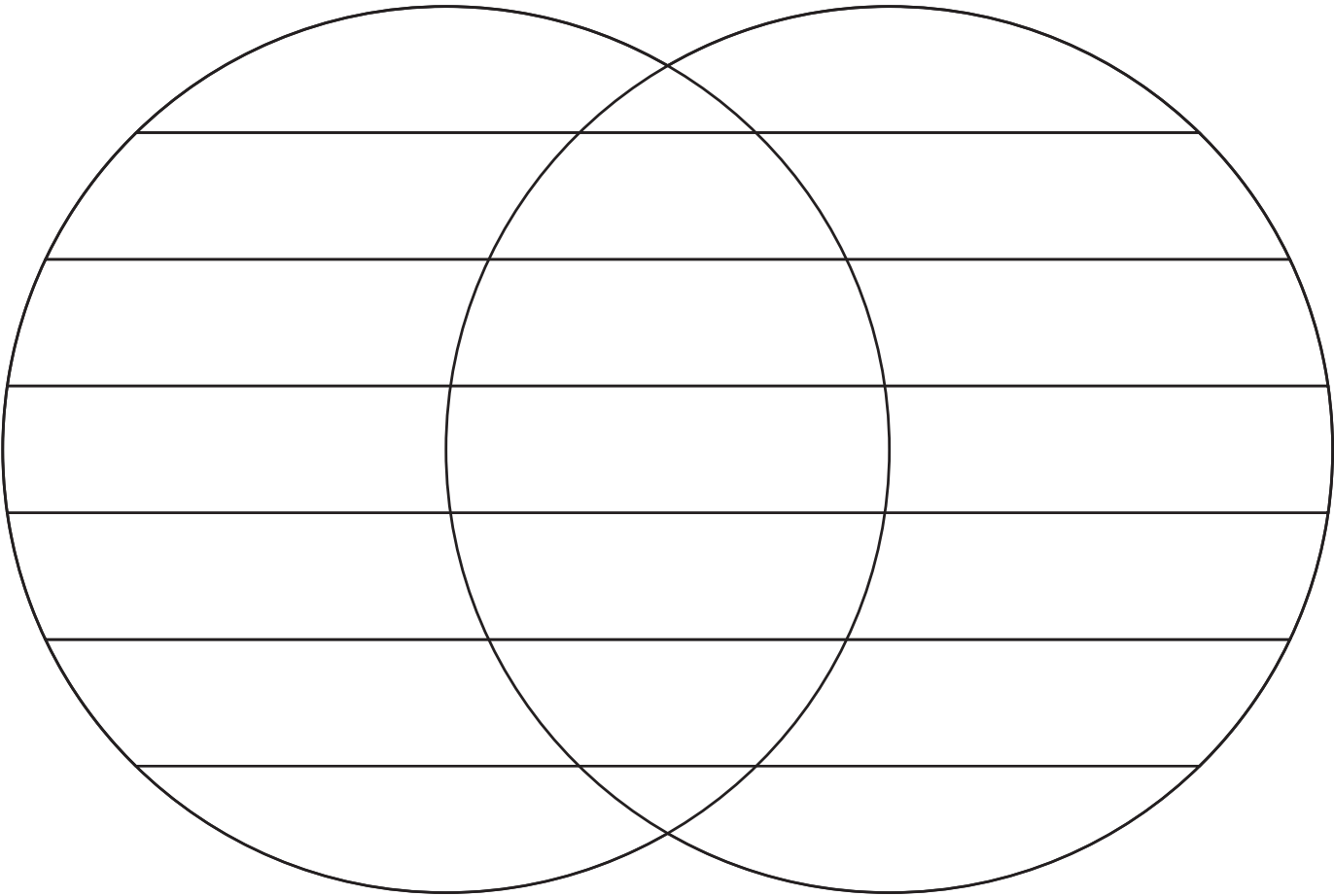


T-Chart

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Attribute Analysis: T-Chart

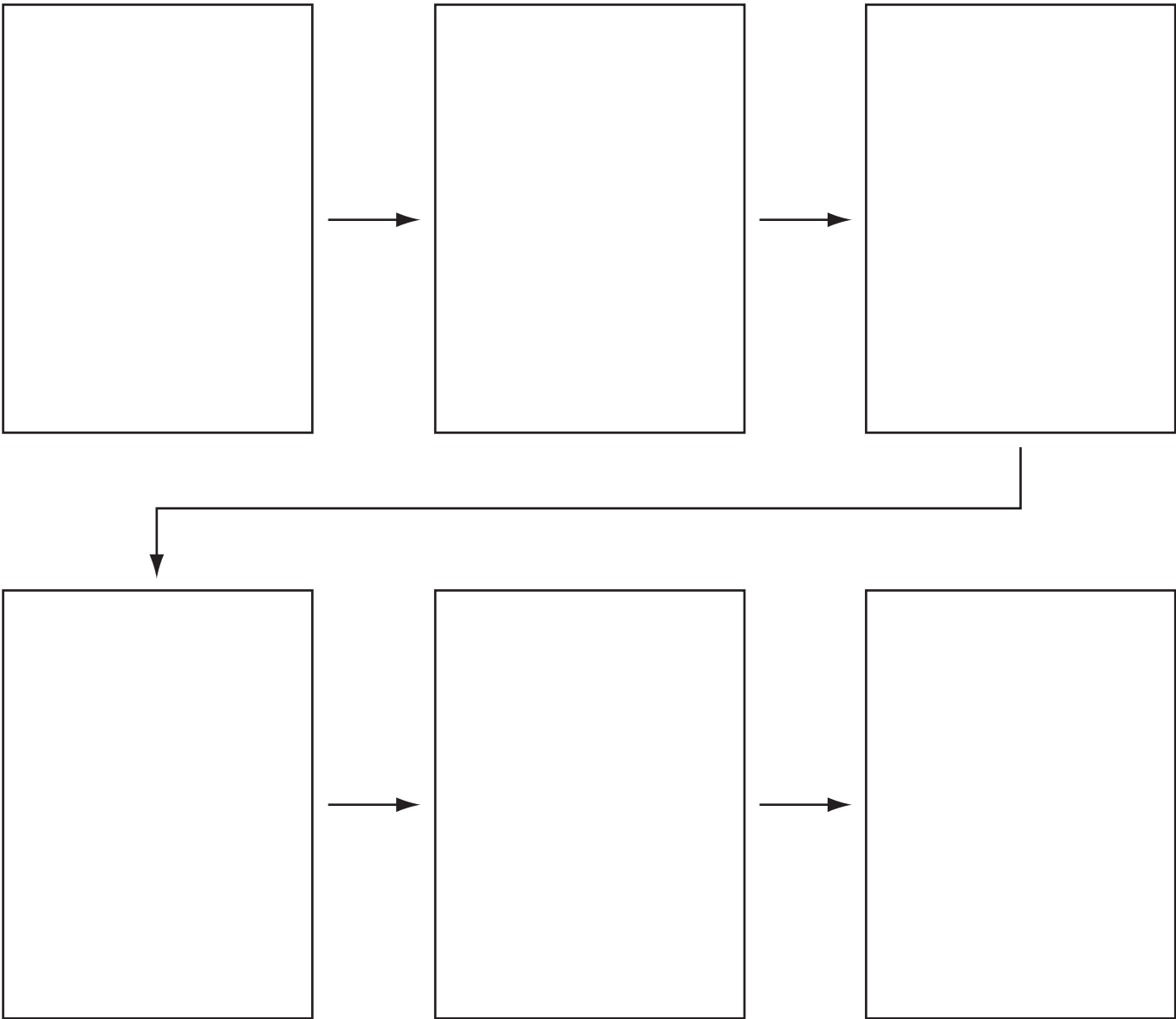
Venn Diagram



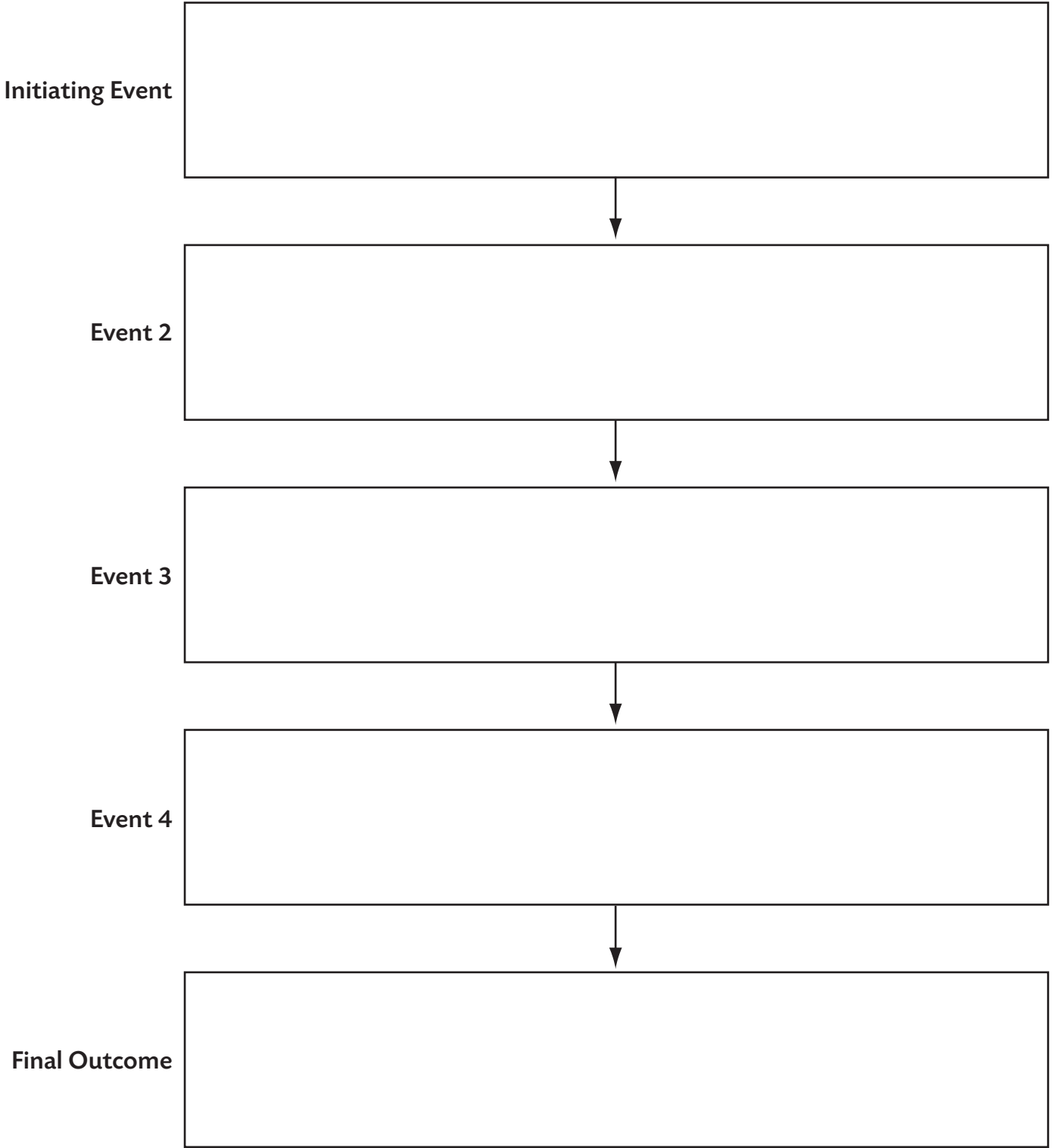
Comparison Matrix

GRAPHIC ORGANIZERS AND GENERIC PATTERNS

Sequence Chain for

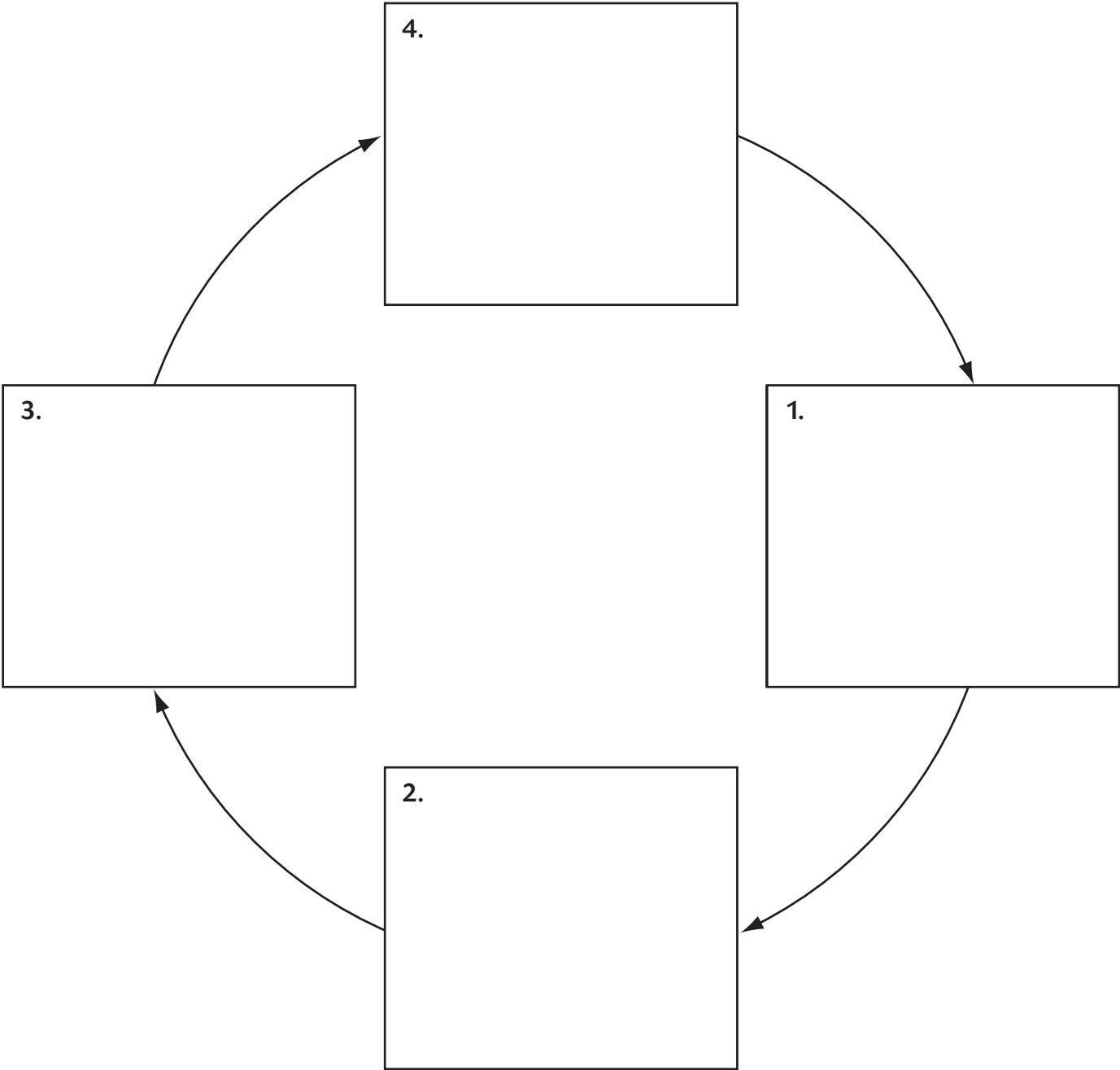


Series of Events Chain



GRAPHIC ORGANIZERS AND GENERIC PATTERNS

Cycle



A diagram illustrating a staircase-like structure composed of several rectangular blocks. The blocks are arranged in a diagonal sequence from the bottom-left towards the top-right. Each block is white with a black outline. The structure is composed of five main rectangular blocks, each slightly