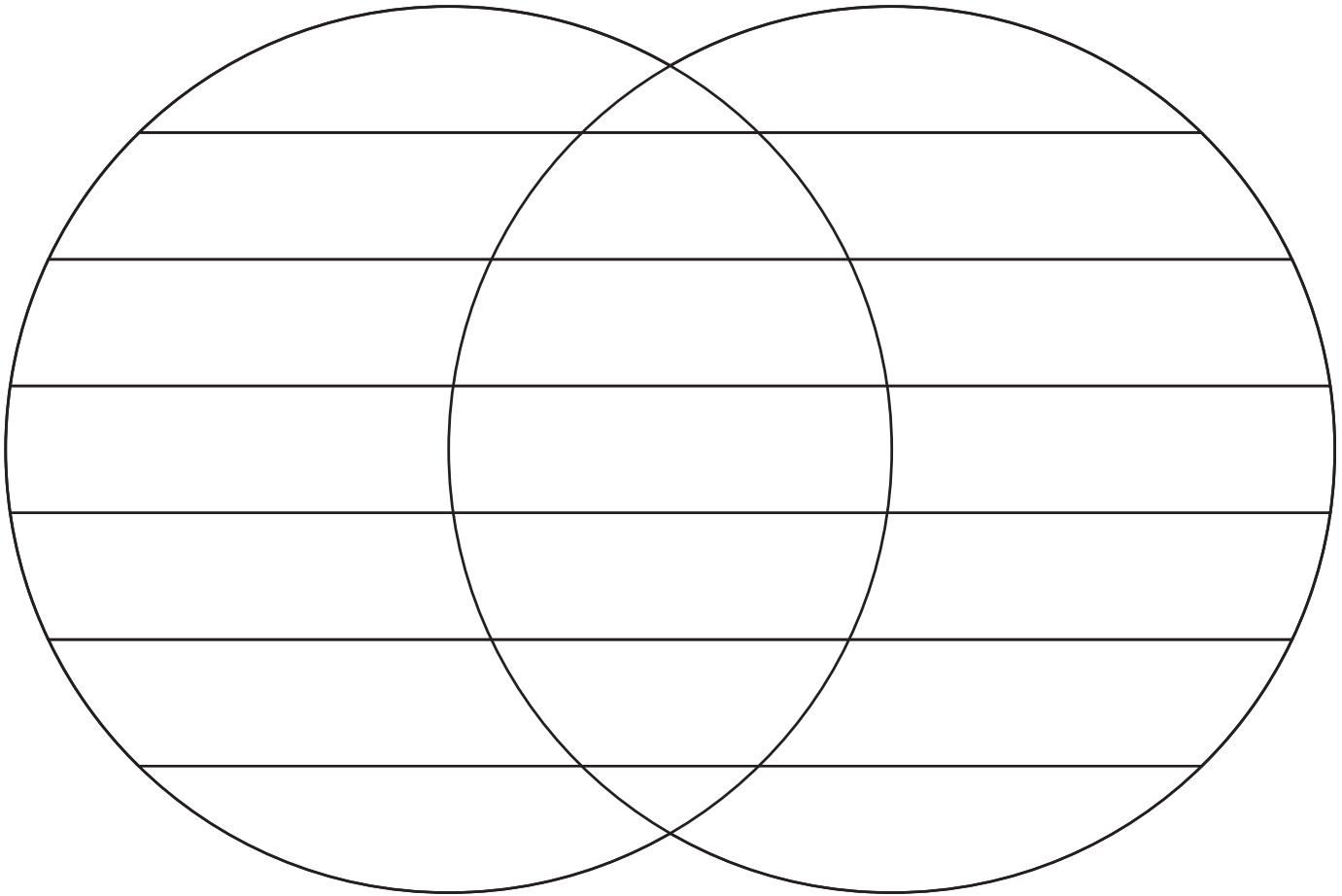
# Attribute Analysis: T-Chart



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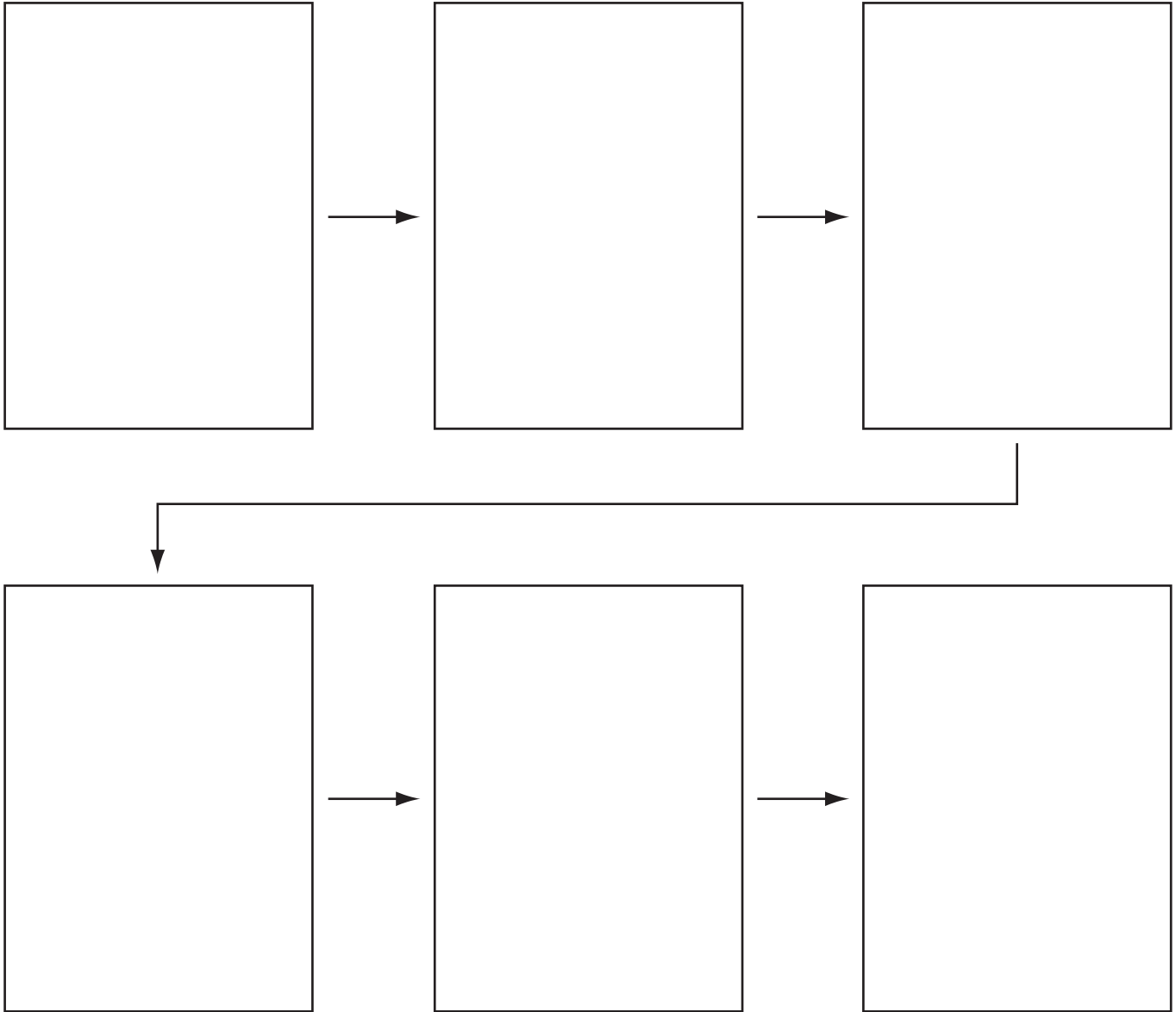
# Venn Diagram



# Comparison Matrix


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Sequence Chain for



**GRAPHIC ORGANIZERS AND GENERIC PATTERNS**

# Series of Events Chain

Initiating Event



Event 2



Event 3



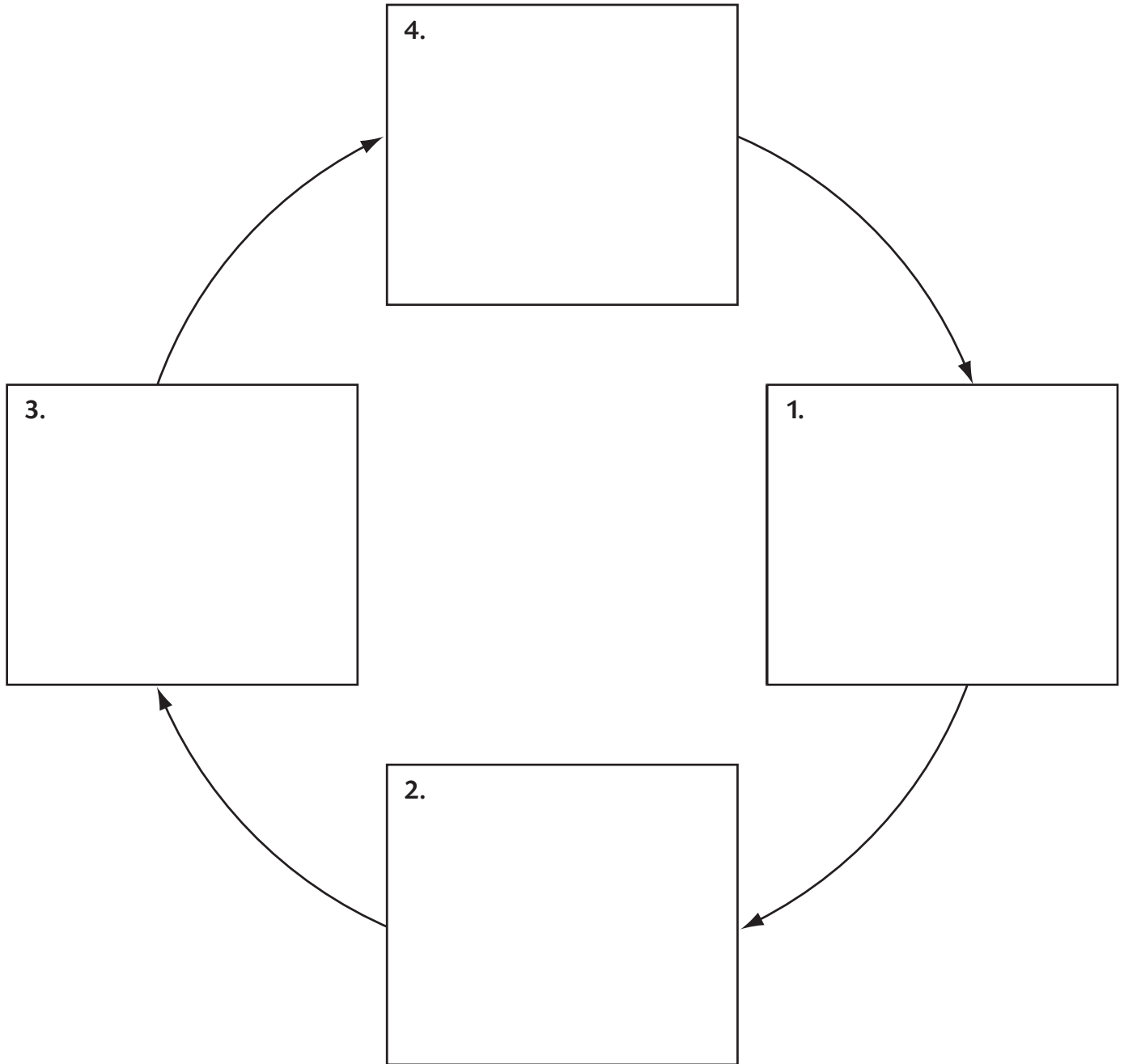
Event 4



Final Outcome

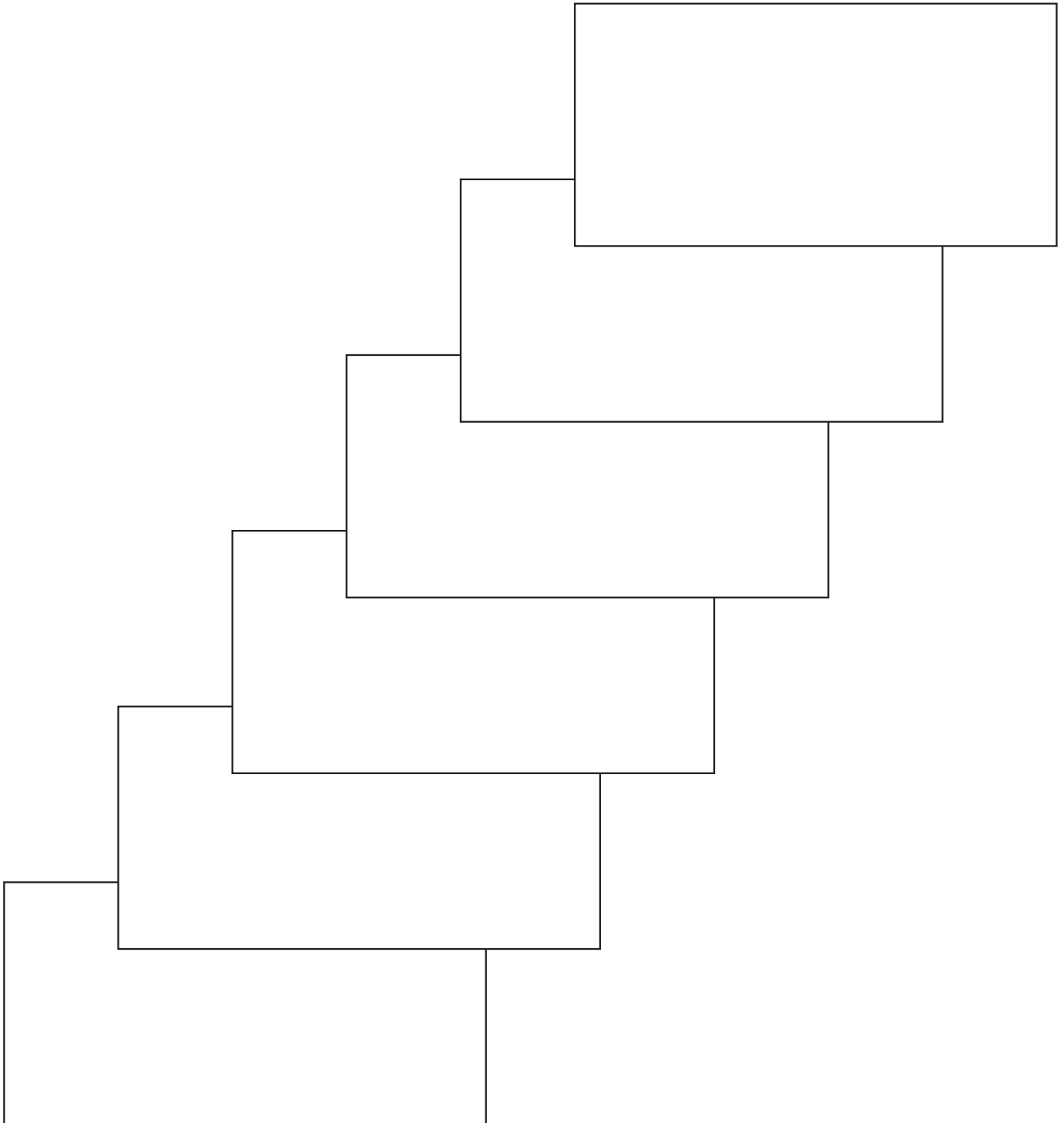
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# Cycle



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# Step by Step





# Decision-Making Frame

**Question  
Box**

**Important  
Information  
Box**

**Decision  
Box**

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# Decision-Making Model

Problem	Goal(s)

Alternatives	Pros ⊕ and Cons ⊖
	⊕
	⊖
	⊕
	⊖
	⊕
	⊖
	⊕
	⊖

Decision (s)	Reason (s)

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# Problem-Solution Frame

**Problem  
Box**

What is the problem?

