





Contents

Acknowledgments		ix
About the Author		x
Introduction		1
	Strategy 1: Brainstorming and Discussion	15
	What: Defining the Strategy	15
	Why: Theoretical Framework	16
	How: Instructional Activities	17
	Reflection and Application	22
	Strategy 2: Drawing and Artwork	25
	What: Defining the Strategy	25
	Why: Theoretical Framework	26
	How: Instructional Activities	26
	Reflection and Application	30
	Strategy 3: Field Trips	33
	What: Defining the Strategy	33
	Why: Theoretical Framework	34
	How: Instructional Activities	34
	Reflection and Application	37
	Strategy 4: Games	39
	What: Defining the Strategy	39
	Why: Theoretical Framework	40
	How: Instructional Activities	41
	Reflection and Application	47



**Strategy 5: Graphic Organizers,
Semantic Maps, and Word Webs 49**

What: Defining the Strategy	49
Why: Theoretical Framework	50
How: Instructional Activities	51
Reflection and Application	61



Strategy 6: Humor 63

What: Defining the Strategy	63
Why: Theoretical Framework	64
How: Instructional Activities	64
Reflection and Application	70



**Strategy 7: Manipulatives,
Experiments, Labs, and Models 73**

What: Defining the Strategy	73
Why: Theoretical Framework	74
How: Instructional Activities	74
Reflection and Application	78



Strategy 8: Metaphors, Analogies, and Similes 81

What: Defining the Strategy	81
Why: Theoretical Framework	82
How: Instructional Activities	83
Reflection and Application	86



Strategy 9: Mnemonic Devices 89

What: Defining the Strategy	89
Why: Theoretical Framework	90
How: Instructional Activities	90
Reflection and Application	94



Strategy 10: Movement 97

What: Defining the Strategy	97
Why: Theoretical Framework	98
How: Instructional Activities	99
Reflection and Application	104



Strategy 11: Music, Rhythm, Rhyme, and Rap 107

What: Defining the Strategy 107
Why: Theoretical Framework 108
How: Instructional Activities 109
Reflection and Application 114



Strategy 12: Project-Based and Problem-Based Learning 117

What: Defining the Strategy 117
Why: Theoretical Framework 118
How: Instructional Activities 119
Reflection and Application 124



Strategy 13: Reciprocal Teaching and Cooperative Learning 127

What: Defining the Strategy 127
Why: Theoretical Framework 128
How: Instructional Activities 129
Reflection and Application 134



Strategy 14: Role Plays, Drama, Pantomimes, and Charades 137

What: Defining the Strategy 137
Why: Theoretical Framework 138
How: Instructional Activities 138
Reflection and Application 142



Strategy 15: Storytelling 145

What: Defining the Strategy 145
Why: Theoretical Framework 146
How: Instructional Activities 146
Reflection and Application 151



Strategy 16: Technology 153

What: Defining the Strategy 153
Why: Theoretical Framework 154
How: Instructional Activities 155
Reflection and Application 159



Strategy 17: Visualization and Guided Imagery 161

What: Defining the Strategy 161
Why: Theoretical Framework 162
How: Instructional Activities 163
Reflection and Application 166



Strategy 18: Visuals 169

What: Defining the Strategy 169
Why: Theoretical Framework 170
How: Instructional Activities 171
Reflection and Application 174



Strategy 19: Work Study and Apprenticeships 177

What: Defining the Strategy 177
Why: Theoretical Framework 178
How: Instructional Activities 179
Reflection and Application 182



Strategy 20: Writing and Journals 185

What: Defining the Strategy 185
Why: Theoretical Framework 186
How: Instructional Activities 187
Reflection and Application 191

Resource A: Brain-Compatible Lesson Plan 193

Resource B: Graphic Organizers 205

Bibliography 219

Index 225