offset to the right and up from the previous one. The blocks are set against a light gray background. The overall shape is a series of steps, with the top-right block being the largest and the bottom-left block being the smallest. The blocks are connected by thin black lines, suggesting a continuous structure. The diagram is a simple geometric representation of a staircase or a series of steps.

Decision-Making Frame

Question Box	
Important Information Box	
Decision Box	

GRAPHIC ORGANIZERS AND GENERIC PATTERNS

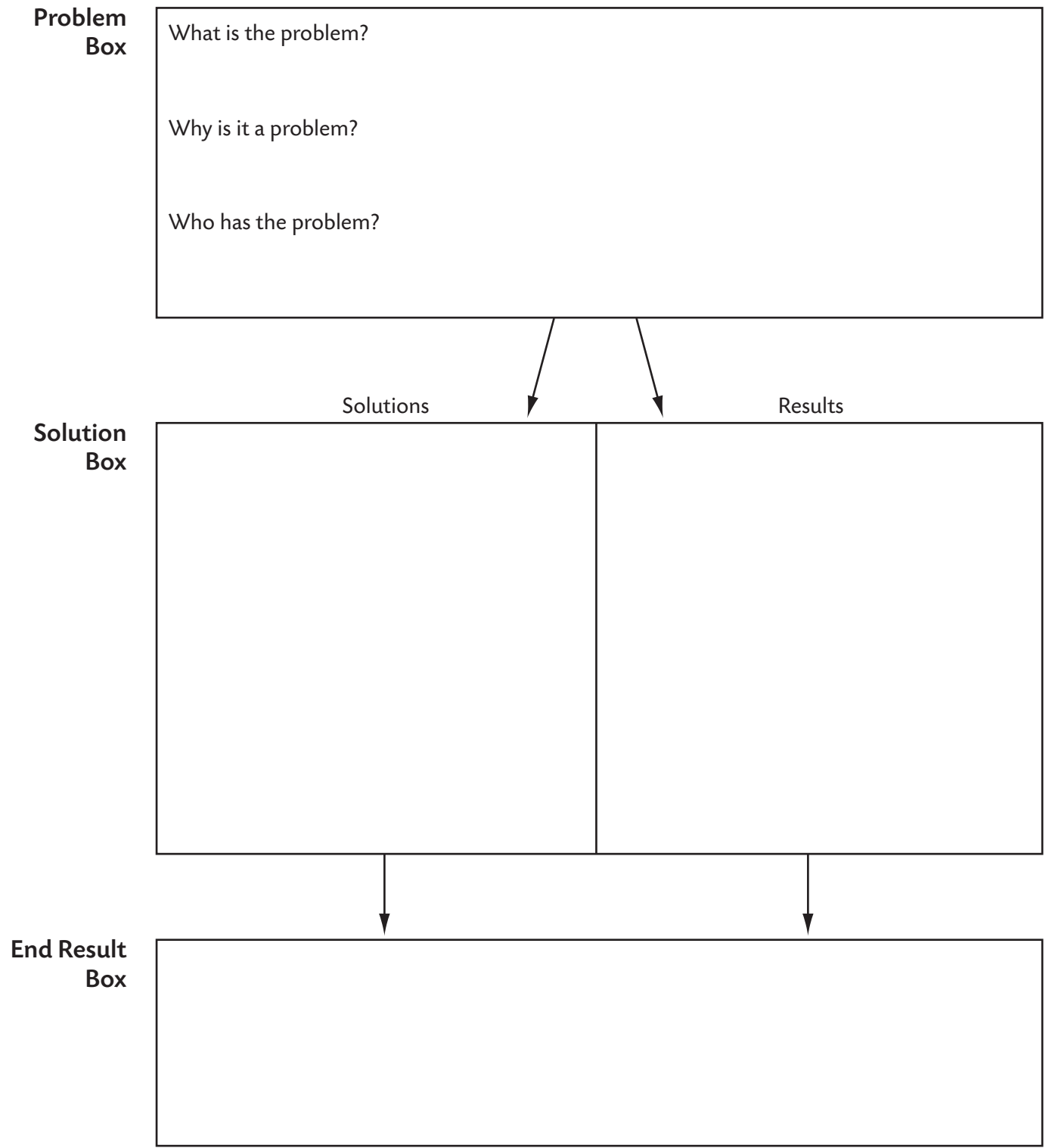
Decision-Making Model

Problem	Goal(s)

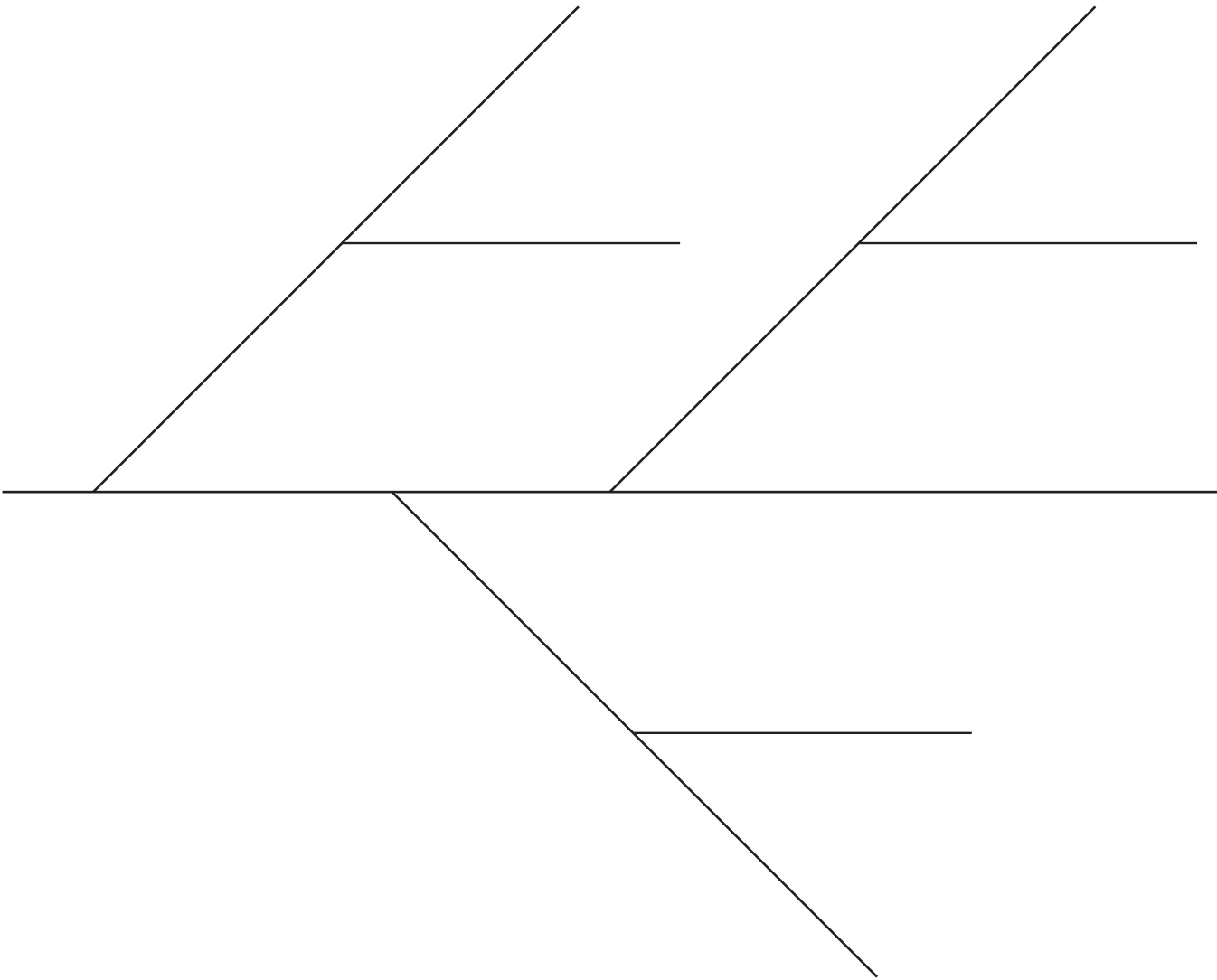
Alternatives	Pros ⊕ and Cons ⊖
	⊕
	⊖
	⊕
	⊖
	⊕
	⊖
	⊕
	⊖

Decision (s)	Reason (s)