Why is it a problem?

Who has the problem?

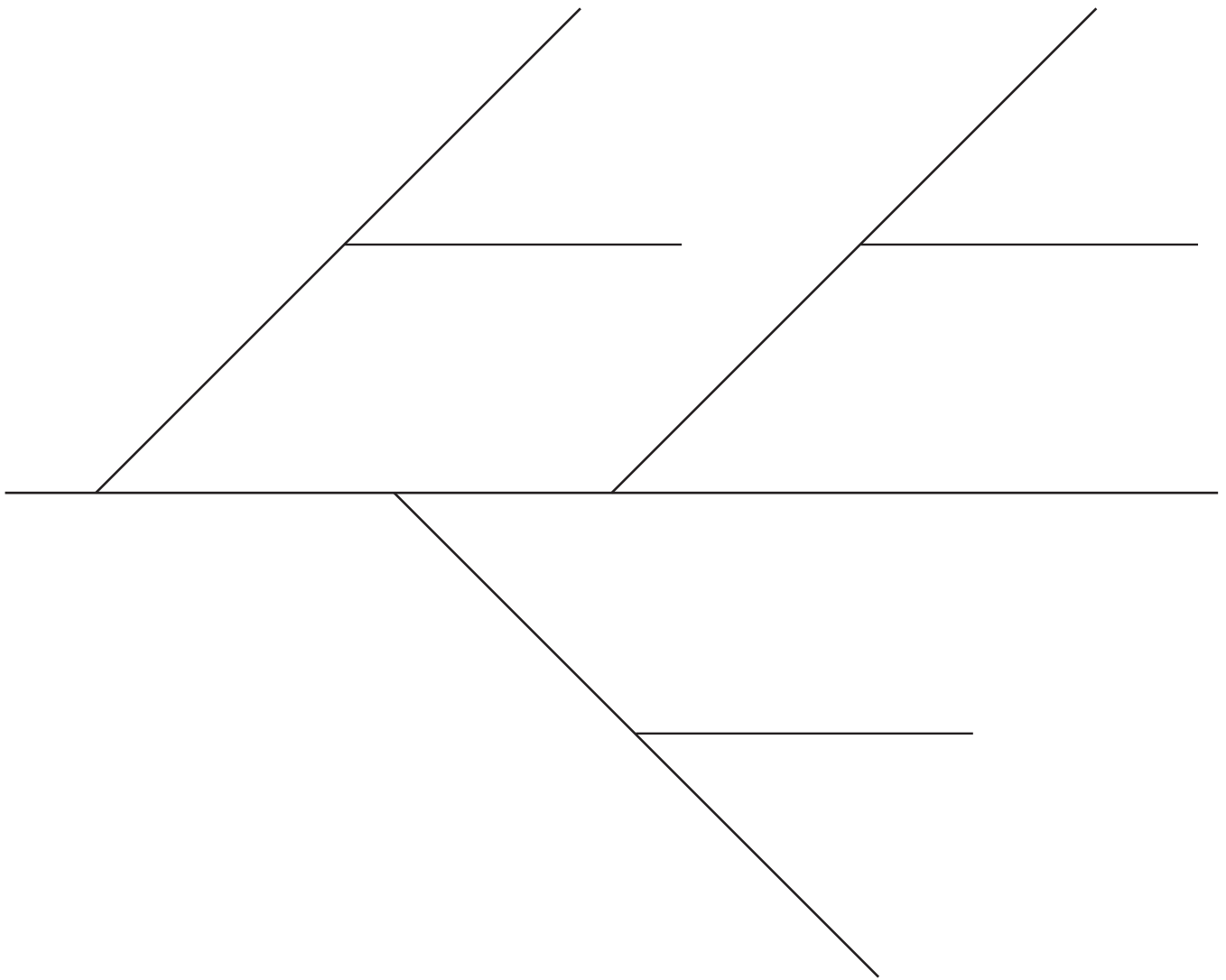
**Solution  
Box**

Solutions

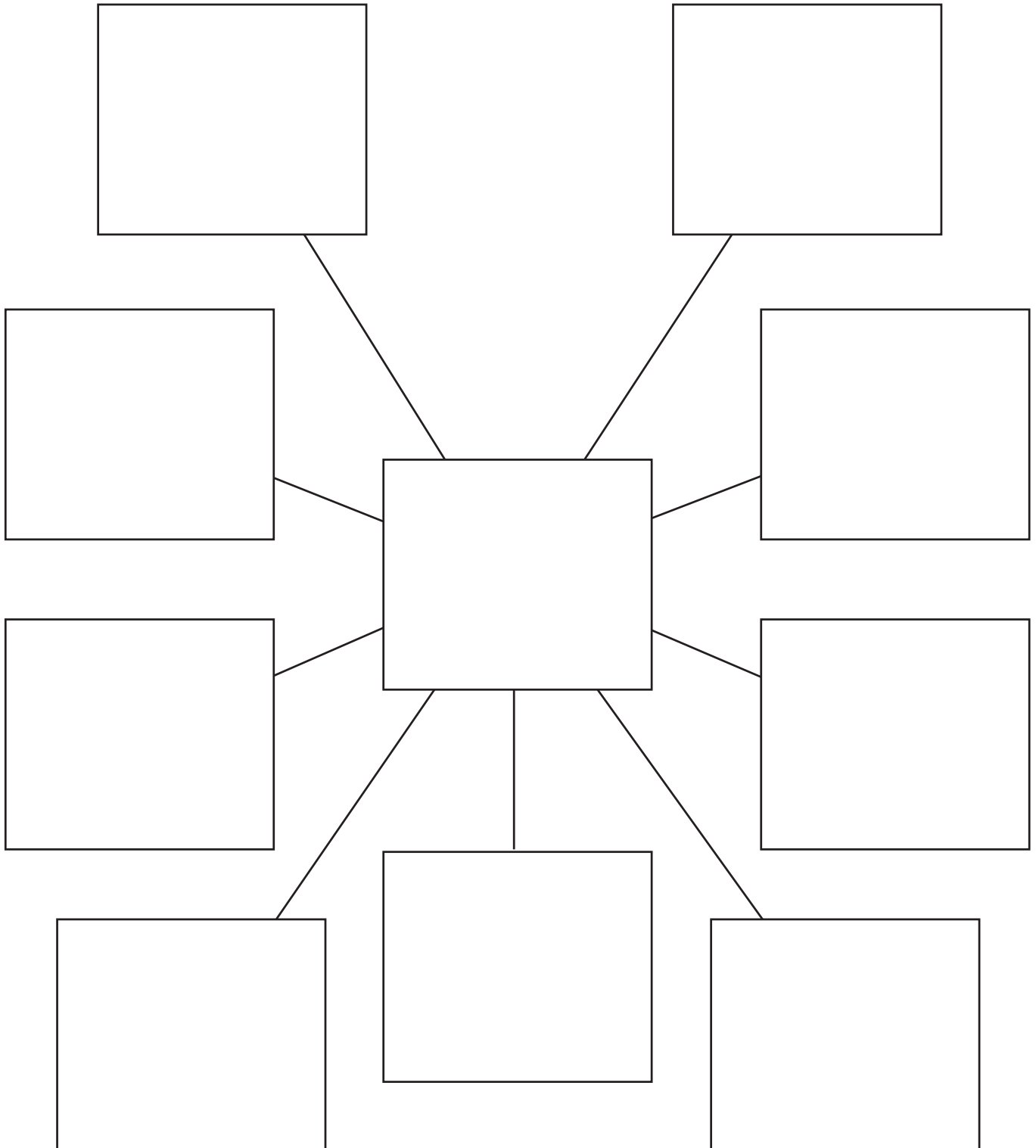
Results

**End Result  
Box**

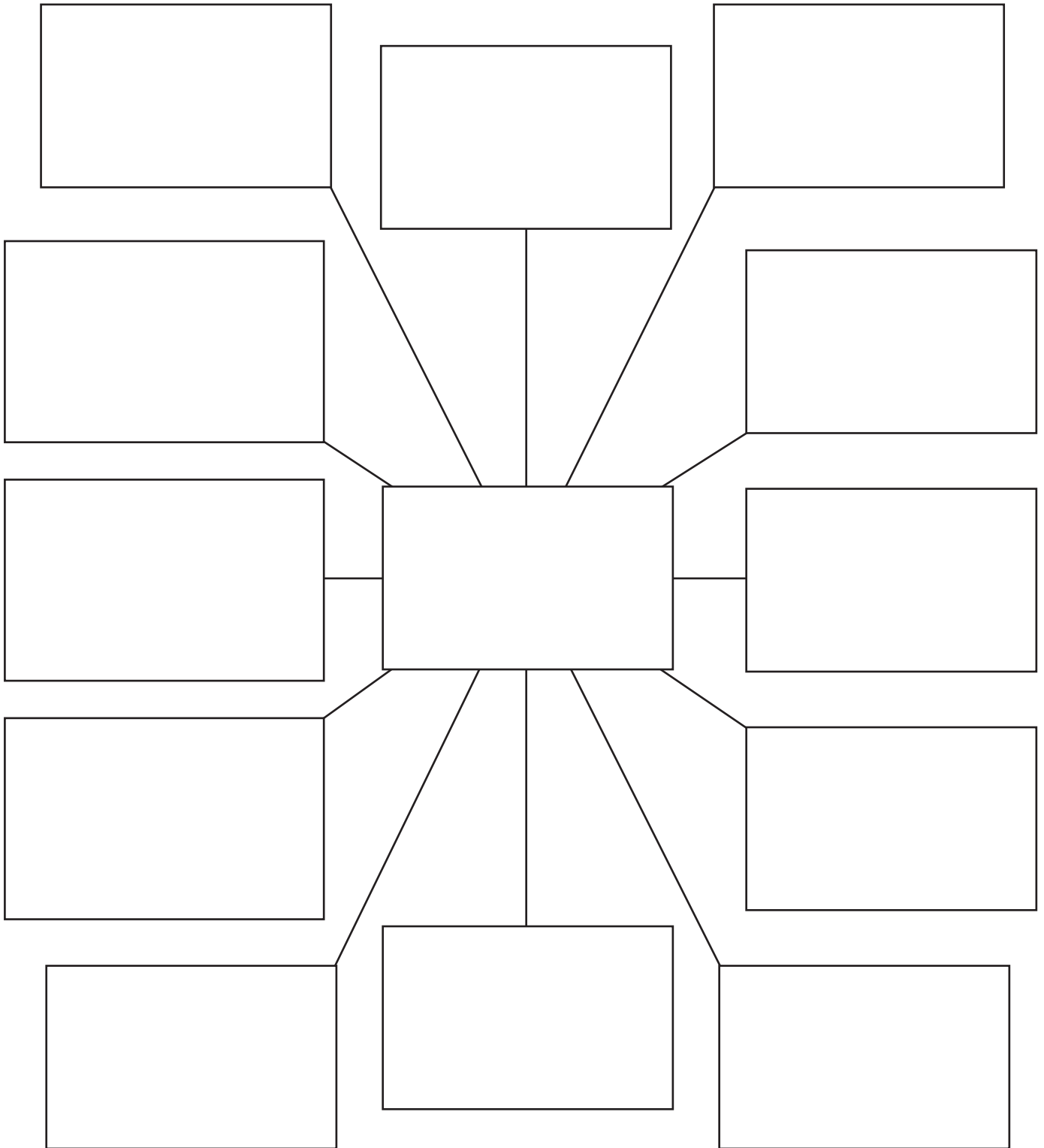
# Fishbone Map



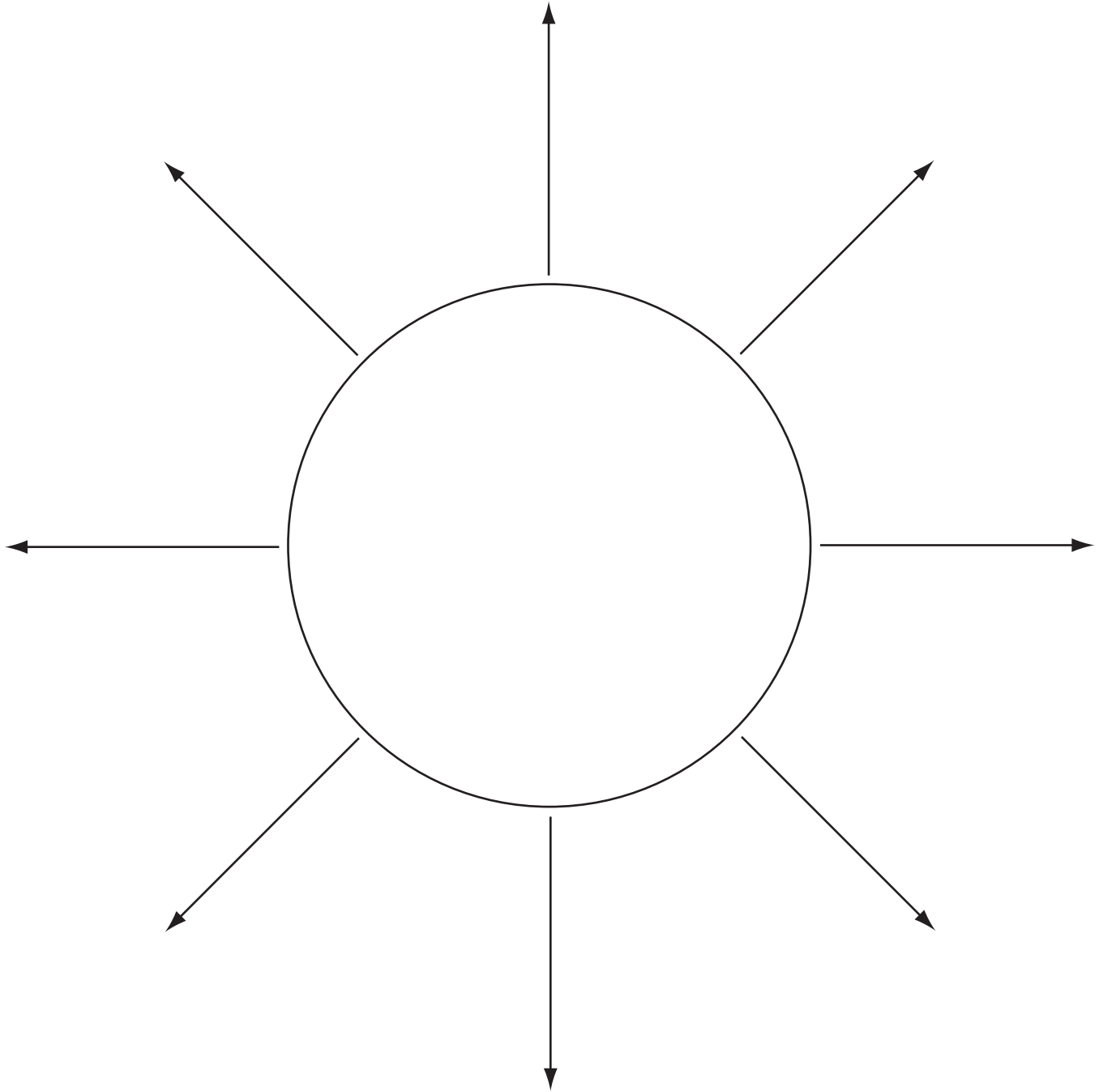
# Web Chart



# Web Chart

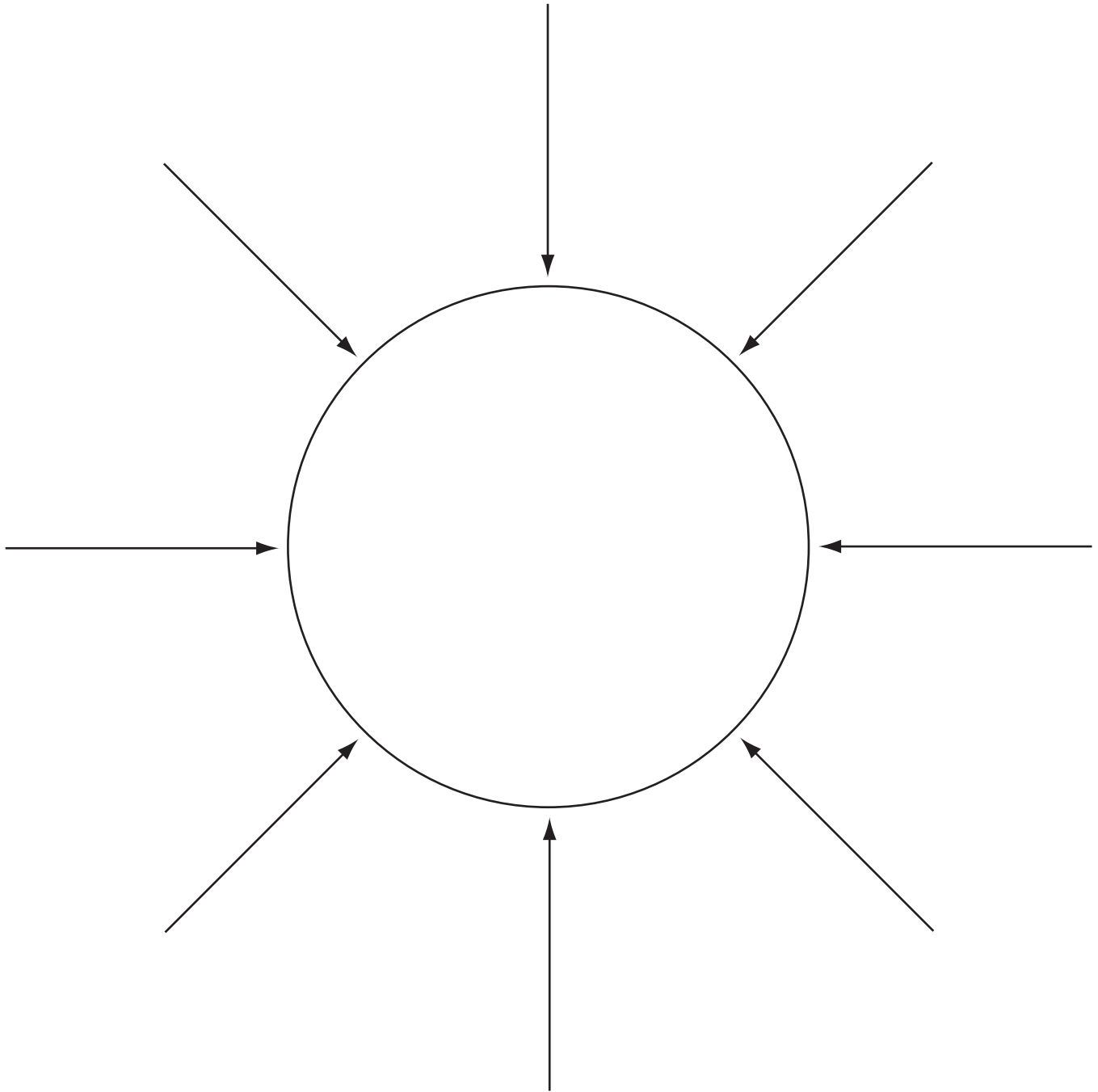


# Effects Sunburst: Consequences or Results



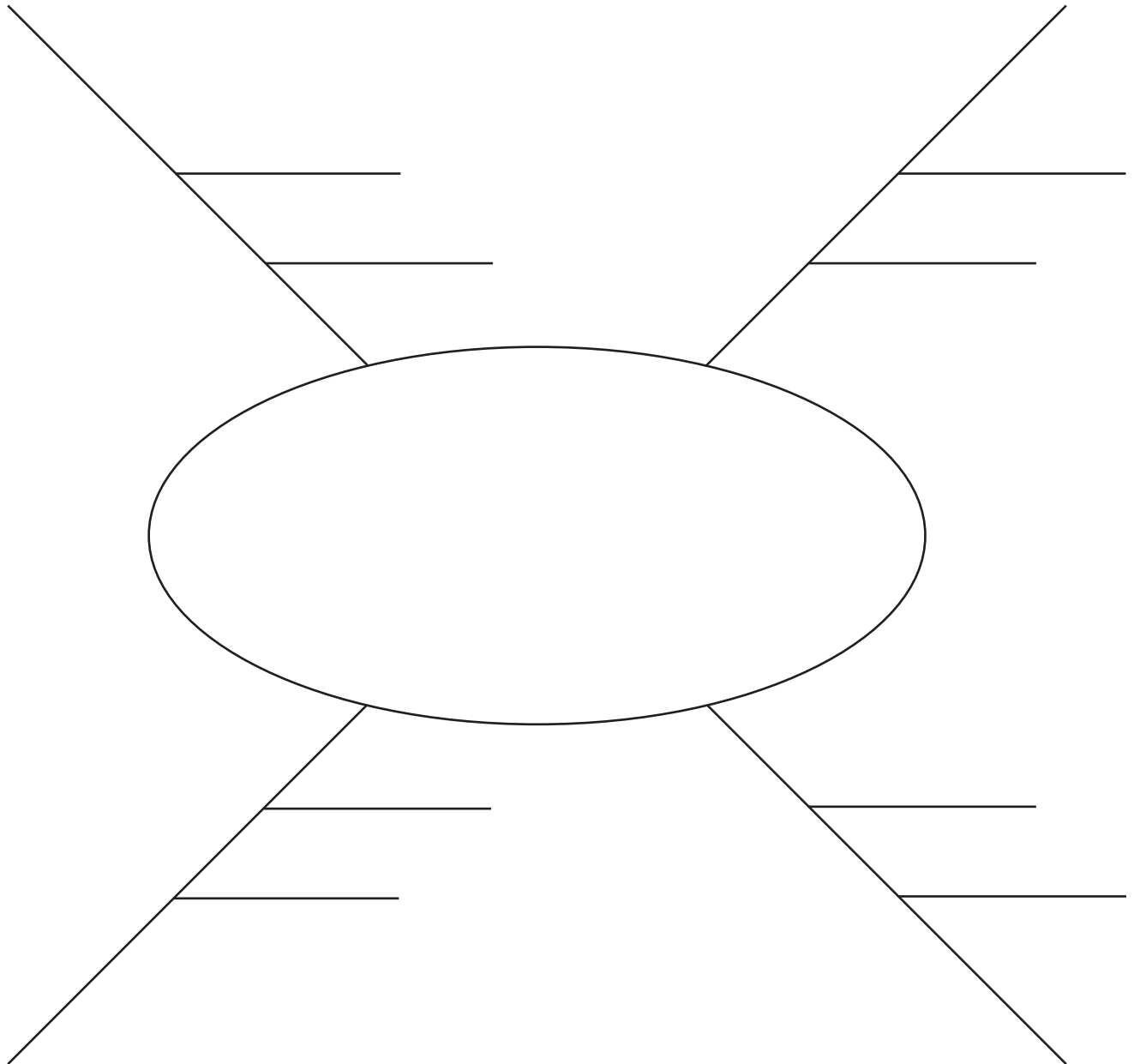
