



GRAPHIC ORGANIZERS

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Graphic organizers:

- Show ways to structure information into patterns
- Show ways to promote active learning
- Provide a framework for what is to be learned
- Can also access previous knowledge and experience
- Show how to attach new knowledge
- Can be used to describe, compare and contrast, classify, sequence, for decision making
- Show casual relationships
- Focus attention on the key elements
- Help integrate prior knowledge with new knowledge
- Enhance concept development
- Enrich reading, writing and thinking
- Aid writing by supporting planning and revision
- Promote focused discussion
- Assist in instructional planning
- Serve as assessment and evaluation tools.

There are four major patterns of knowledge organization.

✓ Hierarchical

Pattern includes a main concept with ranks, levels, or sub-concepts

Generalizations

Classifications

✓ Conceptual

-Pattern includes a central idea, category, or class with supporting facts

-Description

-Collection

-Problem/solution

-Comparison/contrast

-Venn diagram of two overlapping circles may be used to represent comparisons or contrasts

✓ Sequential

-Pattern arranges events in chronological order

-Linear – specific beginning and end

-Cause/effect

-Process/product

-Problem/solution

✓ Cyclical

-Pattern includes series of events within a process in circular formation

-No beginning or end – continuous sequence of events

-Information in a series, succession, or cycle

FOR EXAMPLES OF GRAPHIC ORGANIZERS, SEE THE FOLLOWING SITES:

www.graphic.org

<http://www.ncrel.org/sdrs/areas/issues/students/learning/lr1grorg.htm>

<http://www.enchantedlearning.com/graphicorganizers/>

Some information is free, but a subscription will get more information and no ads. Scroll down after you select an organizer to see the details

<http://www.thinkport.org/Technology/template.tp>