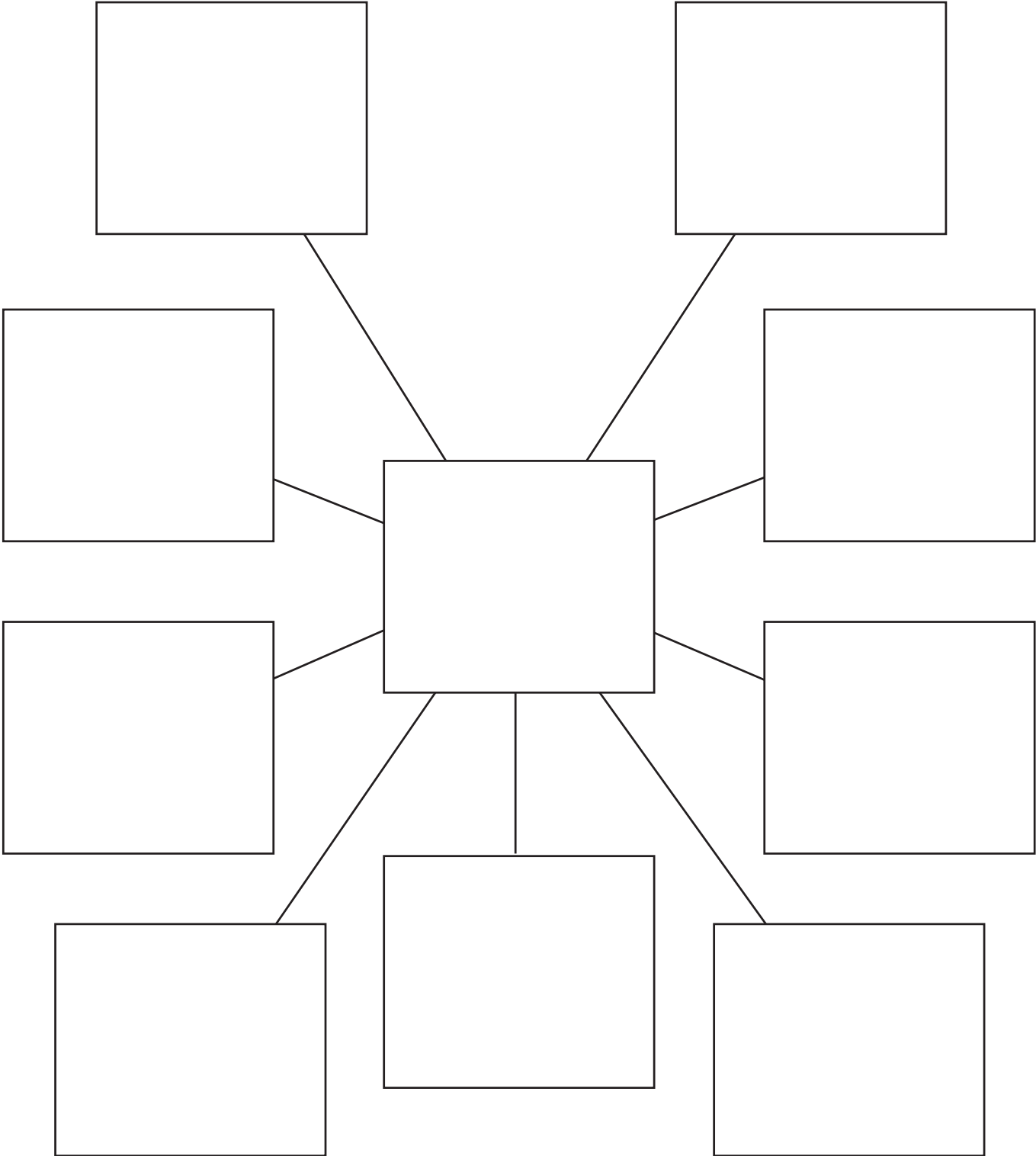
Problem-Solution Frame



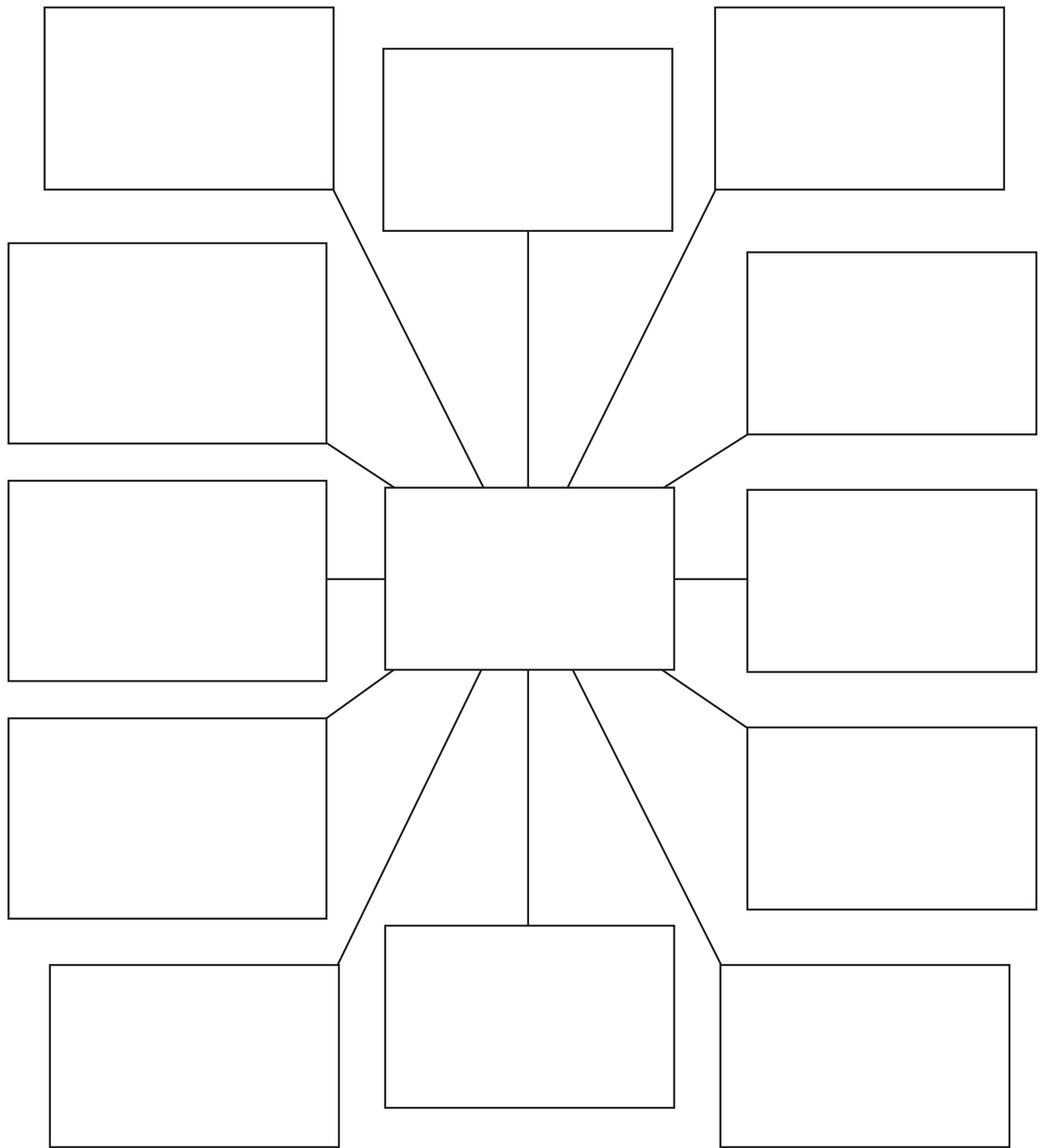
Fishbone Map



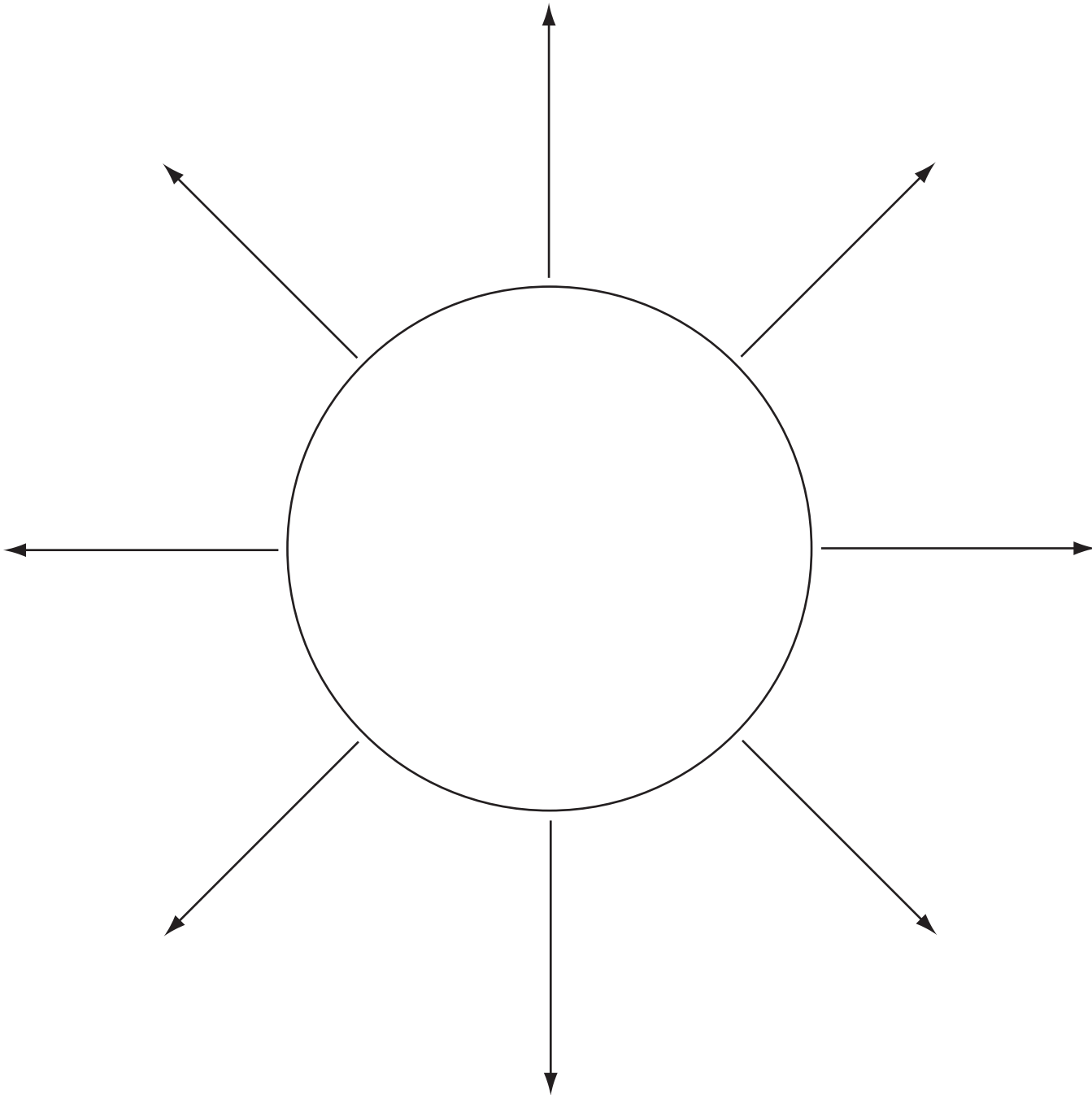
Web Chart



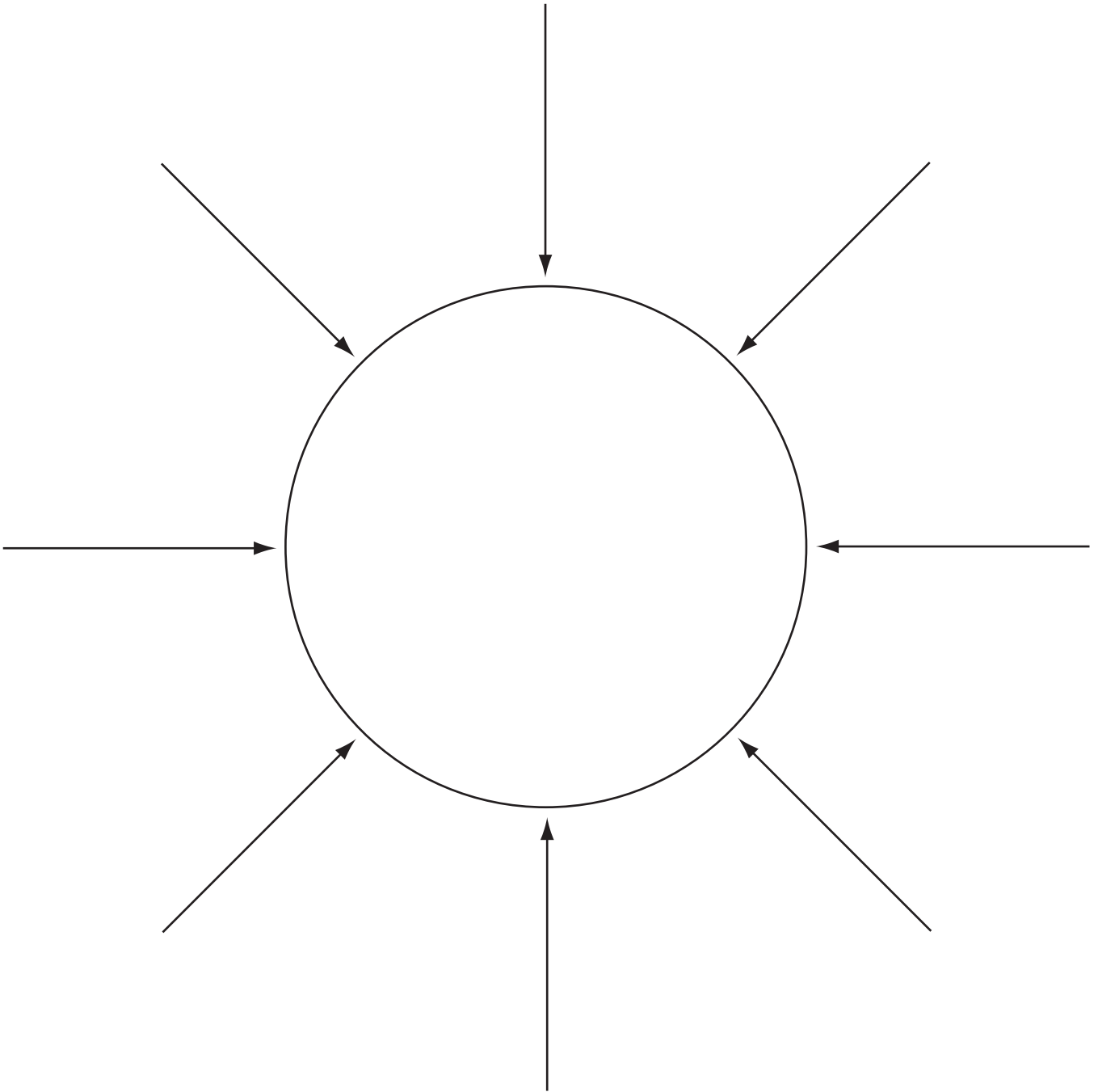
Web Chart



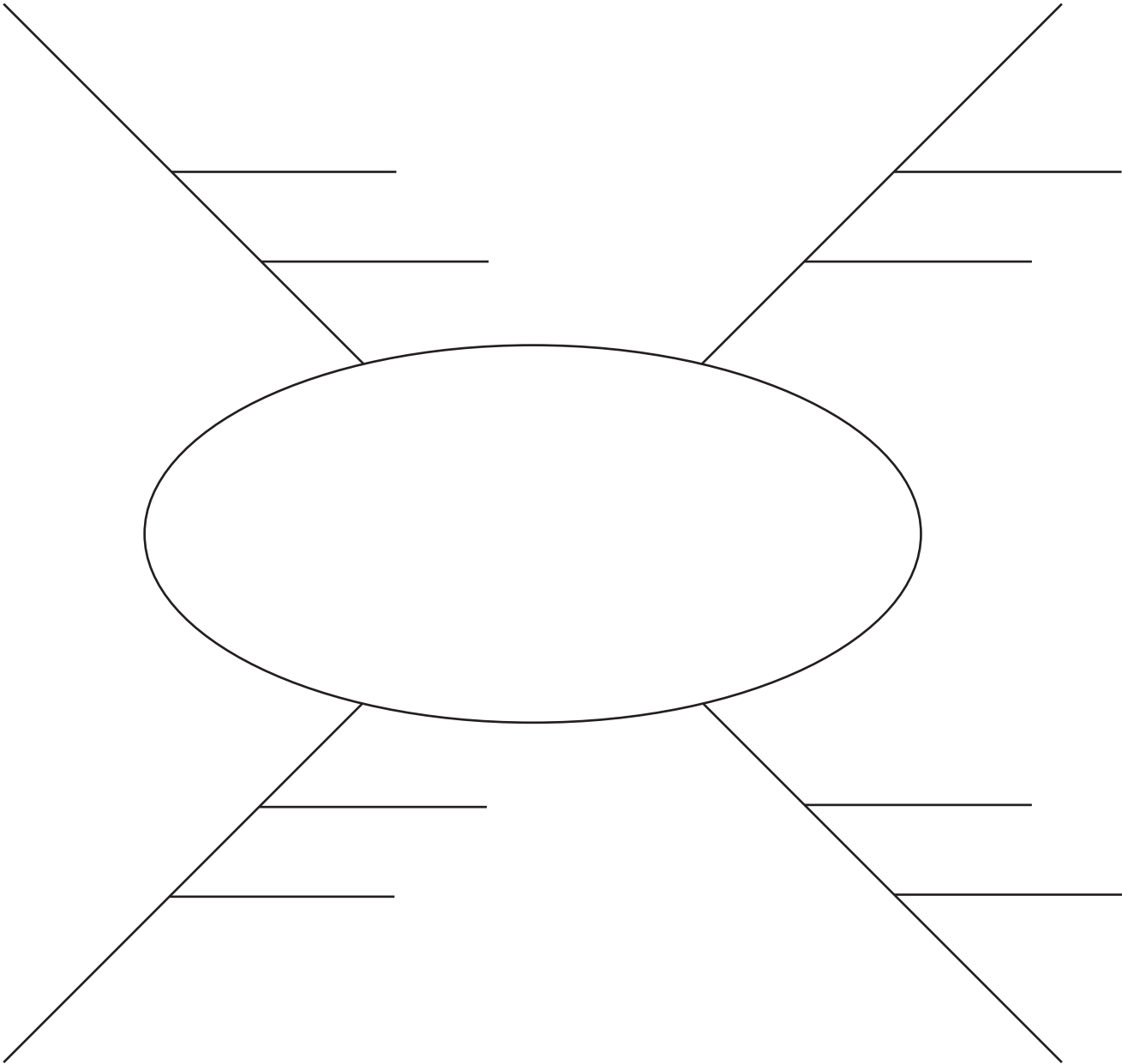
Effects Sunburst: Consequences or Results



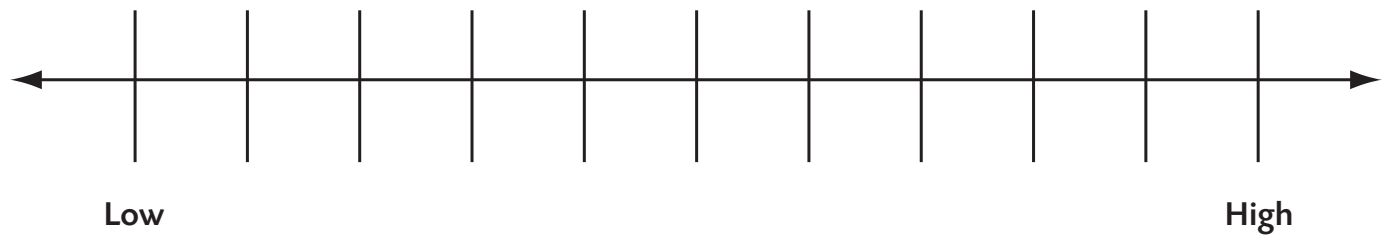
Causes Sunburst: Input and Contributing Factors



Spider Map



Continuum Scale



Inductive Reasoning

Details

Main Ideas

Plus

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

Start

Leader
(5 Frames)

<

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

Passport

The Secretary of State of the United States of America hereby requests all whom it may concern to permit the citizen/national of the United States named herein to pass without delay or hindrance and in case of need to give all lawful aid and protection. SIGNATURE OF BEARER NOT VALID UNTIL SIGNED	United States of America PASSPORT NO. Type Surname Given Names Nationality Date of Birth Sex Date of Issue Authority P<USA Place of Birth PHOTO