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# Causes Sunburst: Input and Contributing Factors

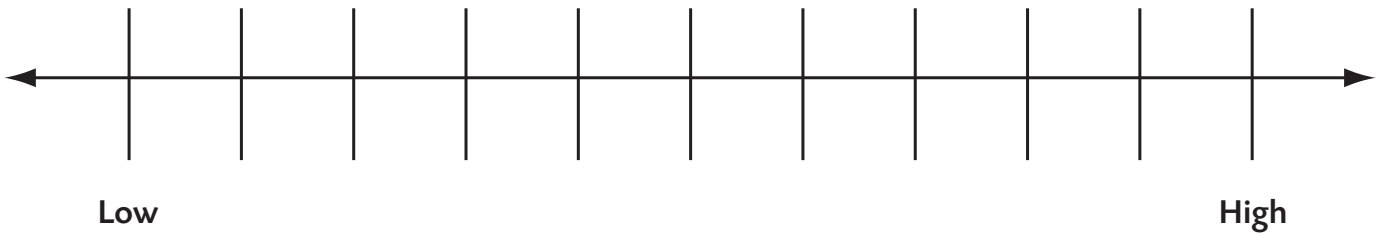




# Spider Map



# Continuum Scale



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# Inductive Reasoning

Details

Main  
Ideas

Plus

## GRAPHIC ORGANIZERS AND GENERIC PATTERNS

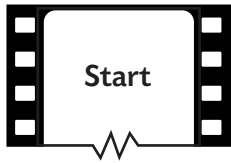
# Clarification or Point-of-View Writing

