

## **Instructional Strategies**

lecture  
guided discussion  
field trip  
research  
modeling  
questioning  
role-play  
brainstorming  
conduct a survey  
collect samples or examples  
inspect  
identify problems  
role play  
create own worksheet for practice  
interview  
demonstrate a process

centers  
simulation  
modeling  
conferences  
guided practice  
mentoring program  
cooperative learning  
software programs  
set goals  
creative movement  
posters  
sketch and draw  
suggest improvements  
determine criteria for evaluation  
make up a game  
write a story

multi-media  
peer-tutoring  
guest speakers  
events  
panel discussion  
debate  
game  
experiments  
write a song or play  
make maps  
teach someone else  
create a dictionary or glossary  
work in small groups  
produce a puppet show  
create newspapers  
make a collage

## **Modifications and Accommodations**

restate directions  
rate of speech  
simple vocabulary  
check for understanding  
audio/video record for reference  
  
provide notes  
modify content  
encourage participation  
near chalkboard  
reduce external stimuli

allow dictation/scribe  
provide outline for lecture  
provide completed outline  
highlight important information  
appropriate materials for reading  
level  
someone to read orally  
option of extended time  
modified assignments  
provide study carrel  
increase/decrease movement

change format of tests  
access to computer  
voice activated software  
modified homework load  
use of graph paper for  
organization  
assistive technology  
graphic organizers  
preferential seating  
use of time keeper  
allow for transition time

## **Extensions**

research a topic  
create a presentation  
create a center for younger grade  
make a game  
establish an apprenticeship  
make a film  
post a podcast

start a blog  
host a debate  
make a model  
write a journal  
write to the newspaper  
interview community members  
present to the school board

create a webpage  
make a brochure  
start a business  
design a survey  
make a flip book  
illustrate and write a manual  
service learning