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GRAPHIC ORGANIZERS AND GENERIC PATTERNS

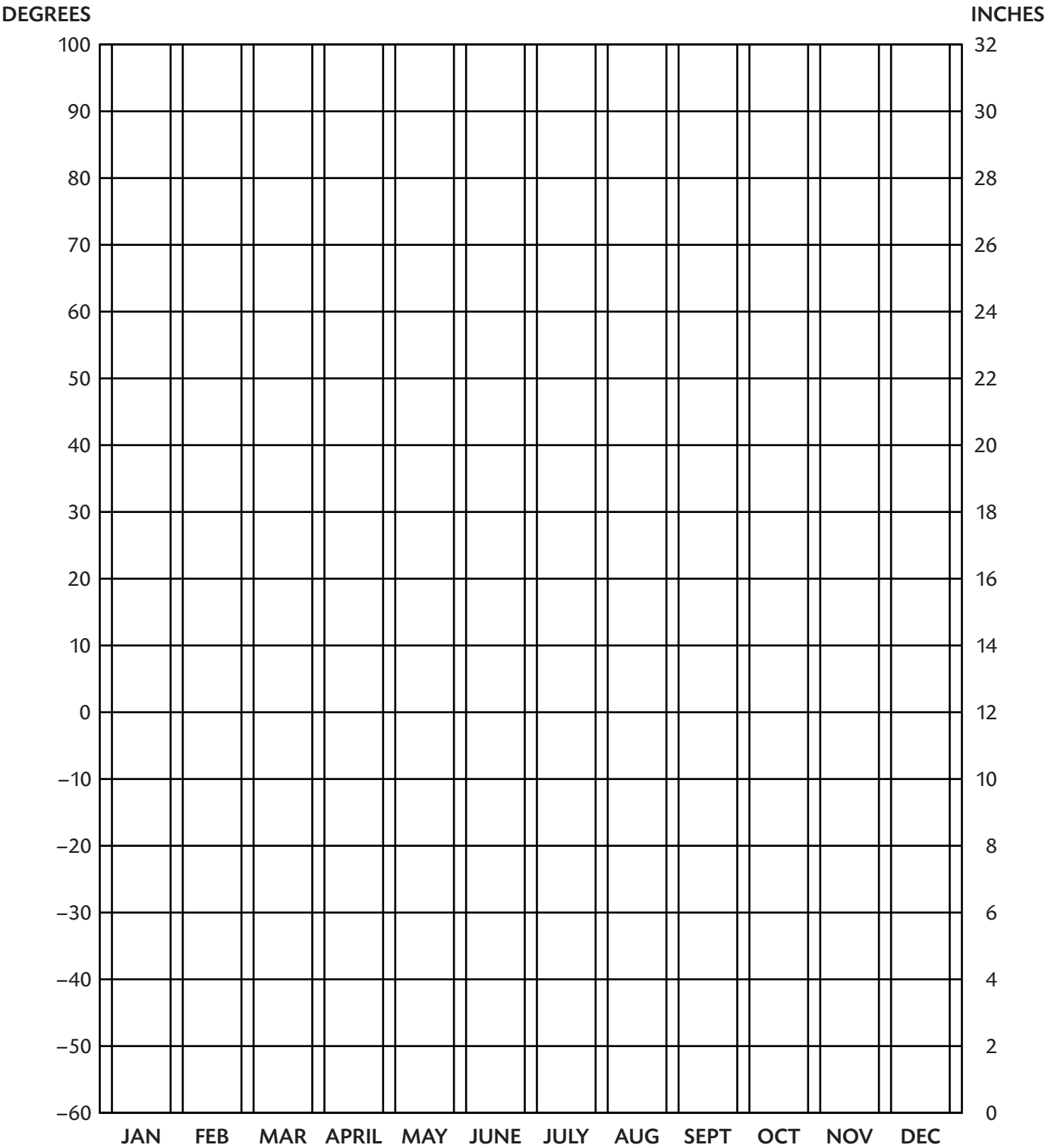
Grid

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



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.

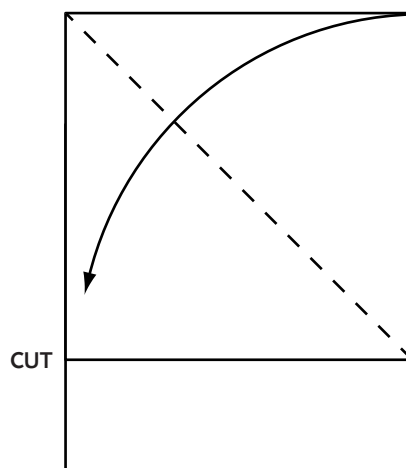
© North Carolina State University

GRAPHIC ORGANIZERS AND GENERIC PATTERNS

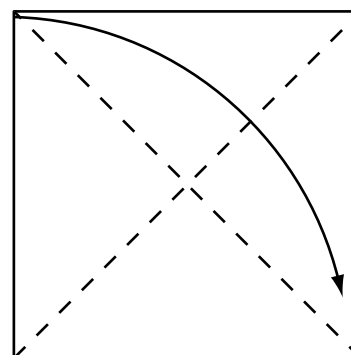
Triarama

How To Make a Triarama

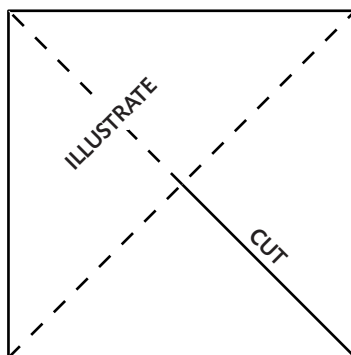
1. Fold the right corner of 8.5-inch by 11-inch sheet of construction paper down to left-hand side of paper (as shown) forming a square. Trim off the excess paper from the 11-inch side.
2. Open the folded paper square; then fold the left corner down. Square paper should now have a folded "X" line giving 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.