**Introduction** (*first paragraph*): Write your position or statement in a way to interest the reader.

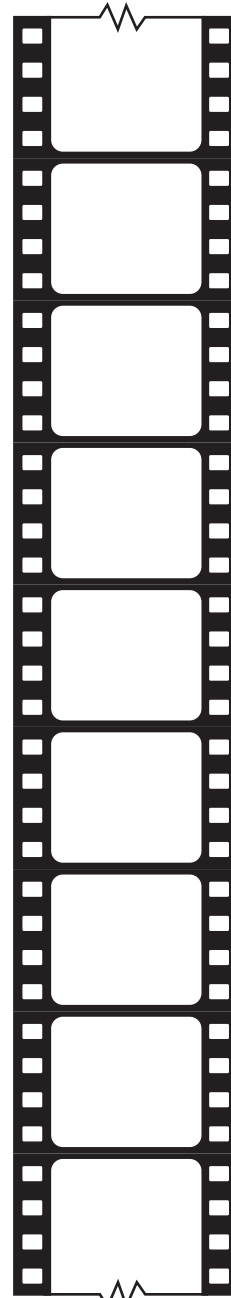
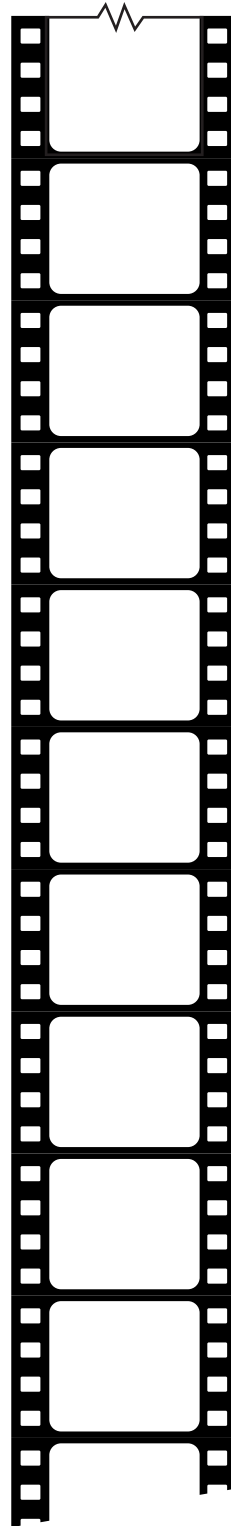
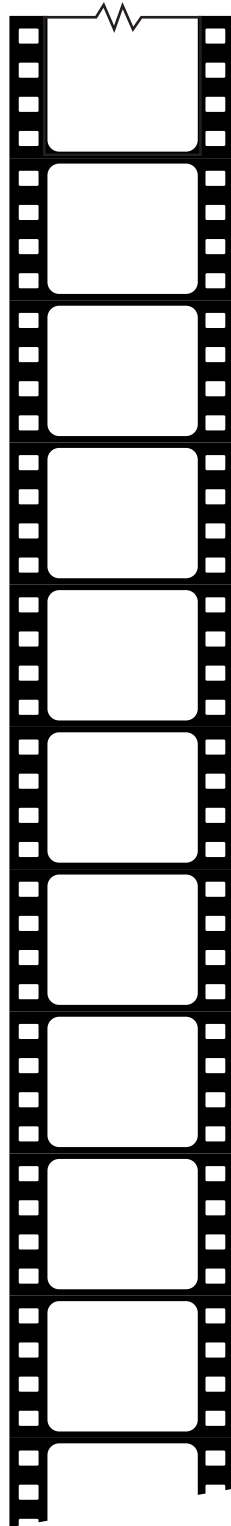
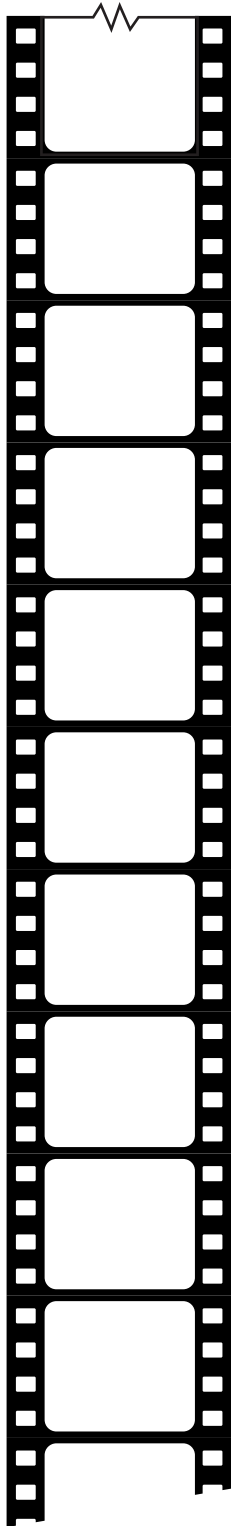
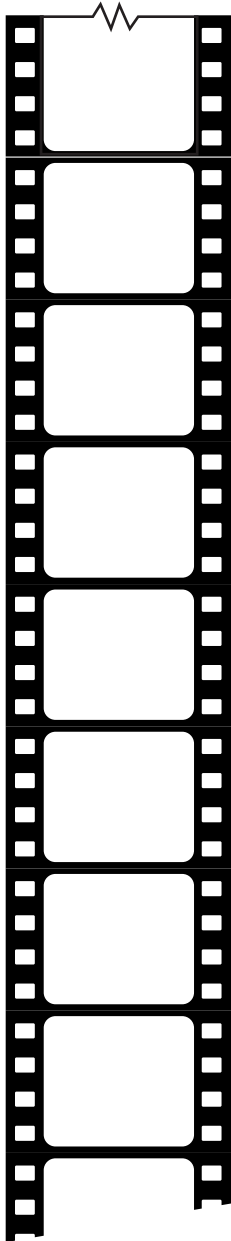
Reason #1 ( <i>second paragraph</i> )	Reason #2 ( <i>third paragraph</i> )	Reason #3 ( <i>fourth paragraph</i> )
Supporting Details (3–4)	Supporting Details (3–4)	Supporting Details (3–4)

**Conclusion** (*fifth paragraph*): Restate your reasons. Create a dynamic ending!

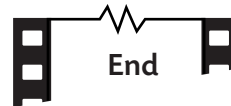
# Storyboard Guide For Filmstrip



Leader  
(5 Frames)



Trailer  
(5 Frames)



End

# Filmstrip Storyboard

## FILMSTRIP STORYBOARD

Frame 1	Frame 8
Frame 2	Frame 9
Frame 3	Frame 10
Frame 4	Frame 11
Frame 5	Frame 12
Frame 6	Frame 13
Frame 7	Frame 14



**GRAPHIC ORGANIZERS AND GENERIC PATTERNS**

# Grid

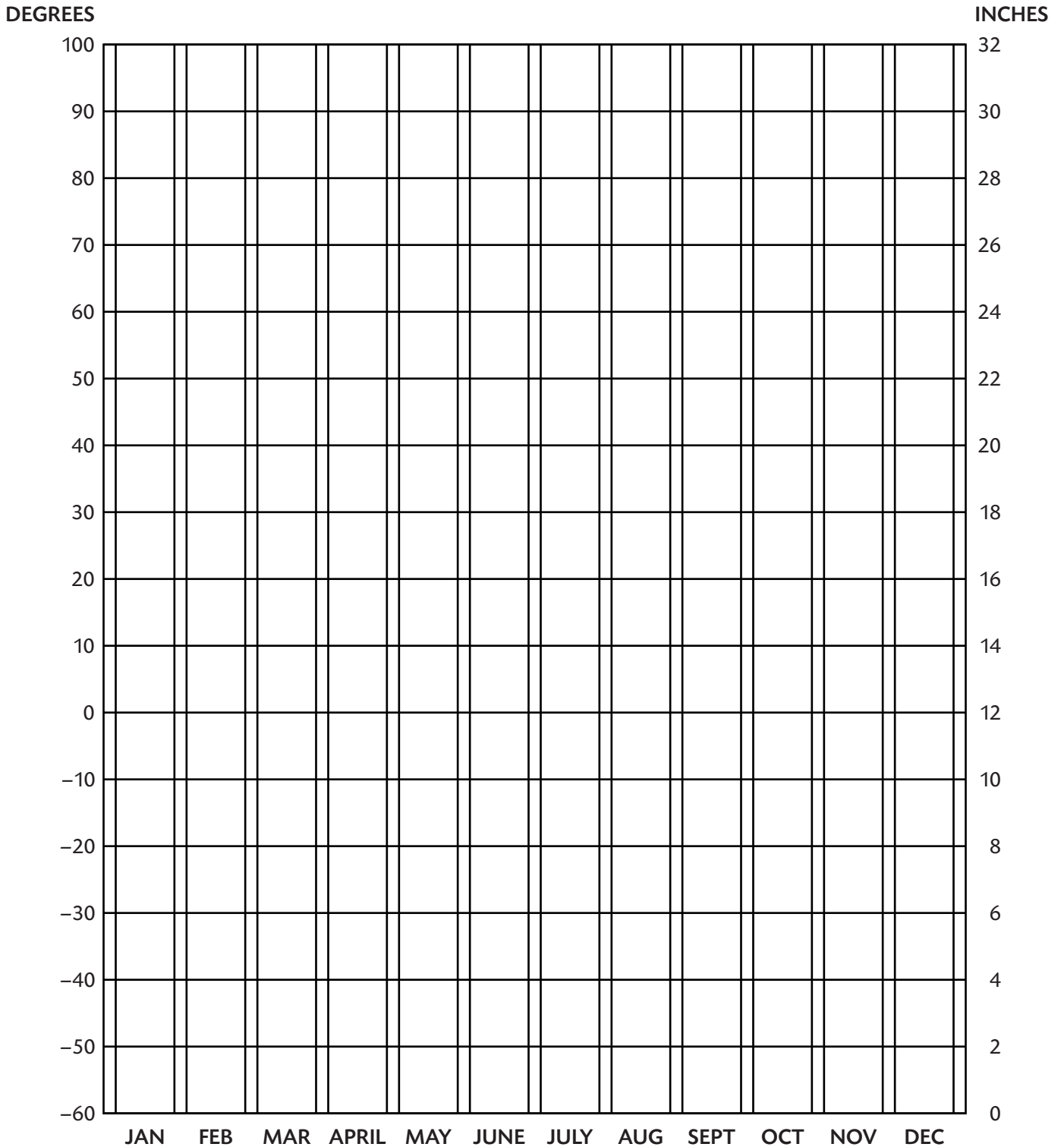
J										
I										
H										
G										
F										
E										
D										
C										
B										
A										
	1	2	3	4	5	6	7	8	9	10



**GRAPHIC ORGANIZERS AND GENERIC PATTERNS**

# Climagraph

## Climagraph



**GRAPHIC ORGANIZERS AND GENERIC PATTERNS**

# Graphic Organizer for a 5-Paragraph Paper

**Introduction** Restate the prompt—Use an interesting opening statement

**Detail paragraph 1**

Give the first reason and write ideas you will use to explain.

**Detail paragraph 2**

Give the second reason and write ideas you will use to explain.

**Detail paragraph 3**

Give the third reason and write ideas you will use to explain.

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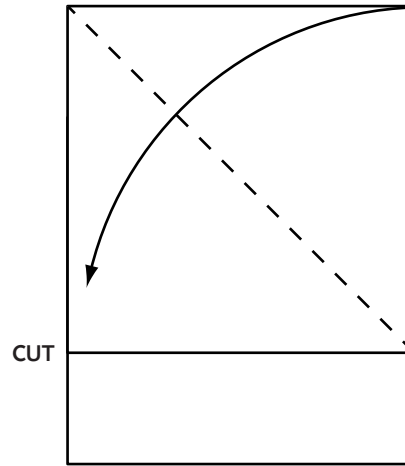
**Conclusion** The three reasons are briefly stated. Close with an interesting statement.

# GRAPHIC ORGANIZERS AND GENERIC PATTERNS

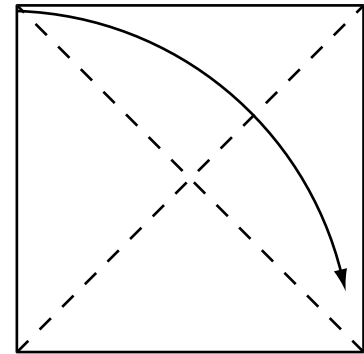
## Triarama

### How To Make a Triarama

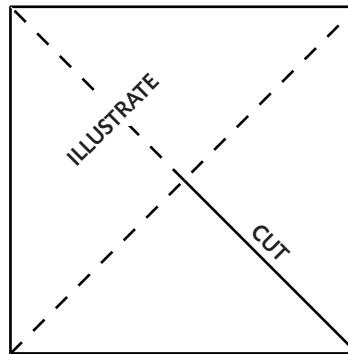
1. Fold the right corner of 8.5-inch by 11-inch sheet of construction paper down to left-hand side of paper (as shown) forming a square. Trim off the excess paper from the 11-inch side.
2. Open the folded paper square; then fold the left corner down. Square paper should now have a folded "X" line giving a center point on the square.
3. With paper reopened, cut along one folded line to the center of the square. Illustrate the uncut triangular portion of the square as the triarama's background.
4. Overlap the two cut triangles to form the triarama's base.
5. Glue the triarama. Using paper scraps, art supplies, and found art items draw, cut out, and form 3-D illustrations with a tab at the bottom. Fold each tab and glue the 3-D illustration to the triarama's base so the feature is upright.