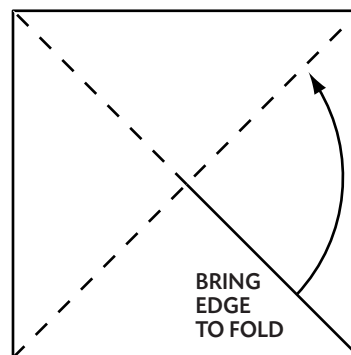
1



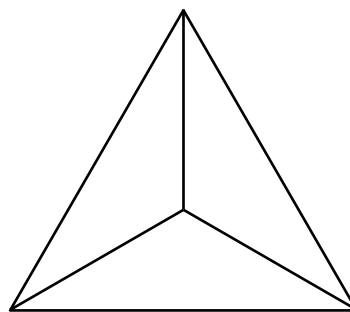
2



3

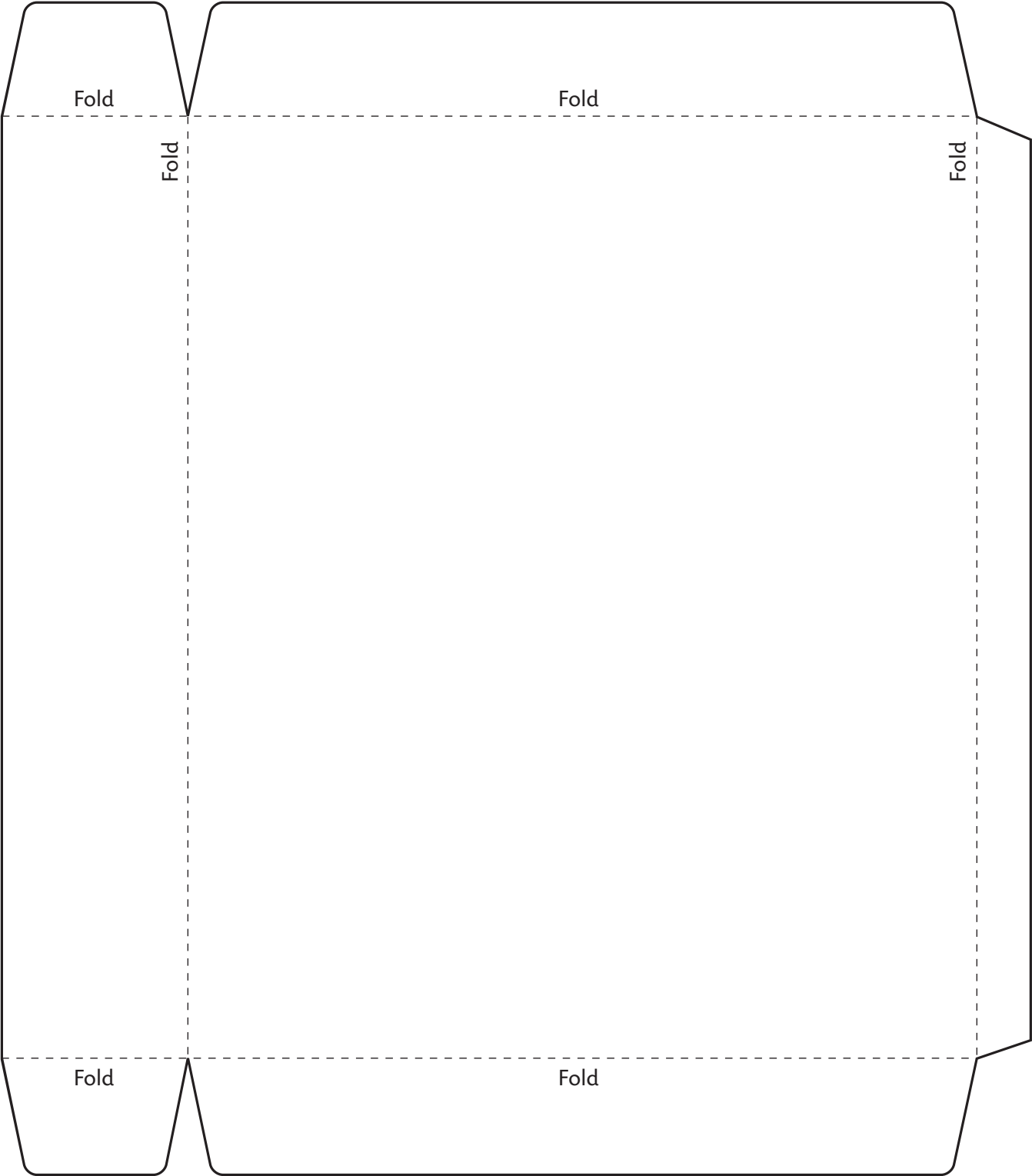


4

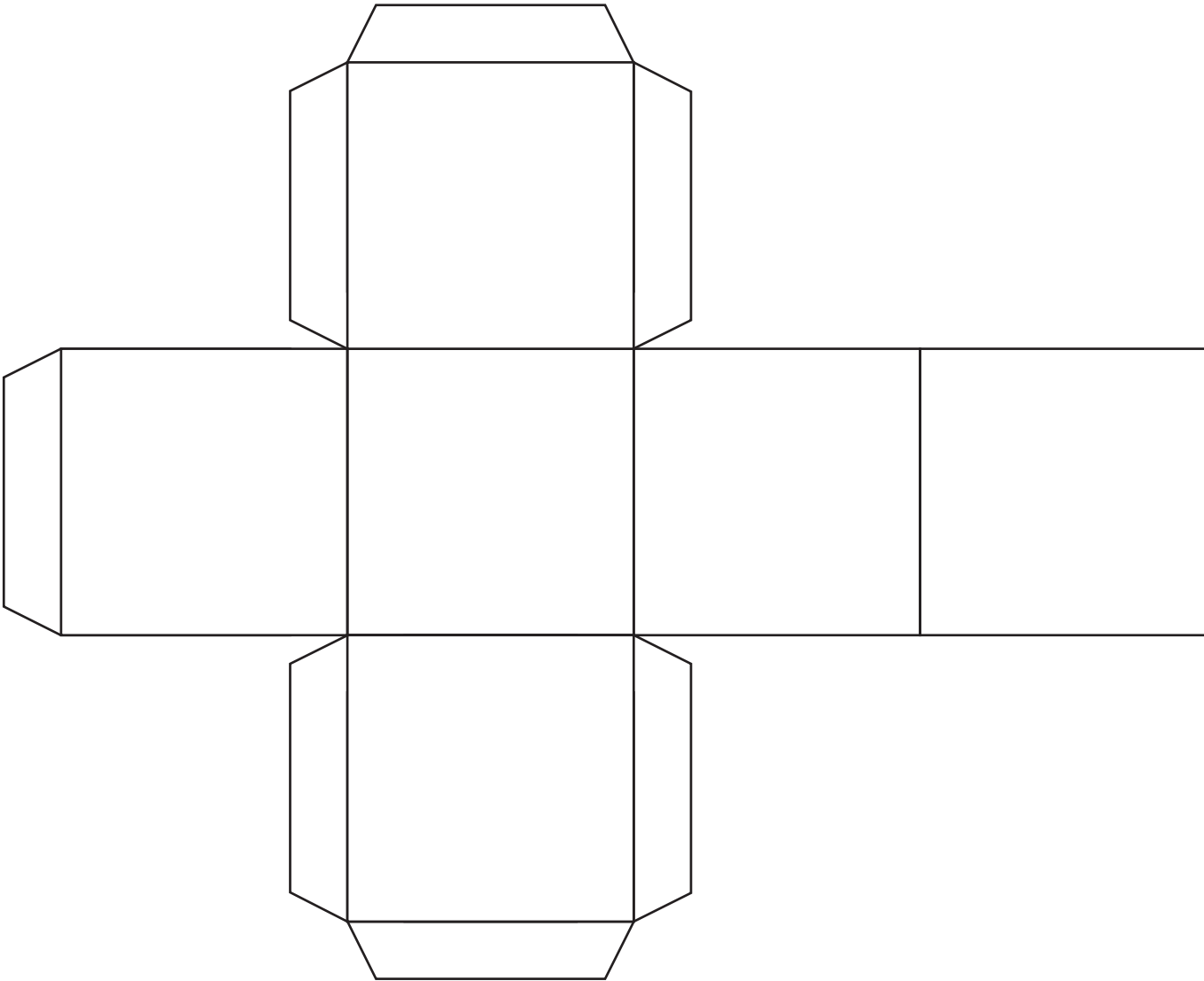


5

Diorama

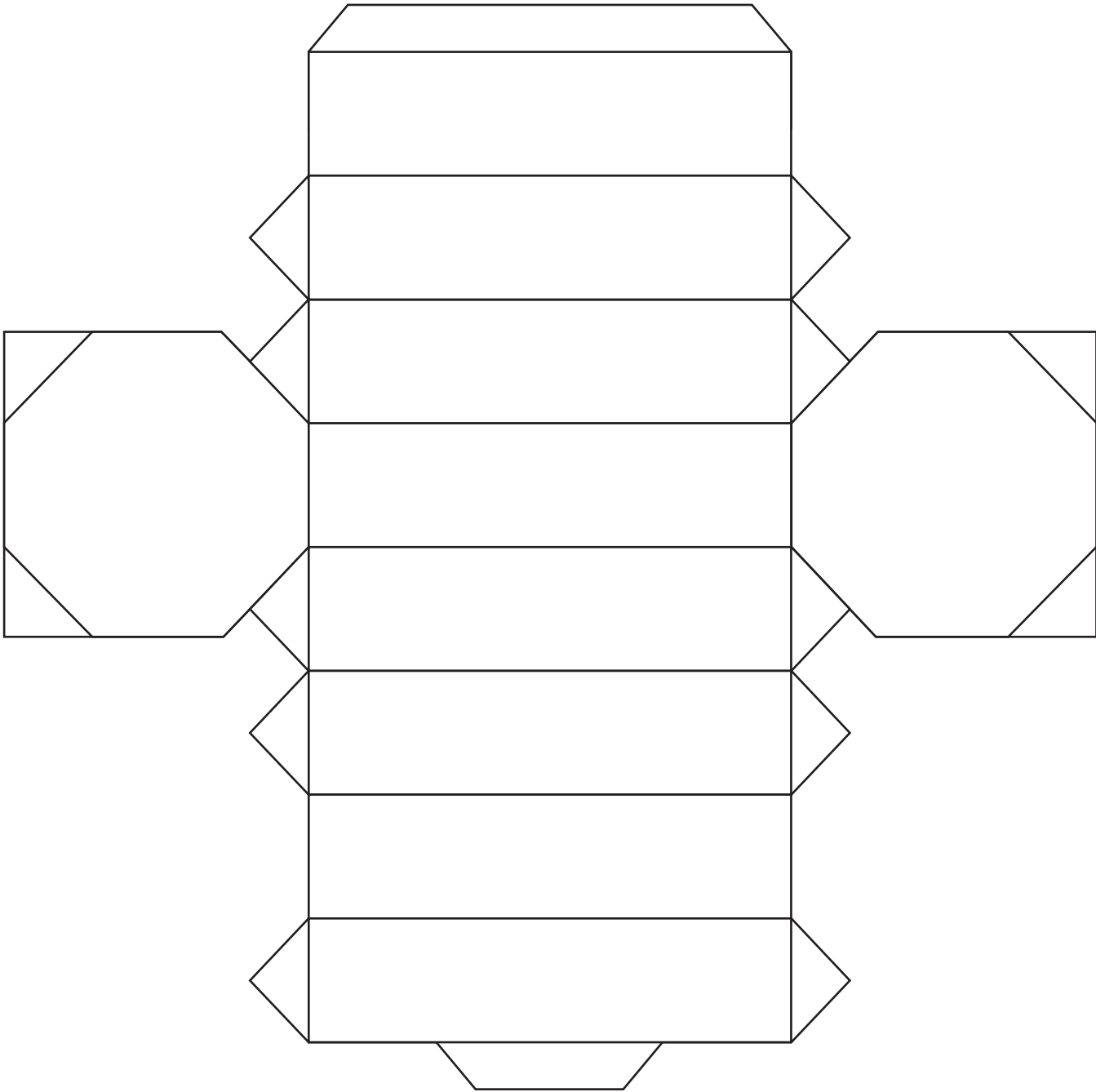


Country Cube

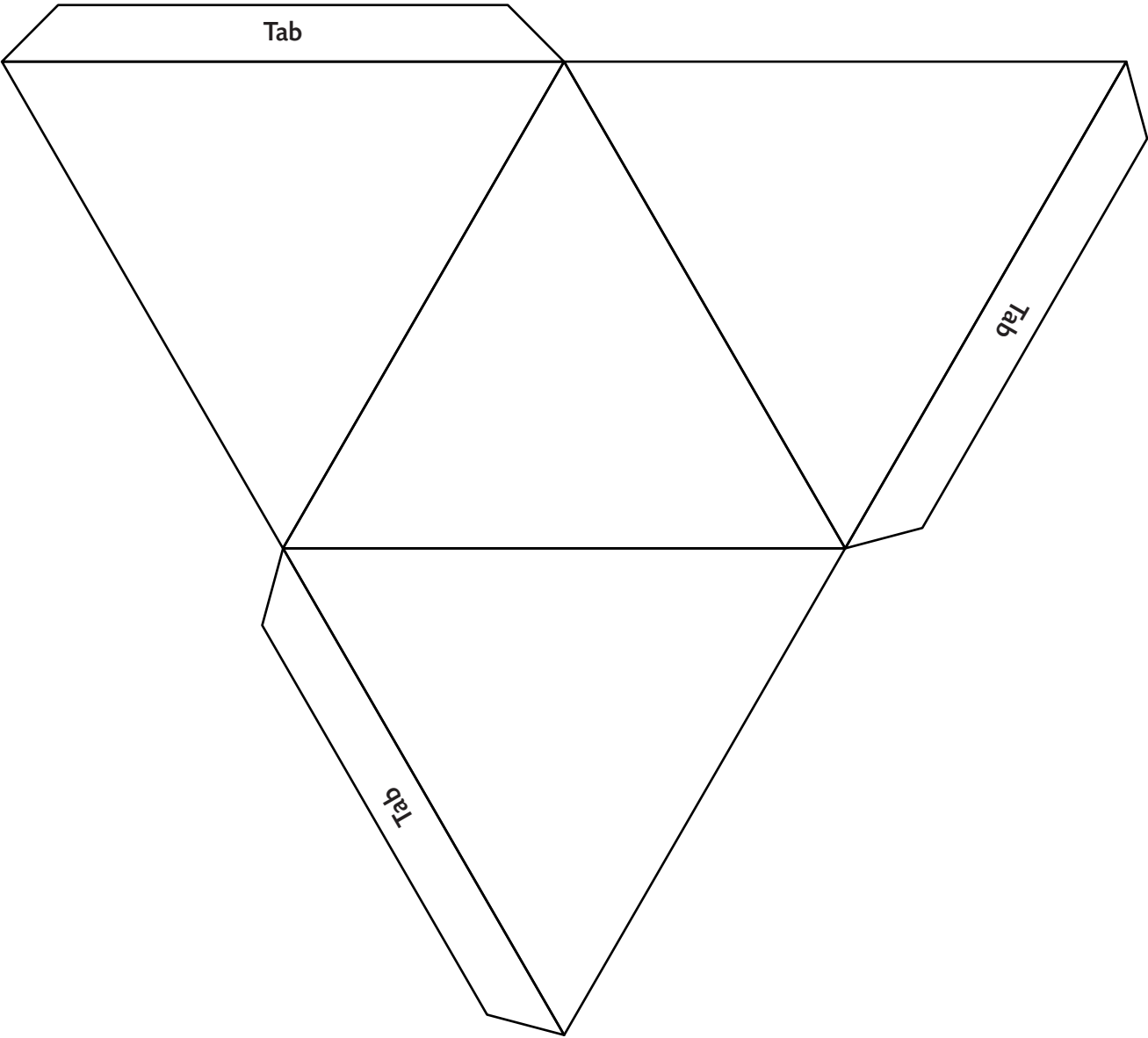


GRAPHIC ORGANIZERS AND GENERIC PATTERNS

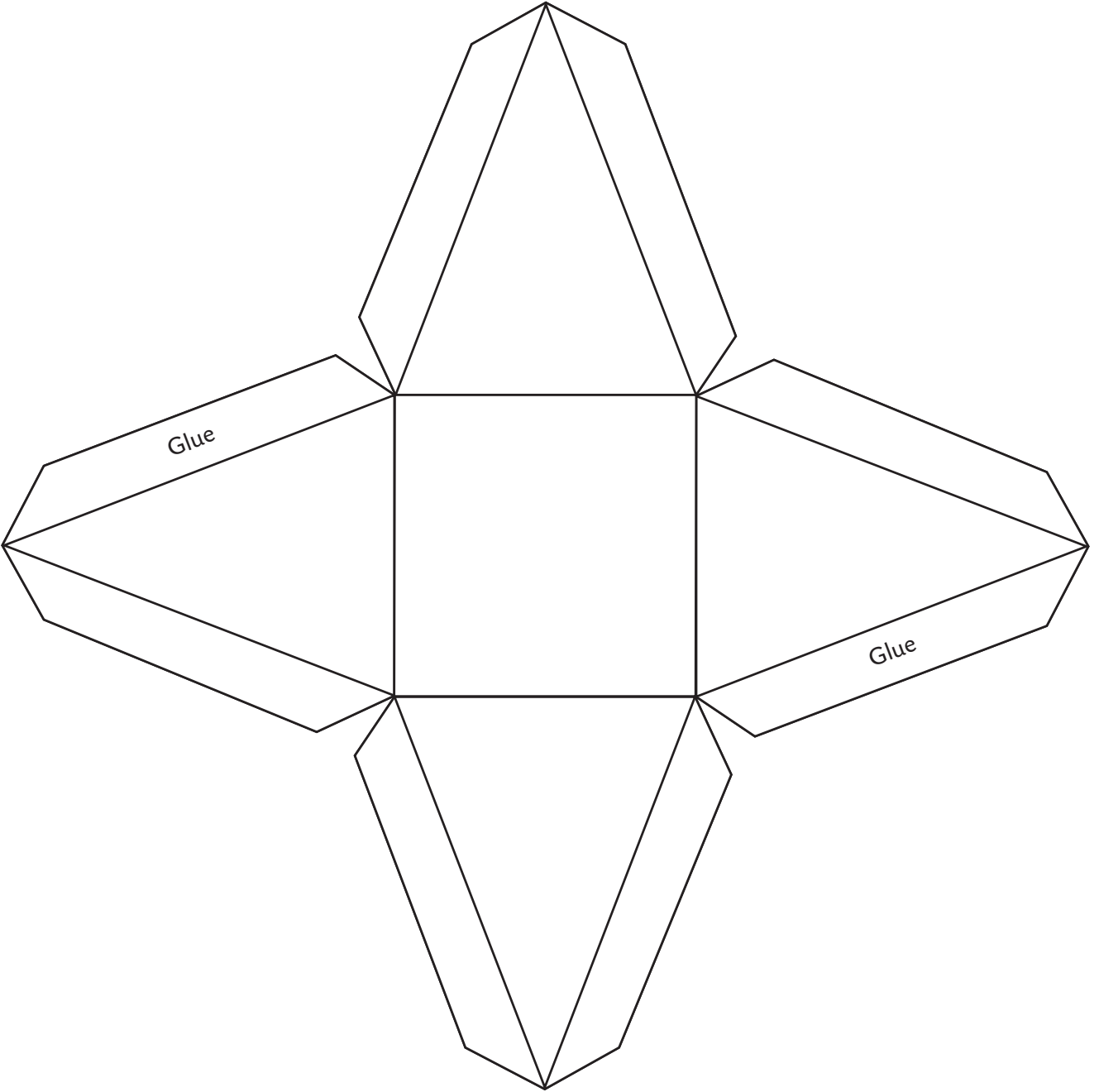
Prism



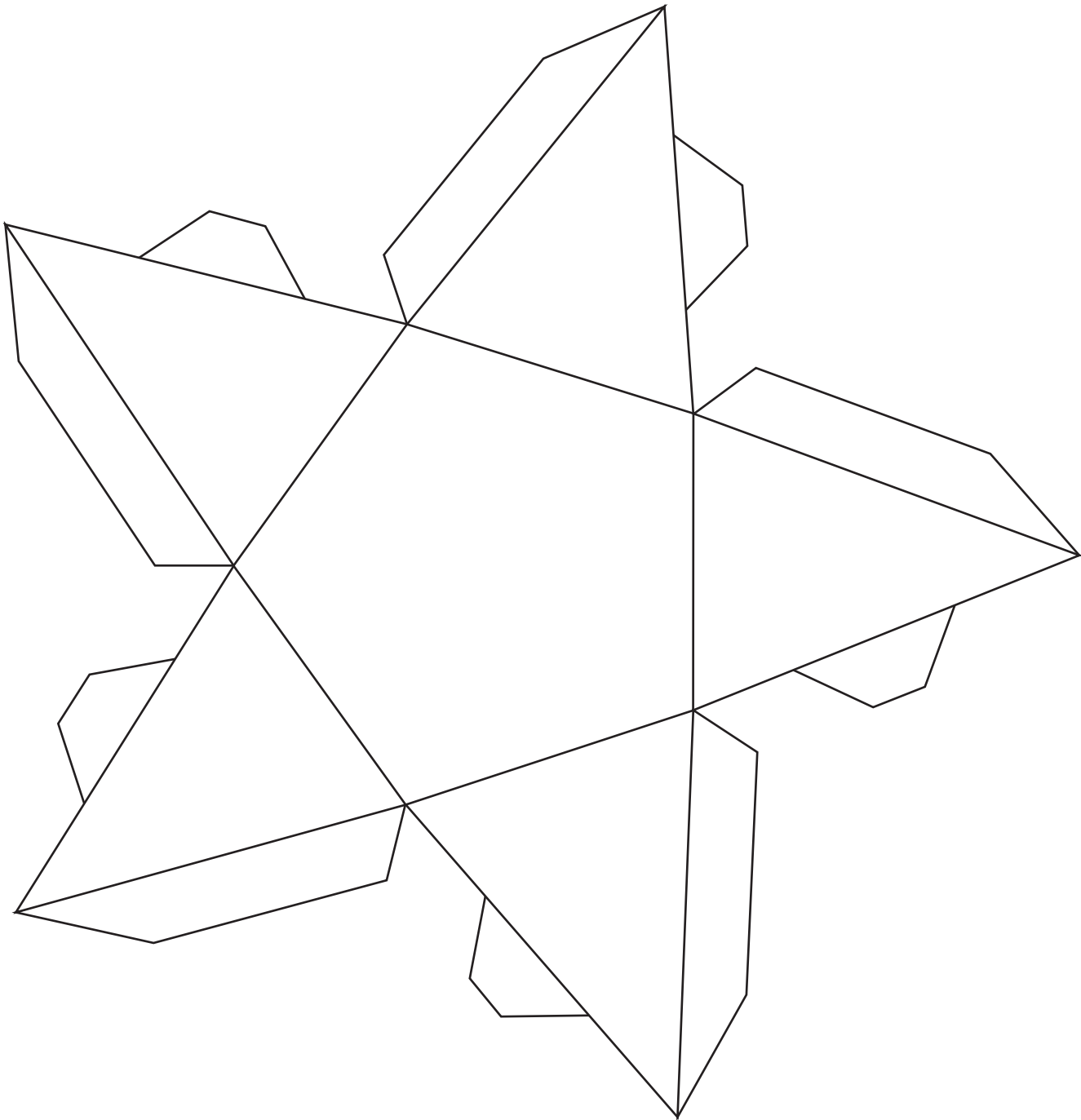
Pyramid



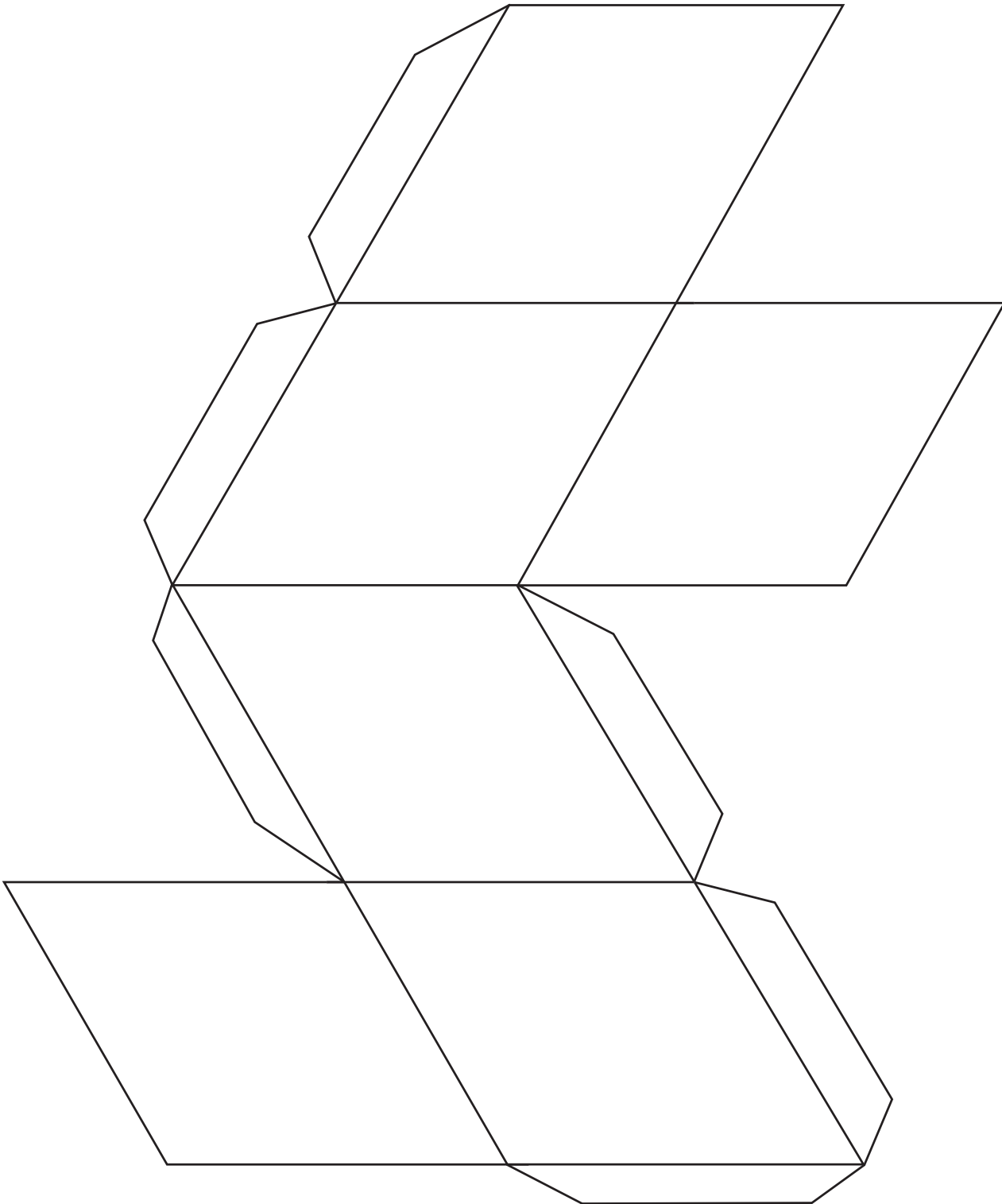
Pyramid



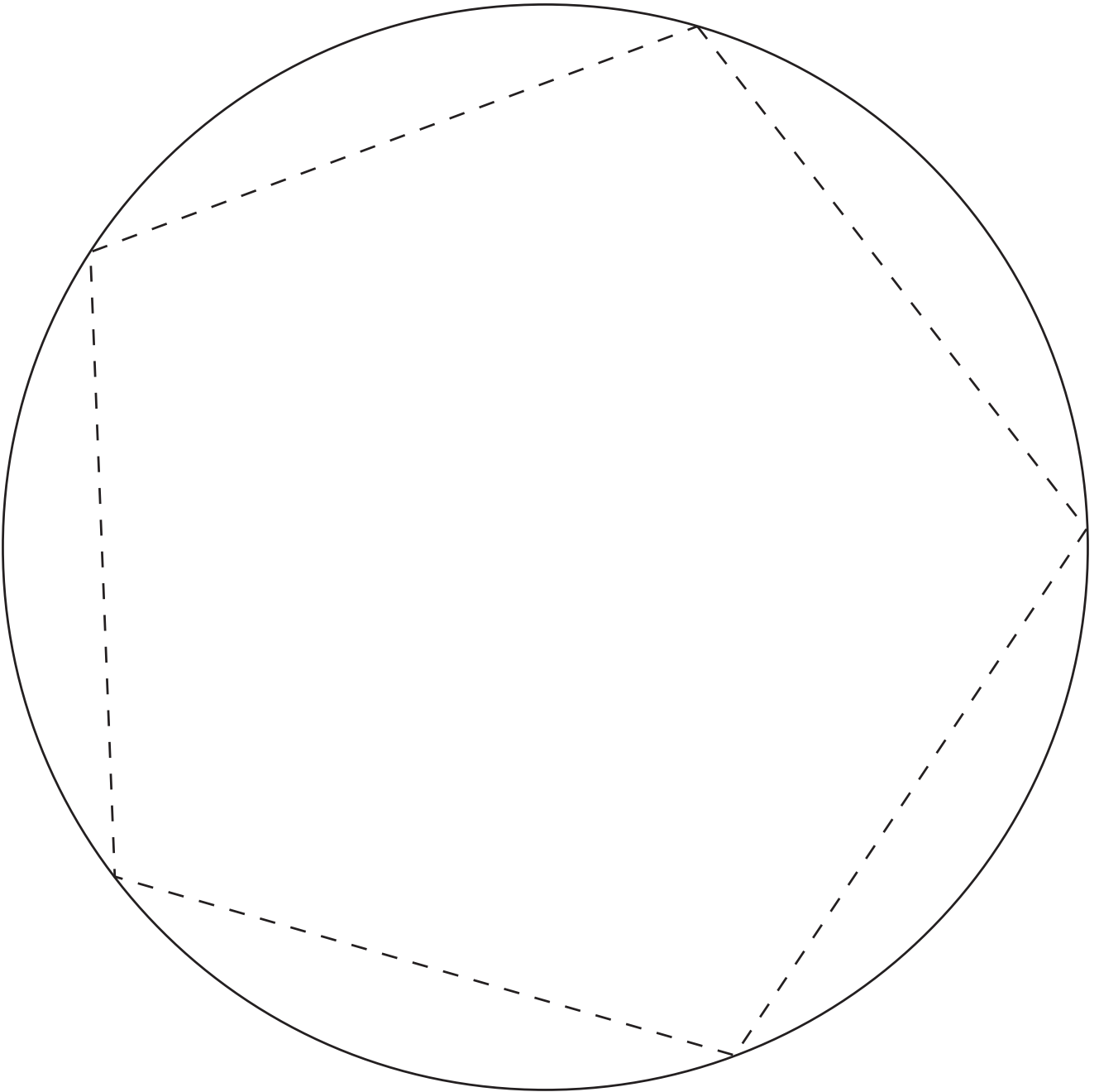