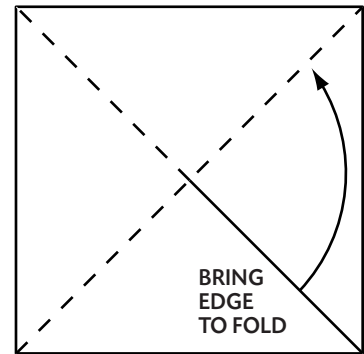
1



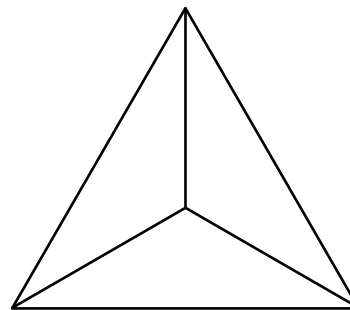
2



3



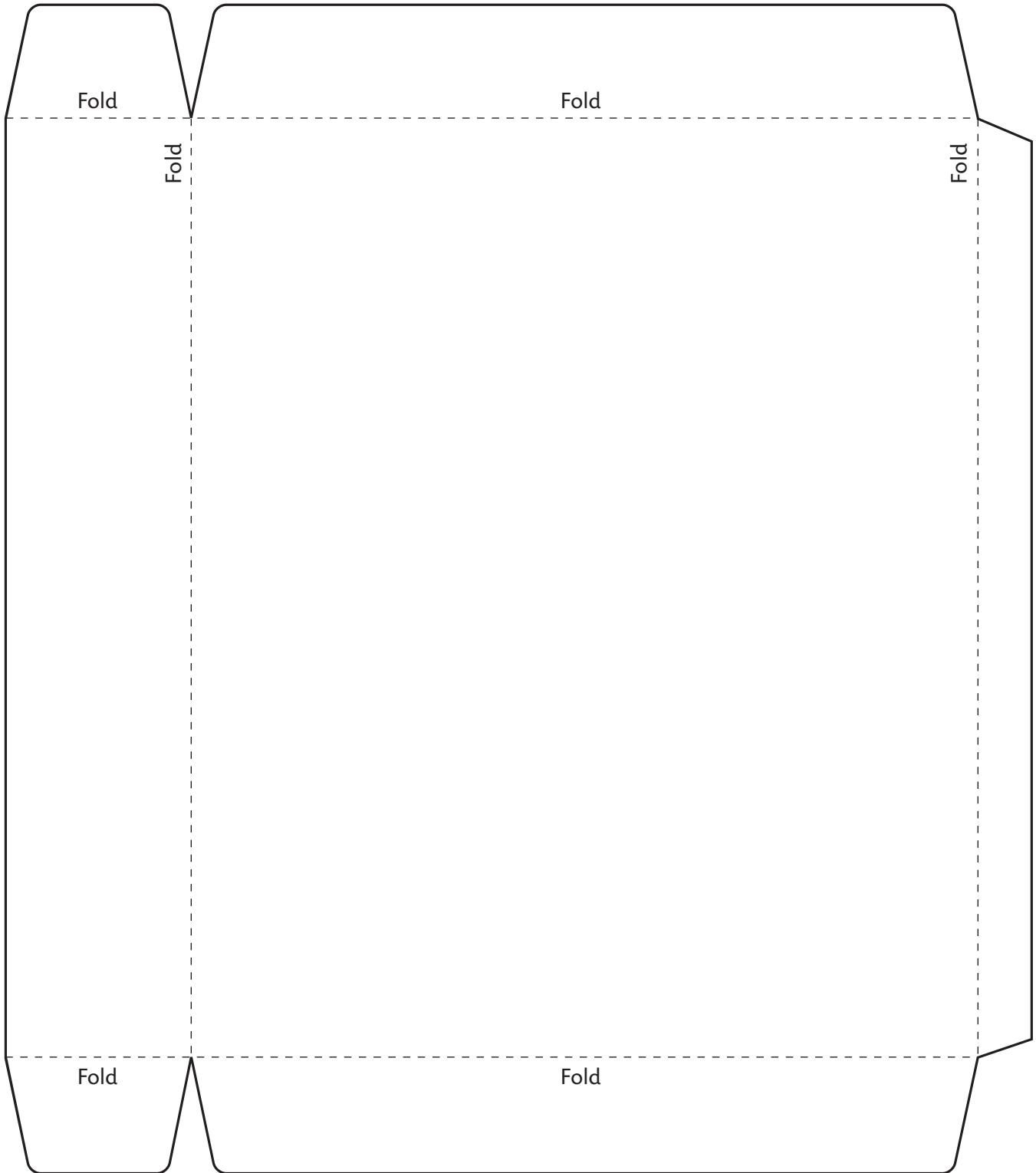
4



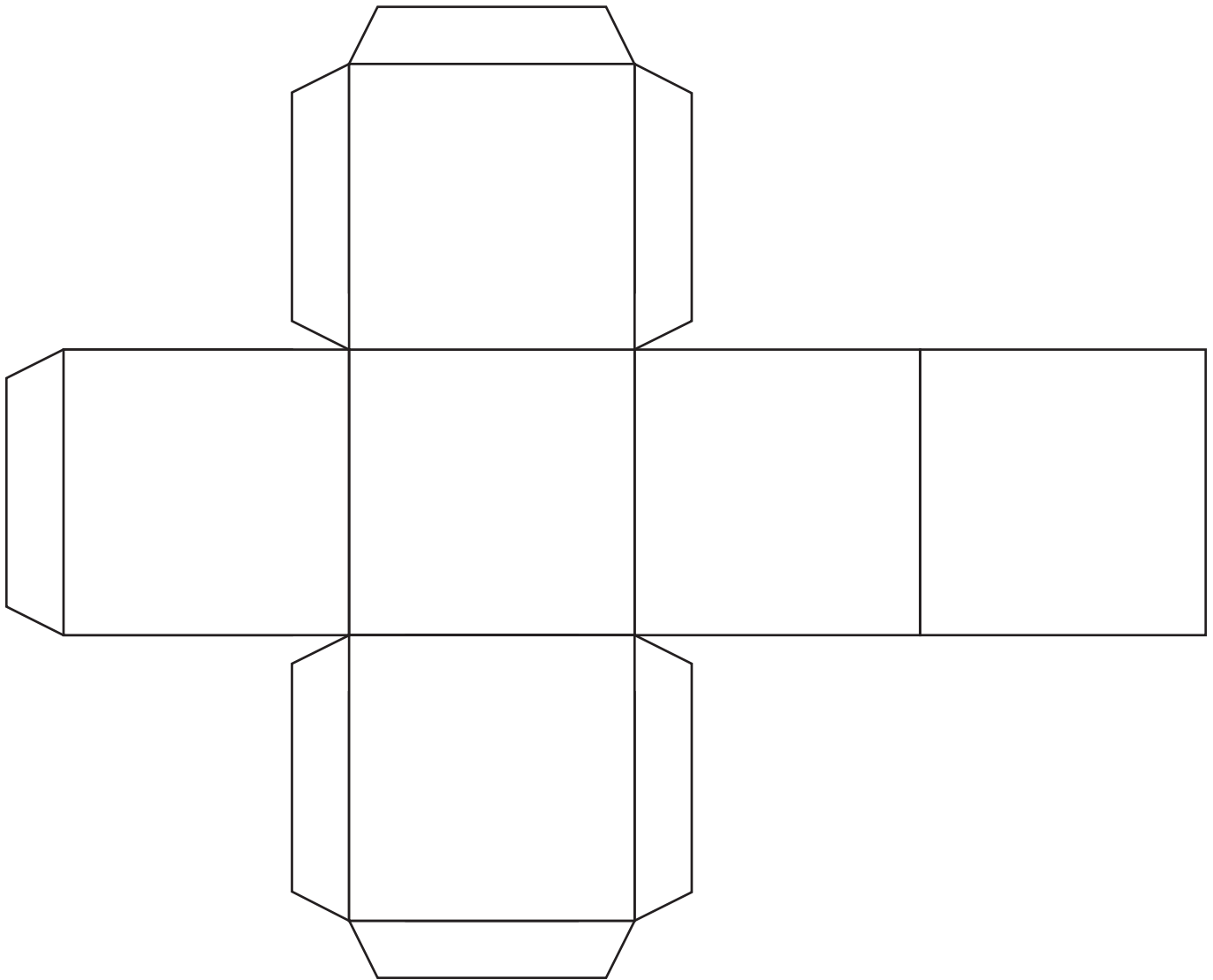
5

**GRAPHIC ORGANIZERS AND GENERIC PATTERNS**

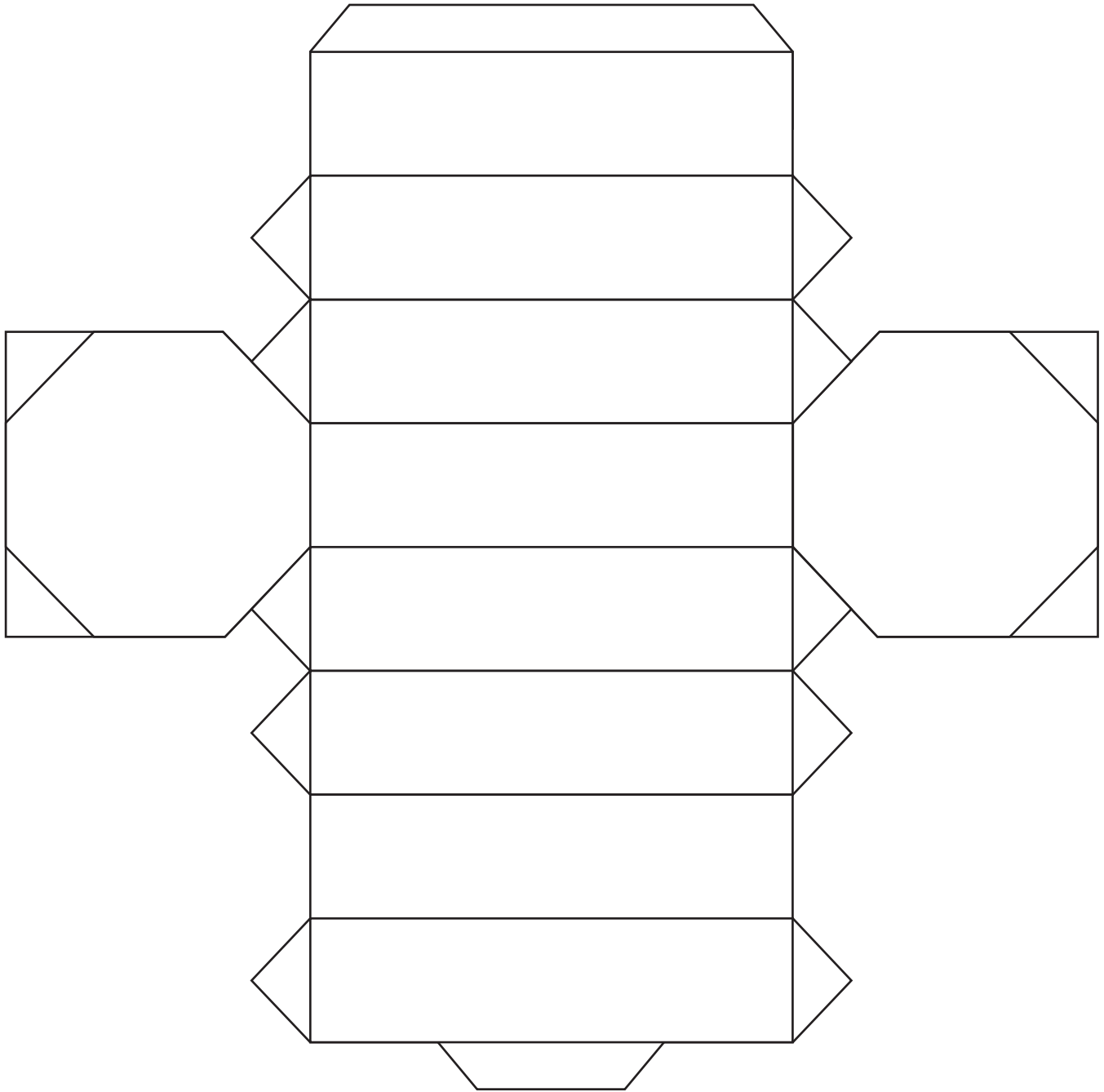
# Diorama



# Country Cube

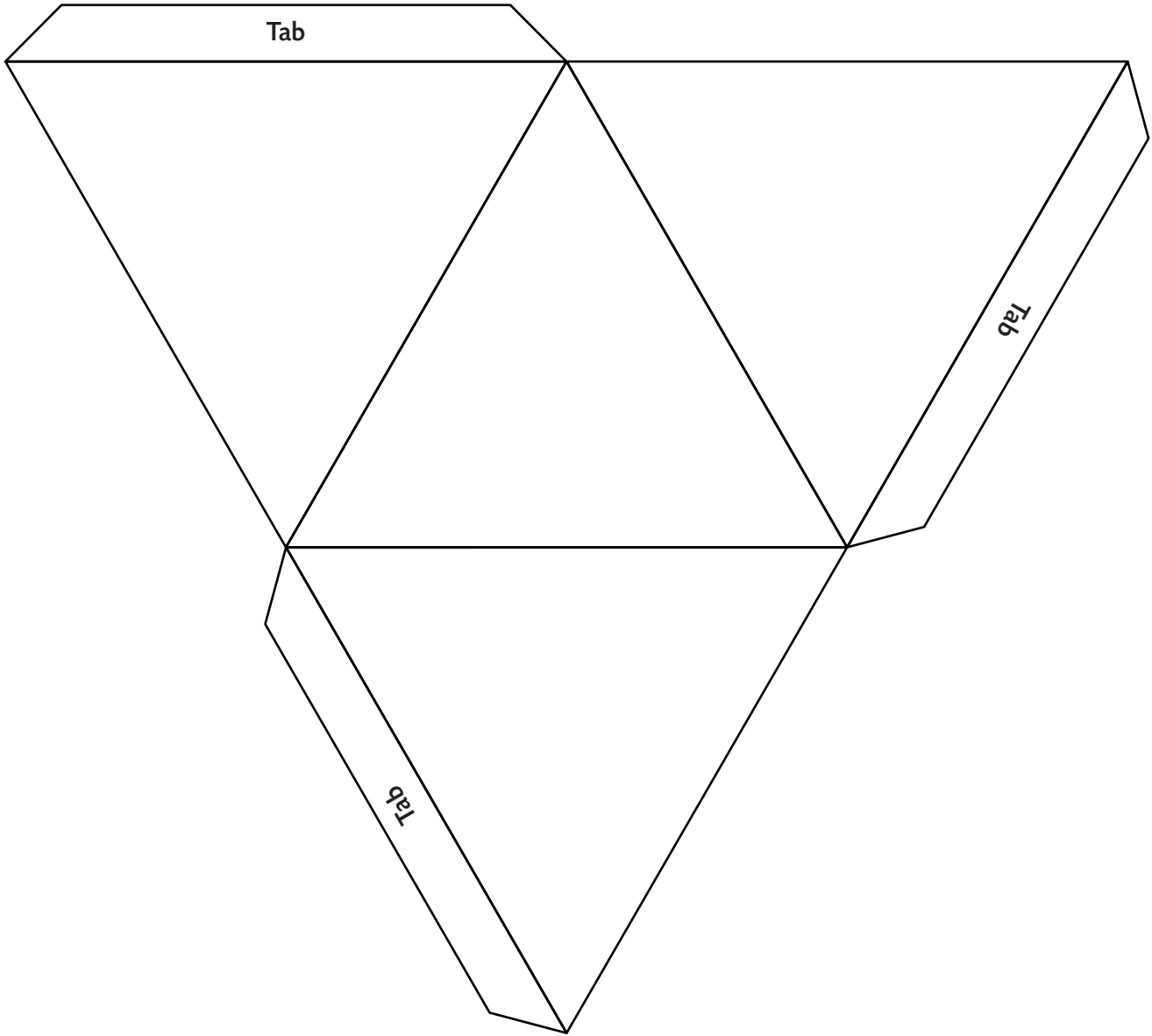


# Prism

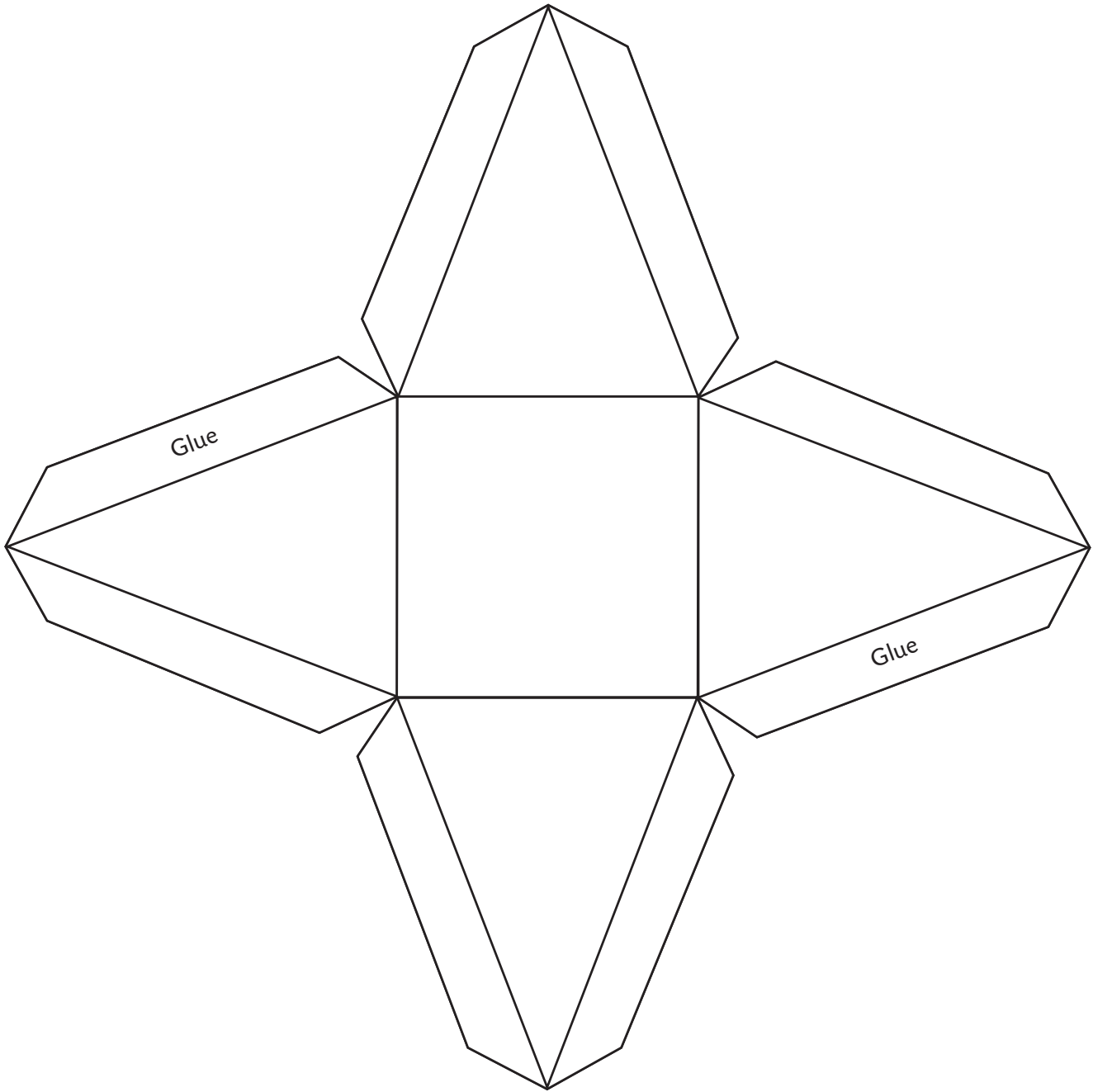


**GRAPHIC ORGANIZERS AND GENERIC PATTERNS**

# Pyramid

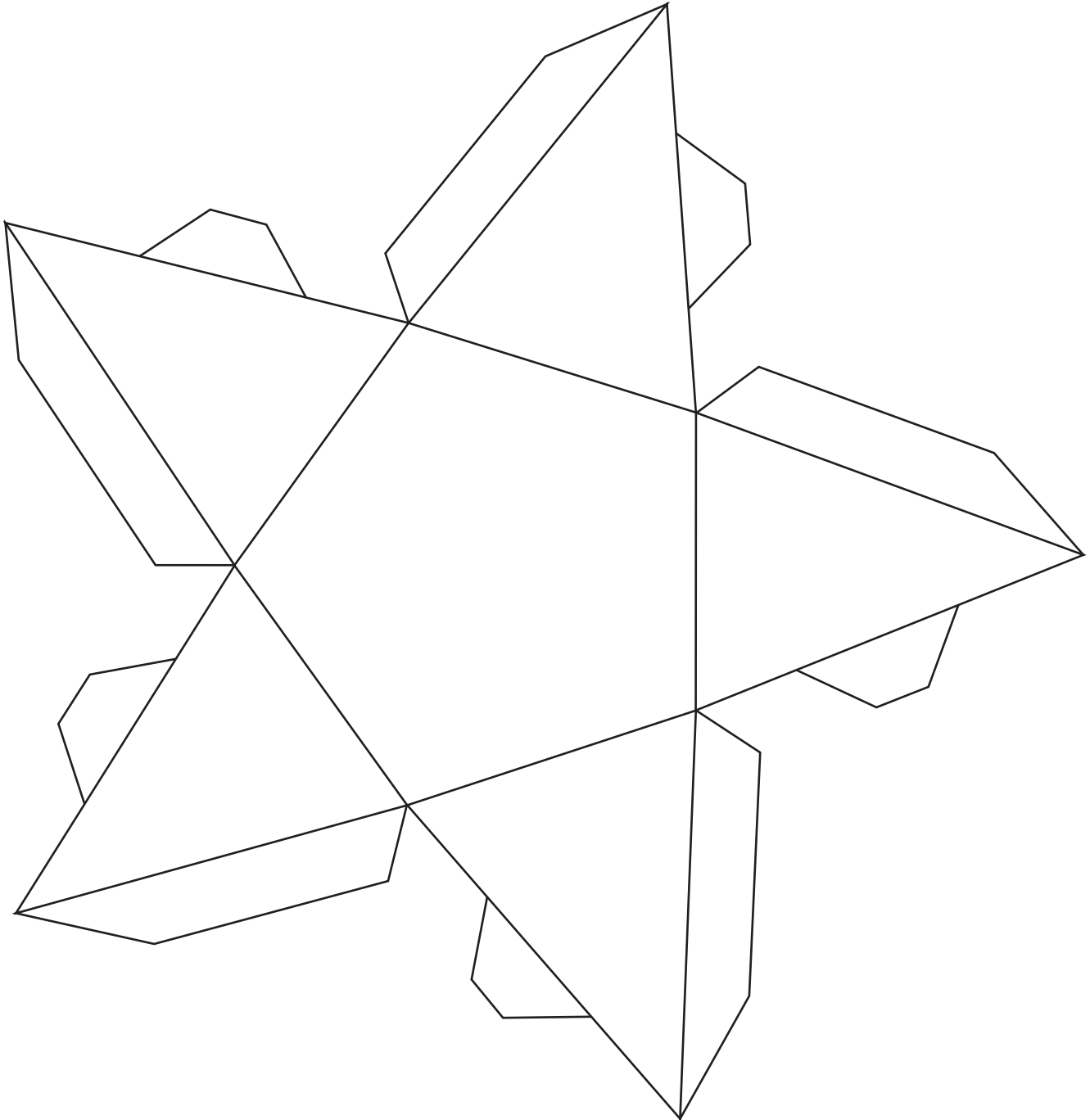


# Pyramid

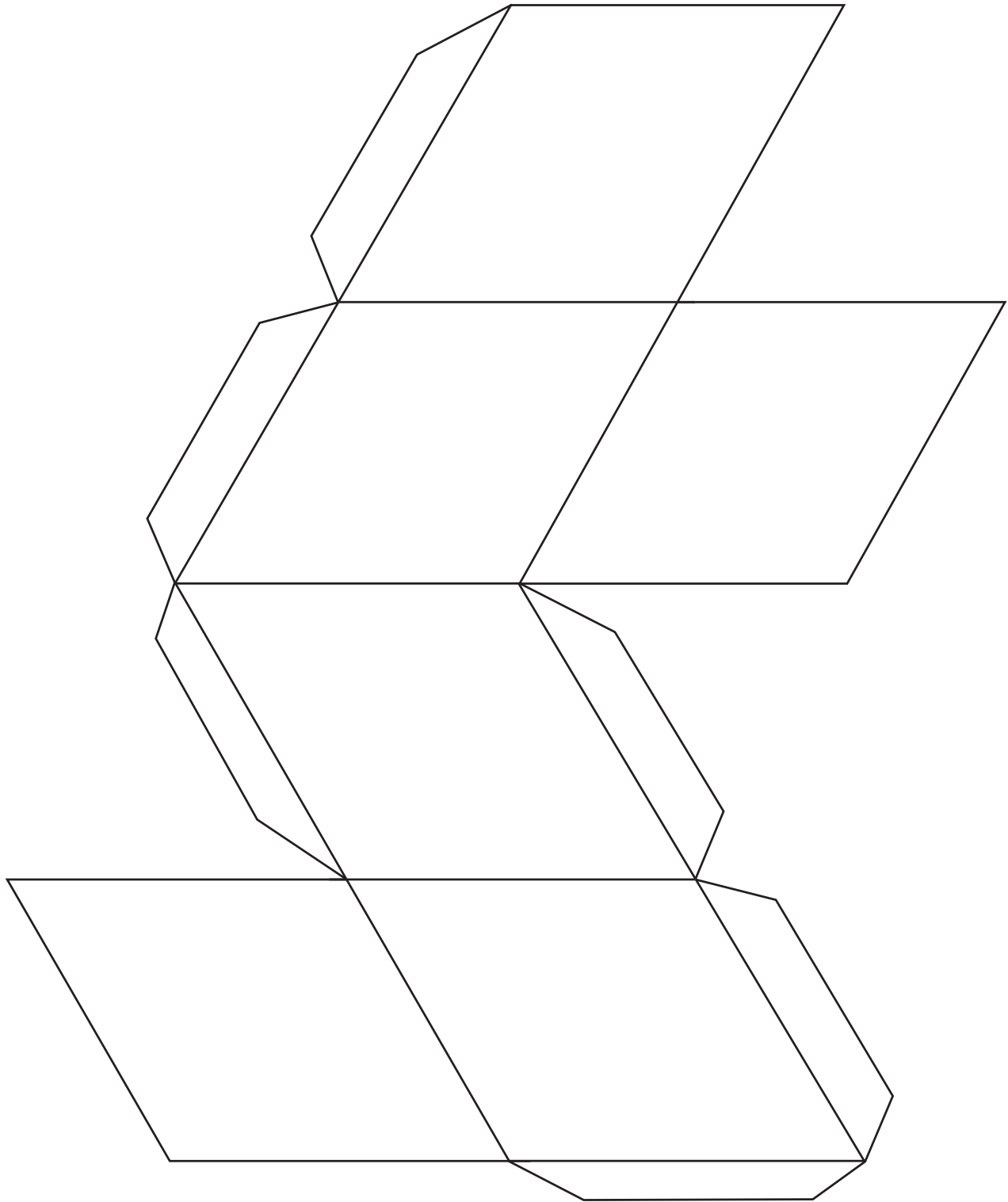




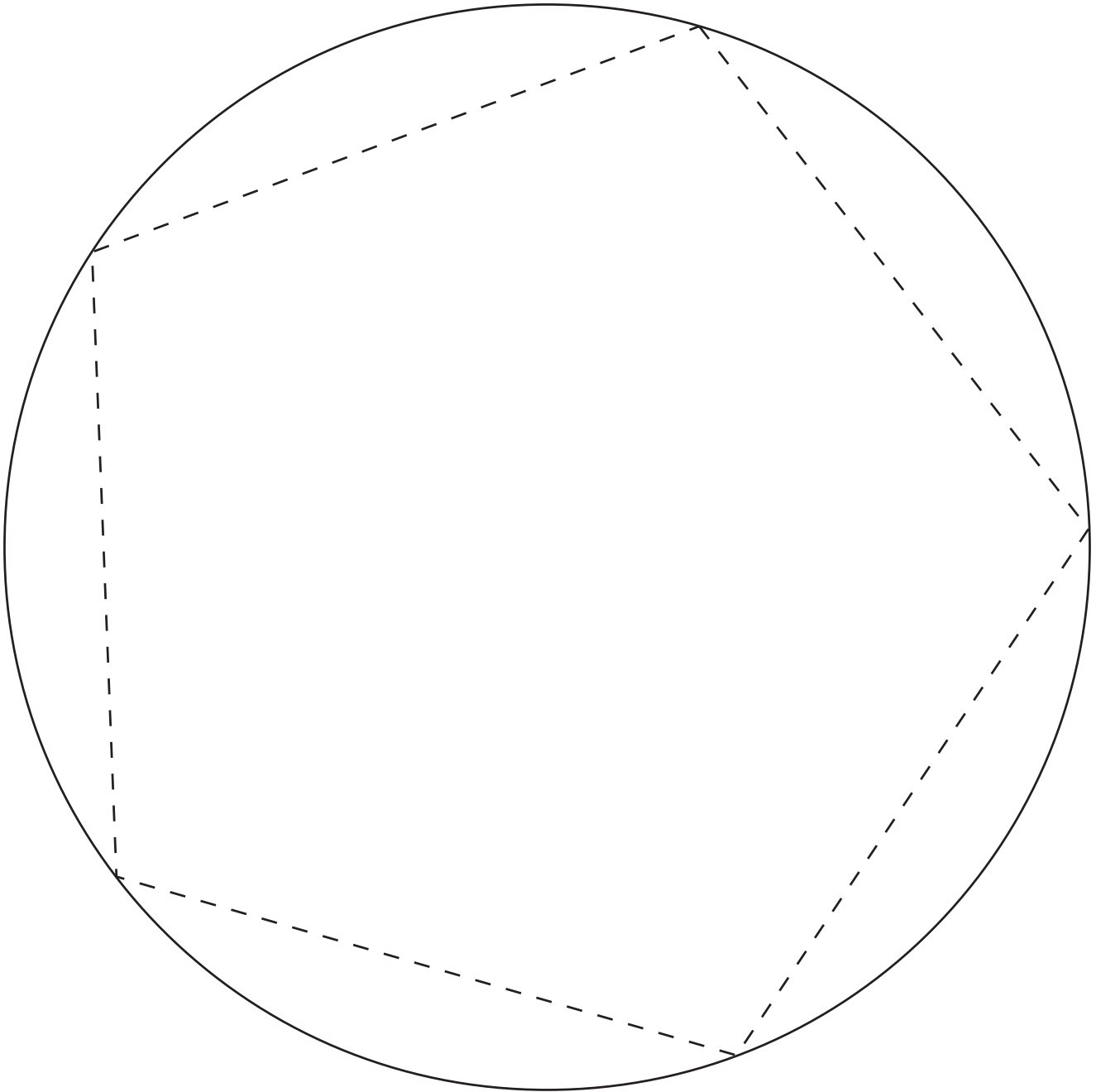
# Pentagon Pyramid



# Rhombus

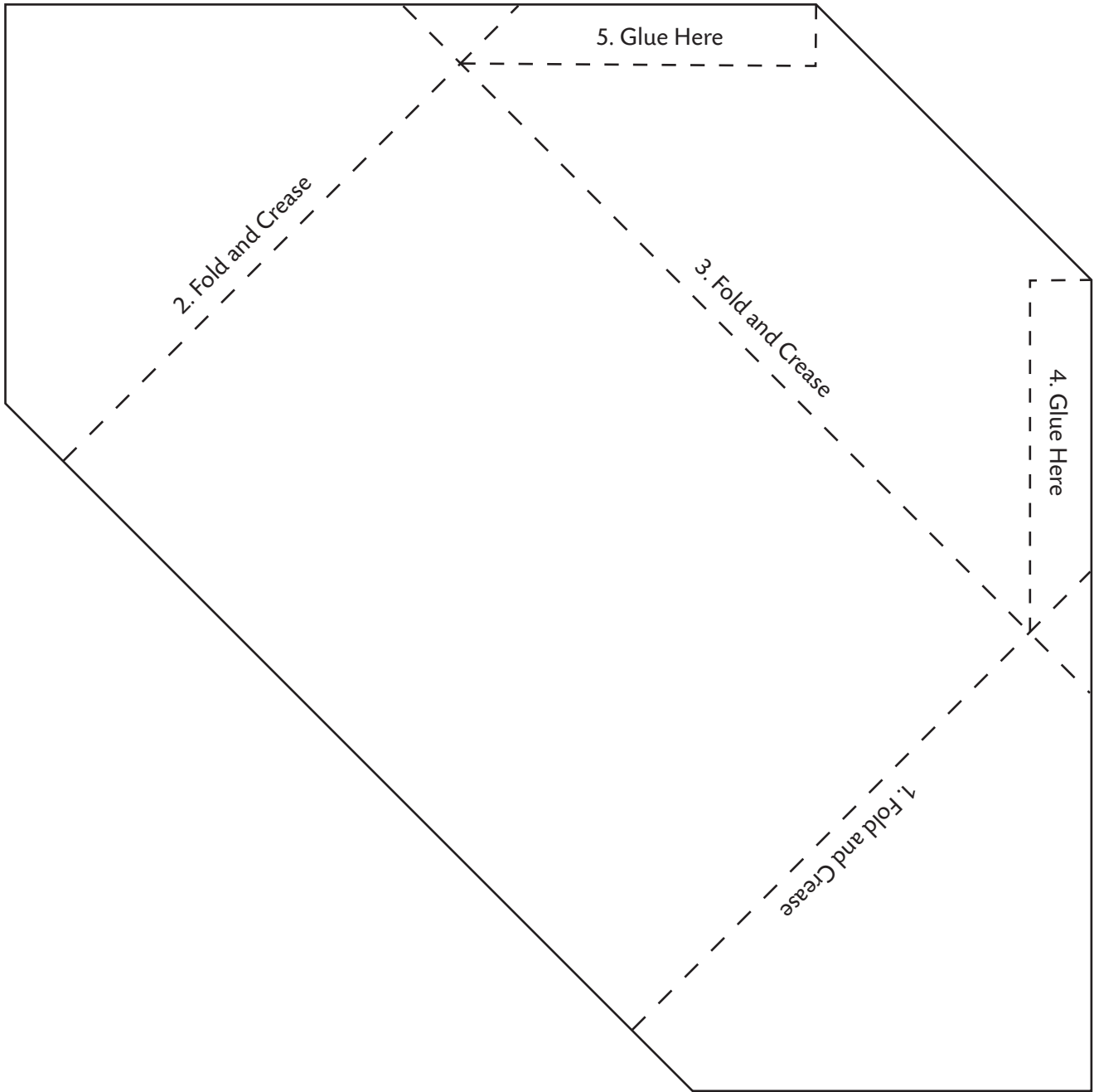


# Dodecahedron



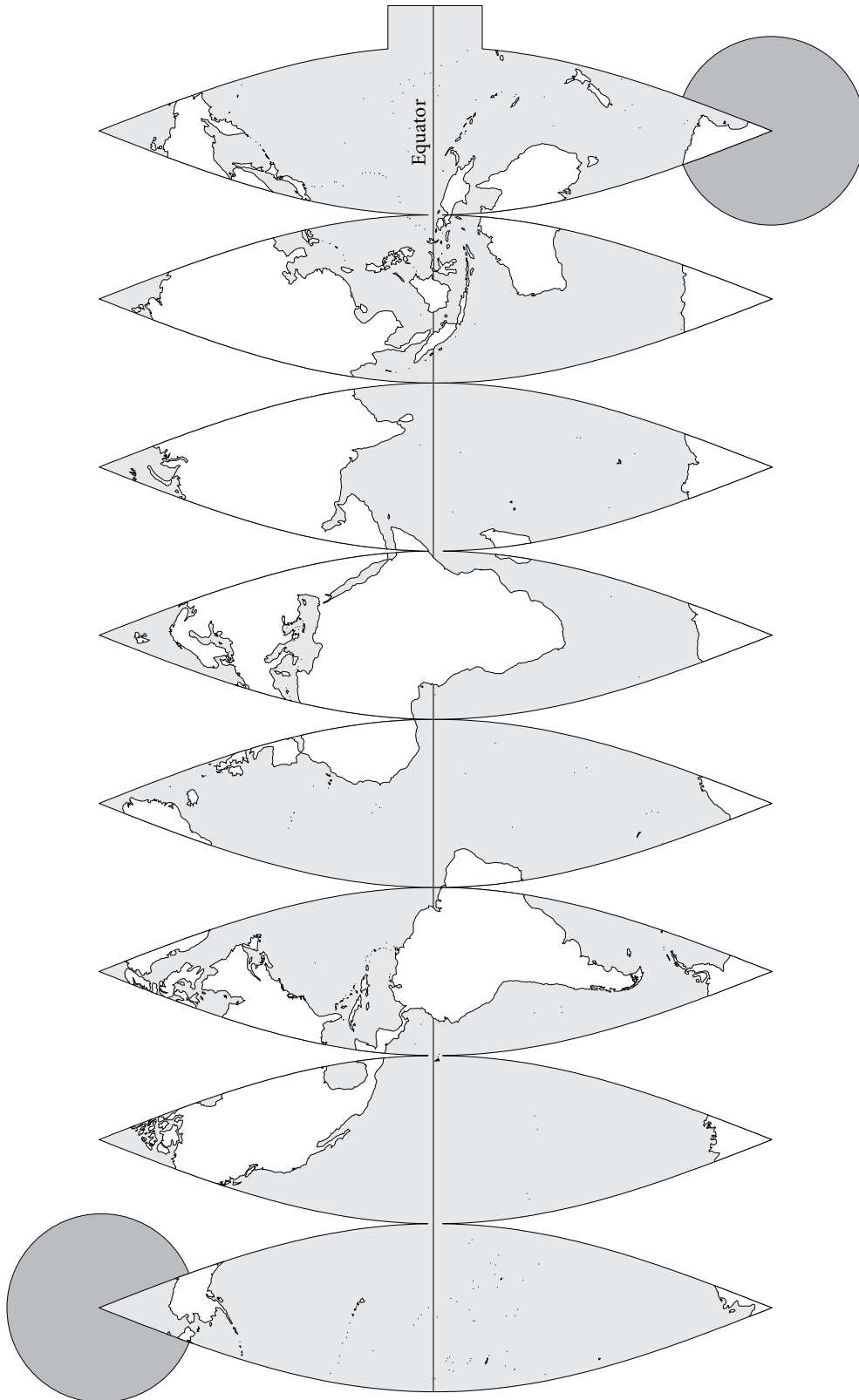
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# Envelope

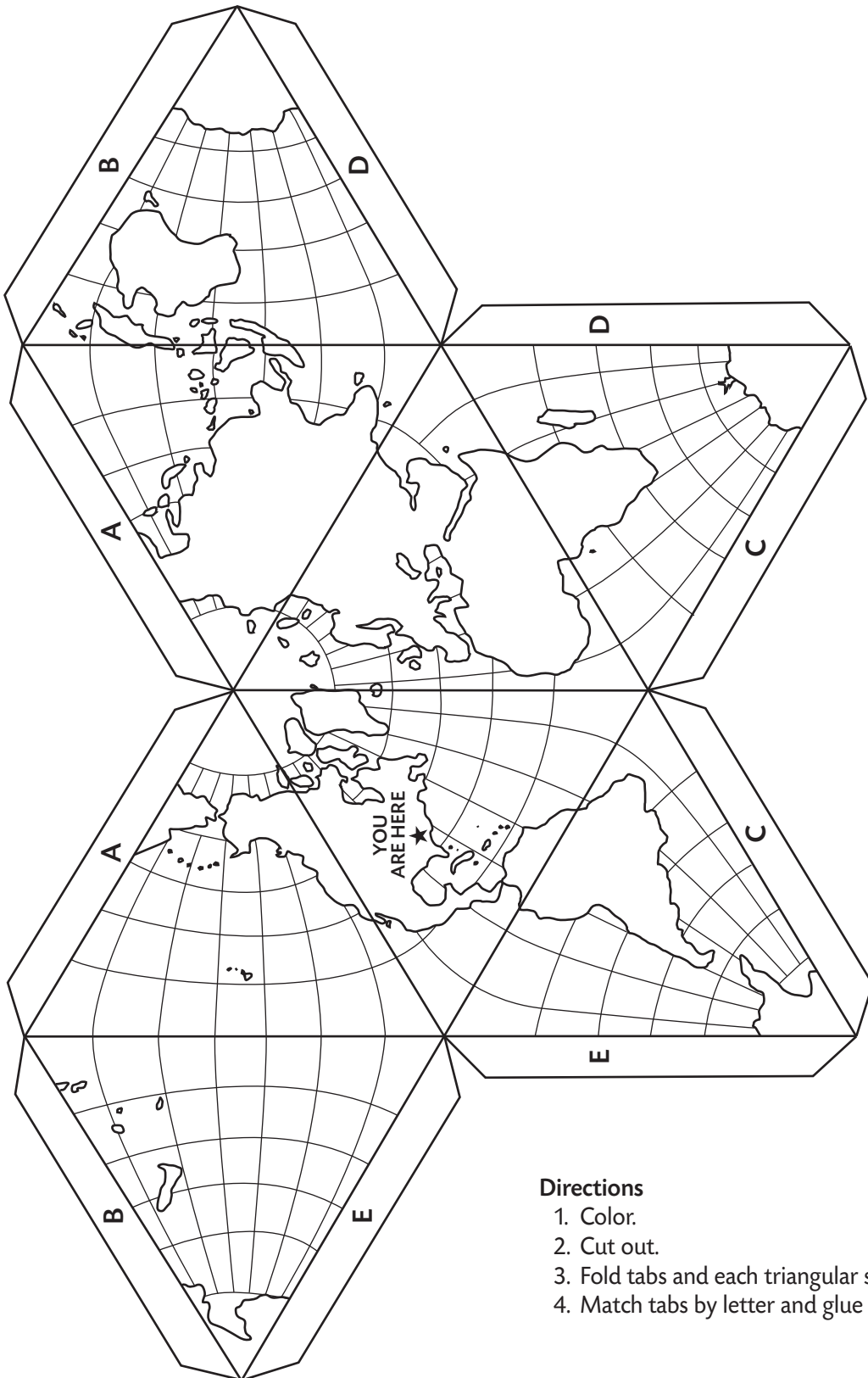


**GRAPHIC ORGANIZERS AND GENERIC PATTERNS**

# Striped/Gore



# Dymaxion World



# GRAPHIC ORGANIZERS AND GENERIC PATTERNS

## Making a Question Catcher

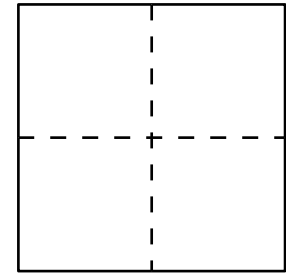
This folded-paper popper has been around for generations. Use the directions below and the piece of paper your teacher will give you to make your own. Then use your question catcher to play the geography game "The World At Your Fingertips."

### How To Make a Question Catcher

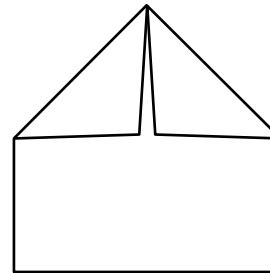
1. Fold the square of paper in half from top to bottom (see A). Unfold; then fold again from side to side. Unfold again. Both folds will form a cross (see B).
2. Take the top two corners and pull them together toward the center to create a roof shape (see C). Crease the folds.
3. Repeat step 2 with the bottom half of the paper to form a smaller square (see D).
4. Flip the square and repeat steps 1–3. This will form an even smaller square (see E).
5. Notice that the paper is now divided into eight triangles (see E). Pick any eight numbers between 1 and 15. Writes one of these numbers on each triangle (see F).
6. Pull up each flap. Notice that there are two triangles on the underside of the flap. Write the name of a different country on each of these triangles (see G).
7. Close all the flaps so that only the numbers show. Turn the square over. Notice the four small squares. Write the name of a different color on each of these squares (see H).
8. Now it's time to turn this paper into a game. Fold the square in half so that the numbers are on the inside of the fold. Slip the thumb and forefinger of your right hand under the color flaps on the right side of the folded paper. Slip the thumb and forefinger of your left hand under the color flaps on the left side of the paper. In order to make the top, outer corners meet in the middle, place your chin in the center of the fold and pinch the corners around it.
9. Practice moving the points of your question catcher—opening and closing the two halves so that you can see the numbers inside.