Pentagon Pyramid



Rhombus

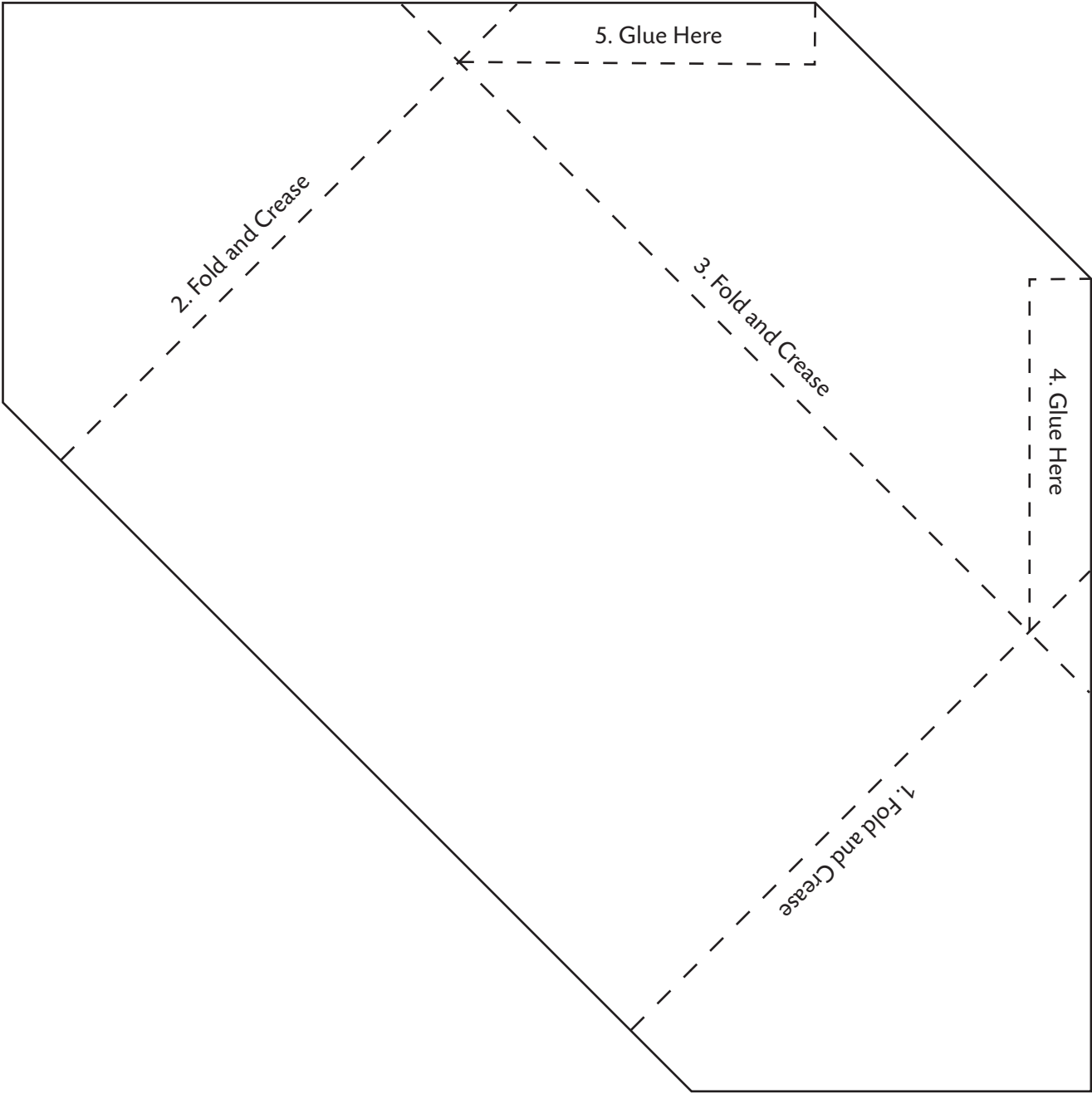


Dodecahedron



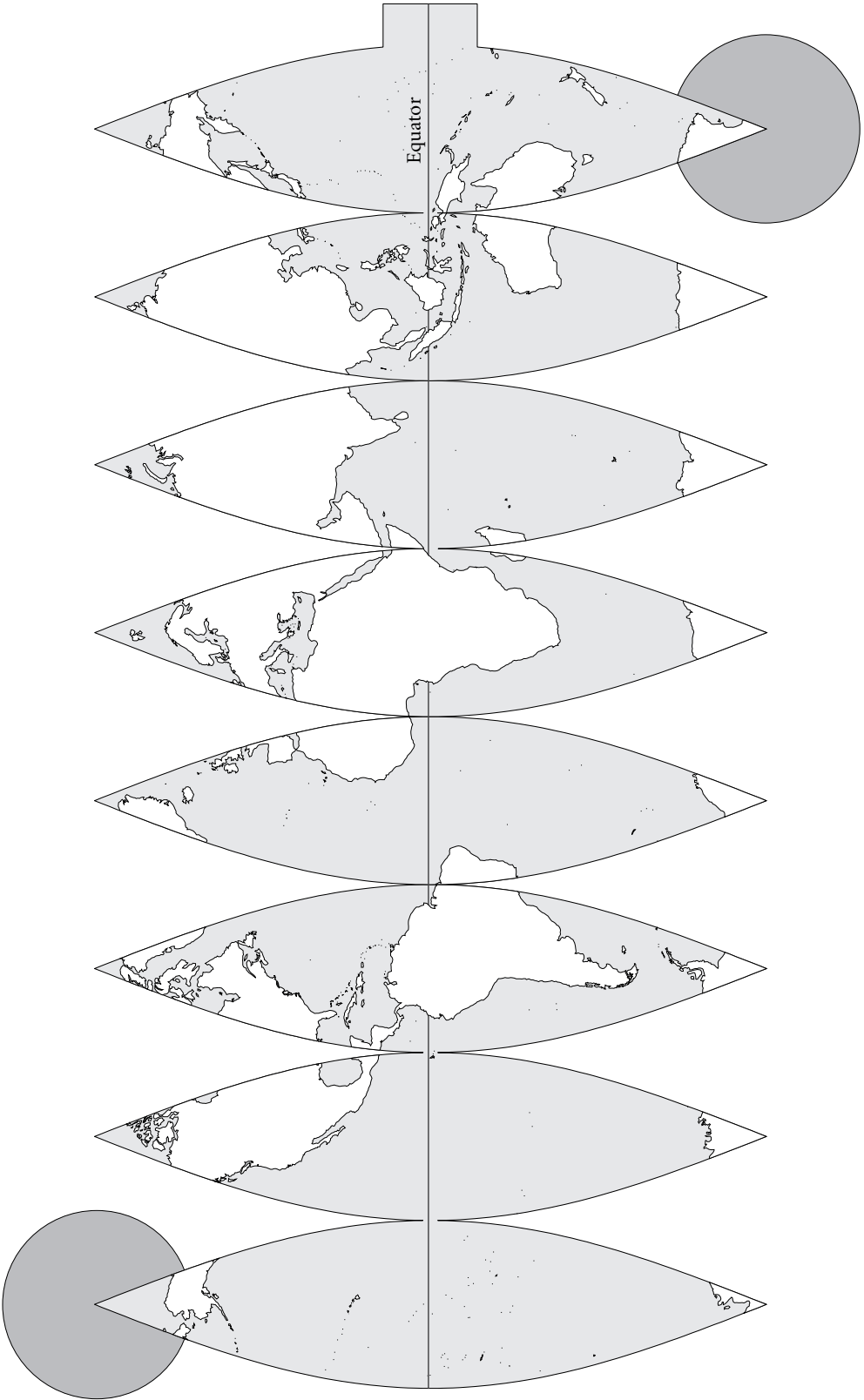
GRAPHIC ORGANIZERS AND GENERIC PATTERNS

Envelope



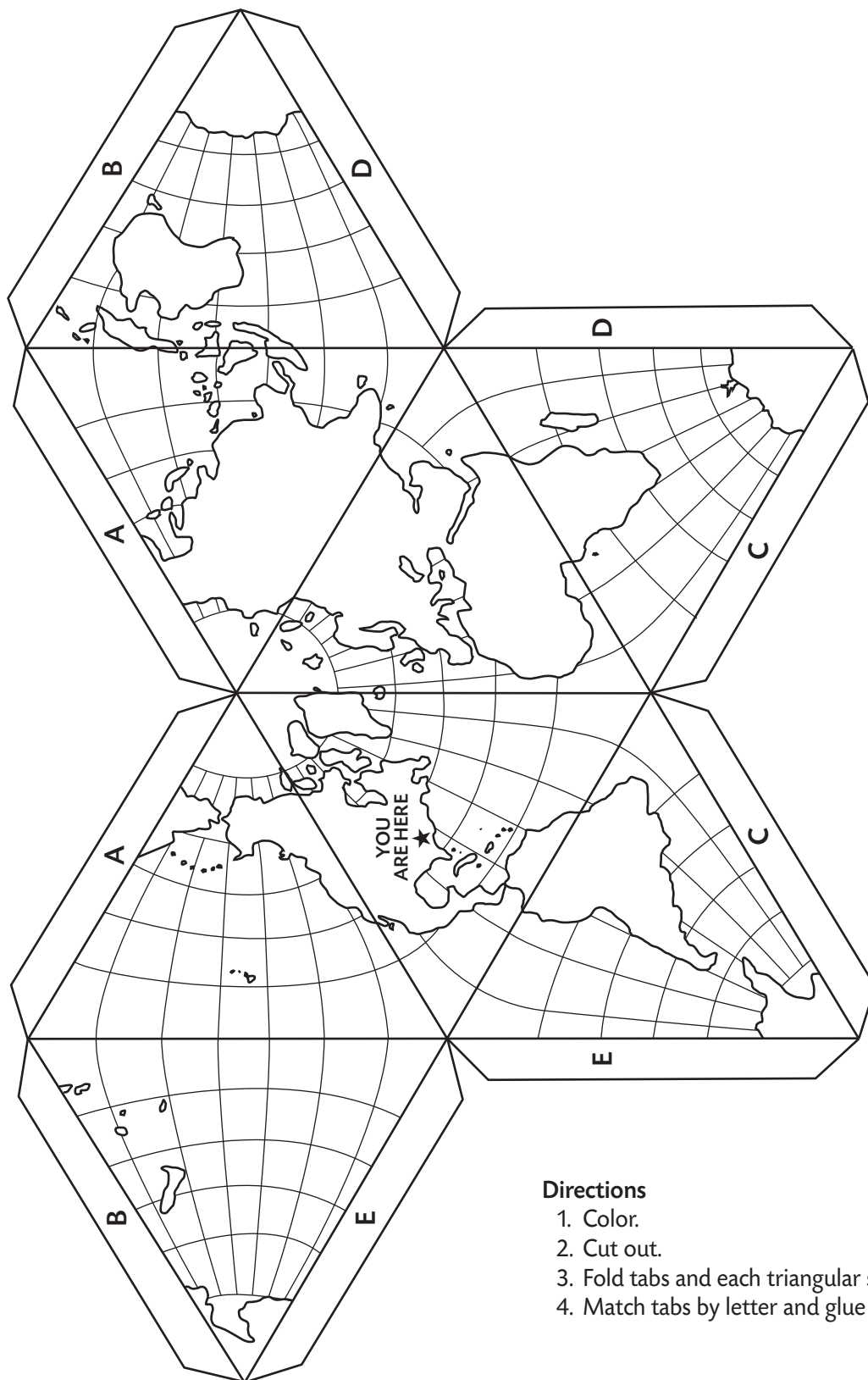
GRAPHIC ORGANIZERS AND GENERIC PATTERNS

Striped/Gore



GRAPHIC ORGANIZERS AND GENERIC PATTERNS

Dymaxion World

**Directions**

1. Color.
2. Cut out.
3. Fold tabs and each triangular section.
4. Match tabs by letter and glue or tape.

GRAPHIC ORGANIZERS AND GENERIC PATTERNS