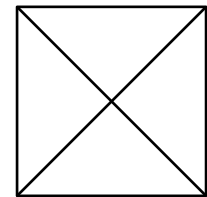
A



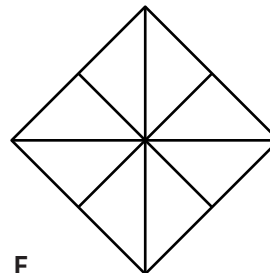
B



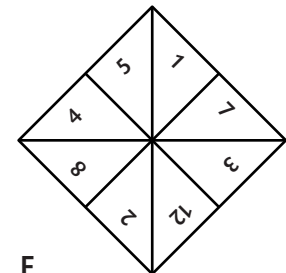
C



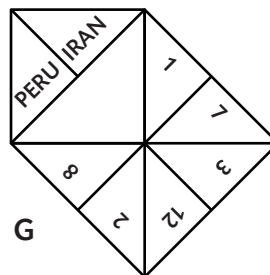
D



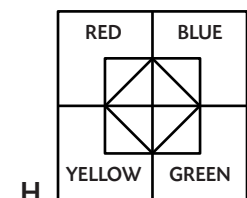
E



F



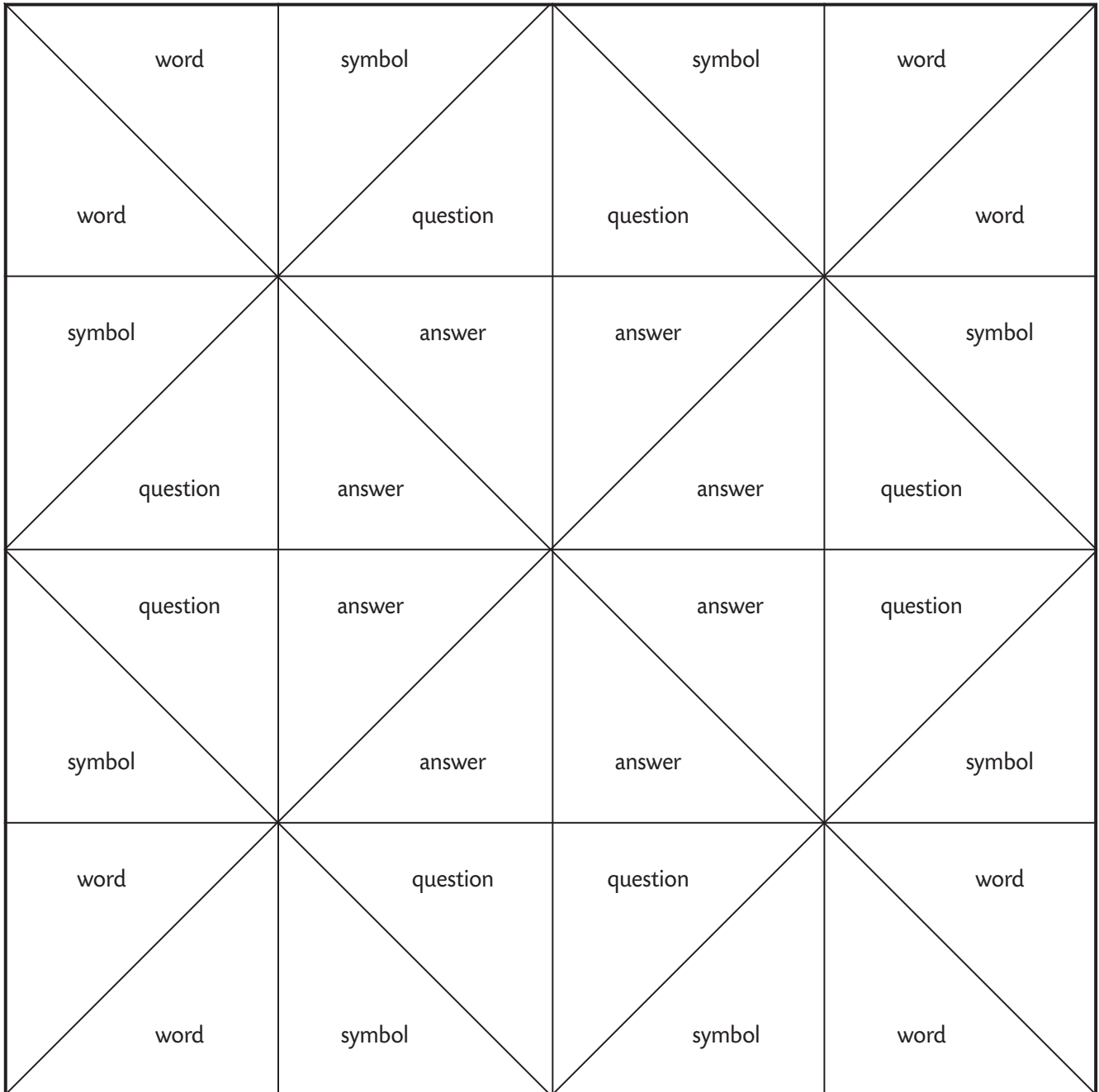
G



H

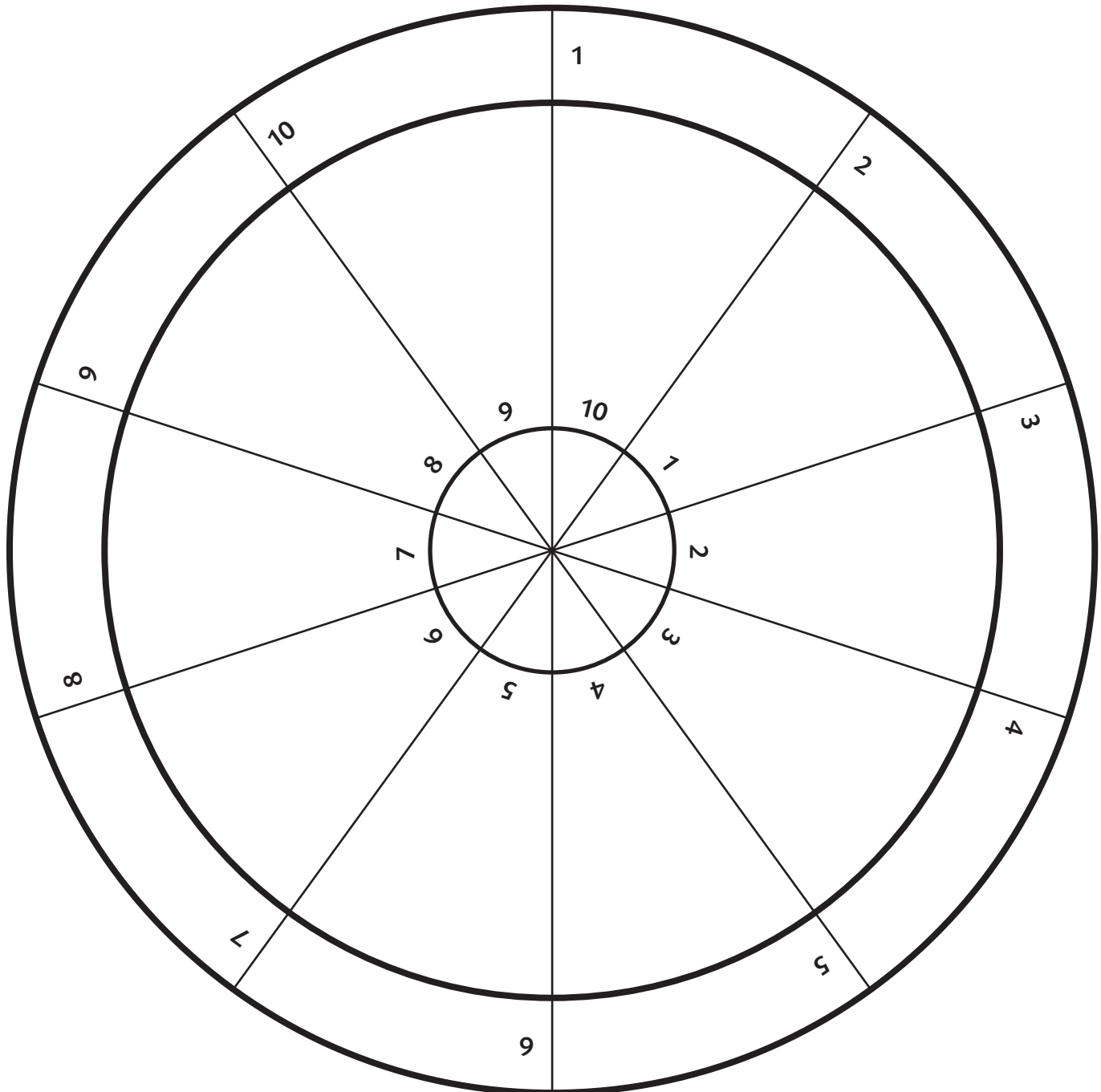
**GRAPHIC ORGANIZERS AND GENERIC PATTERNS**

# Question Catcher Pattern

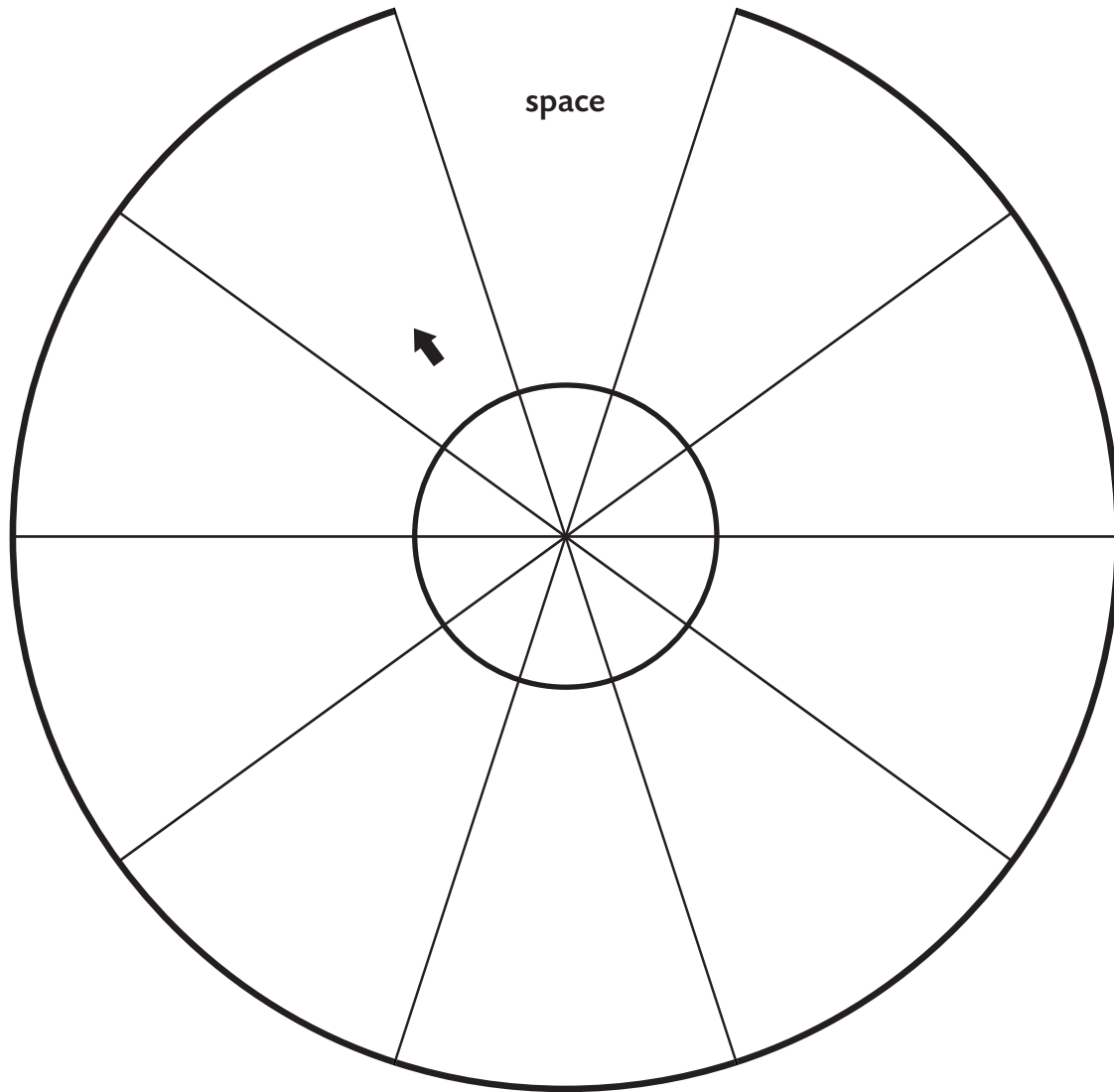




# Country or Fact Wheel (part 1)



## Country or Fact Wheel (part 2)



### Directions

1. Cut out the wheel from Part 1 and glue it to a piece of tagboard; then cut out Part 2.
2. In the outer, smaller section labeled 1, write research question number 1.
3. In the pie shaped section that is numbered 1, write the answer to question 1.
4. Continue writing questions and answers in this manner until the entire wheel is complete.
5. Part 2 is the cover for your wheel.
6. Decorate the cover with the name of your country or topic, your name, and small illustrations.
7. Place the cover on top of your wheel so that the centers are aligned. Use a straight pin to poke a hole in the center of the cover and wheel.
8. Push a brad through the pinholes to attach the cover to the wheel.
9. When you align the arrow with a question, its answer will be revealed in the space.