Making a Question Catcher

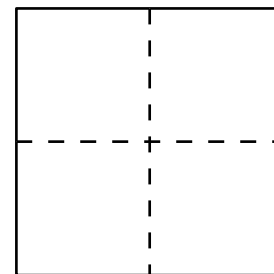
This folded-paper popper has been around for generations. Use the directions below and the piece of paper your teacher will give you to make your own. Then use your question catcher to play the geography game "The World At Your Fingertips."

How To Make a Question Catcher

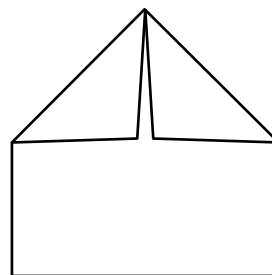
1. Fold the square of paper in half from top to bottom (see A). Unfold; then fold again from side to side. Unfold again. Both folds will form a cross (see B).
2. Take the top two corners and pull them together toward the center to create a roof shape (see C). Crease the folds.
3. Repeat step 2 with the 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.



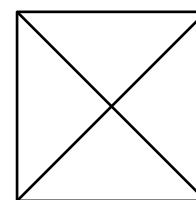
A



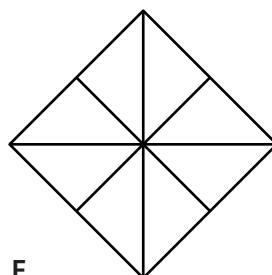
B



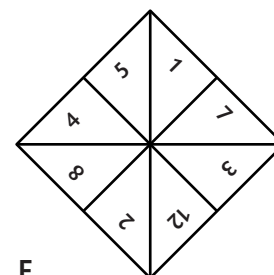
C



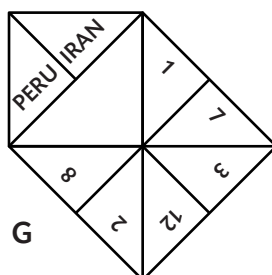
D



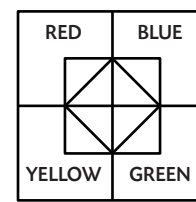
E



F



G

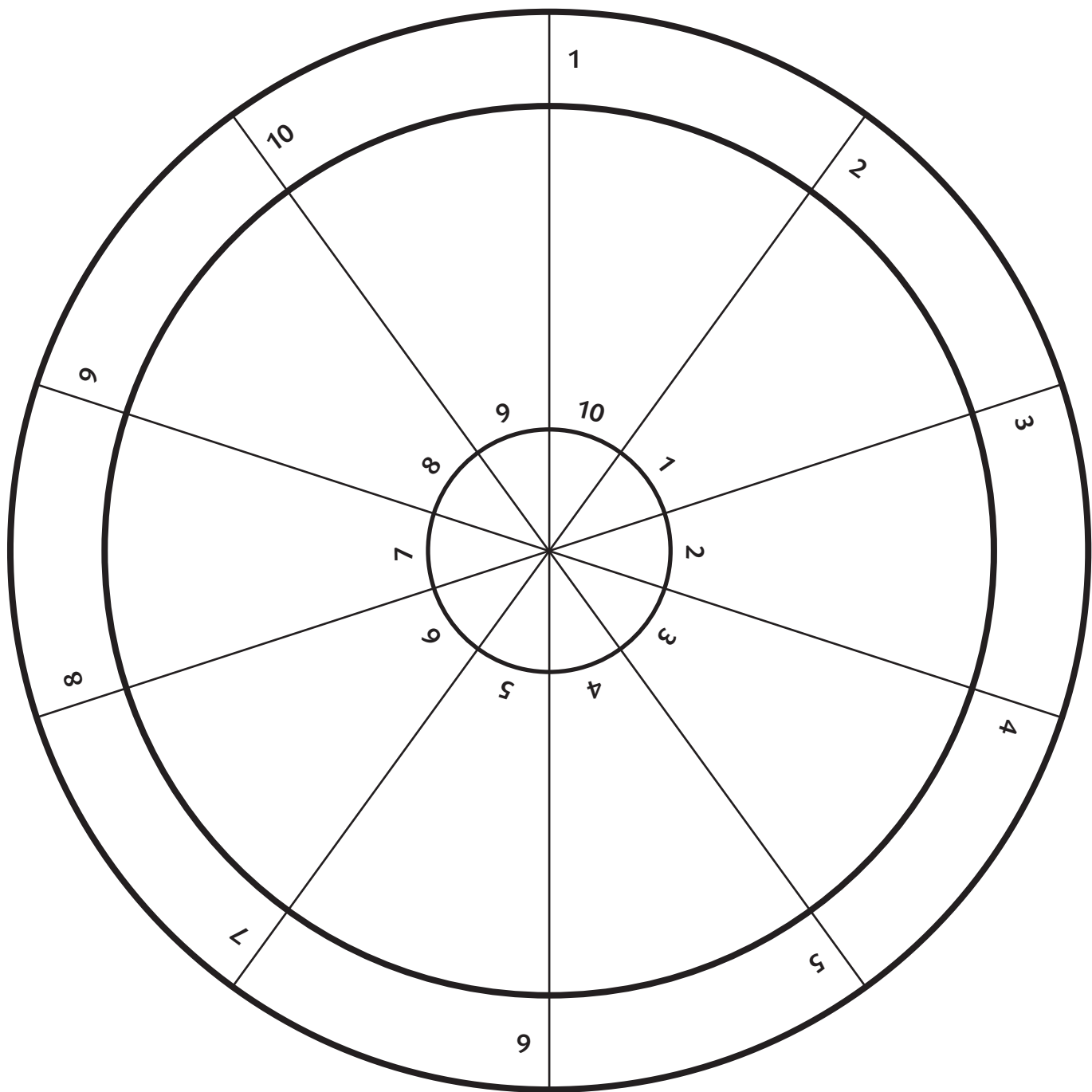


H

Question Catcher Pattern

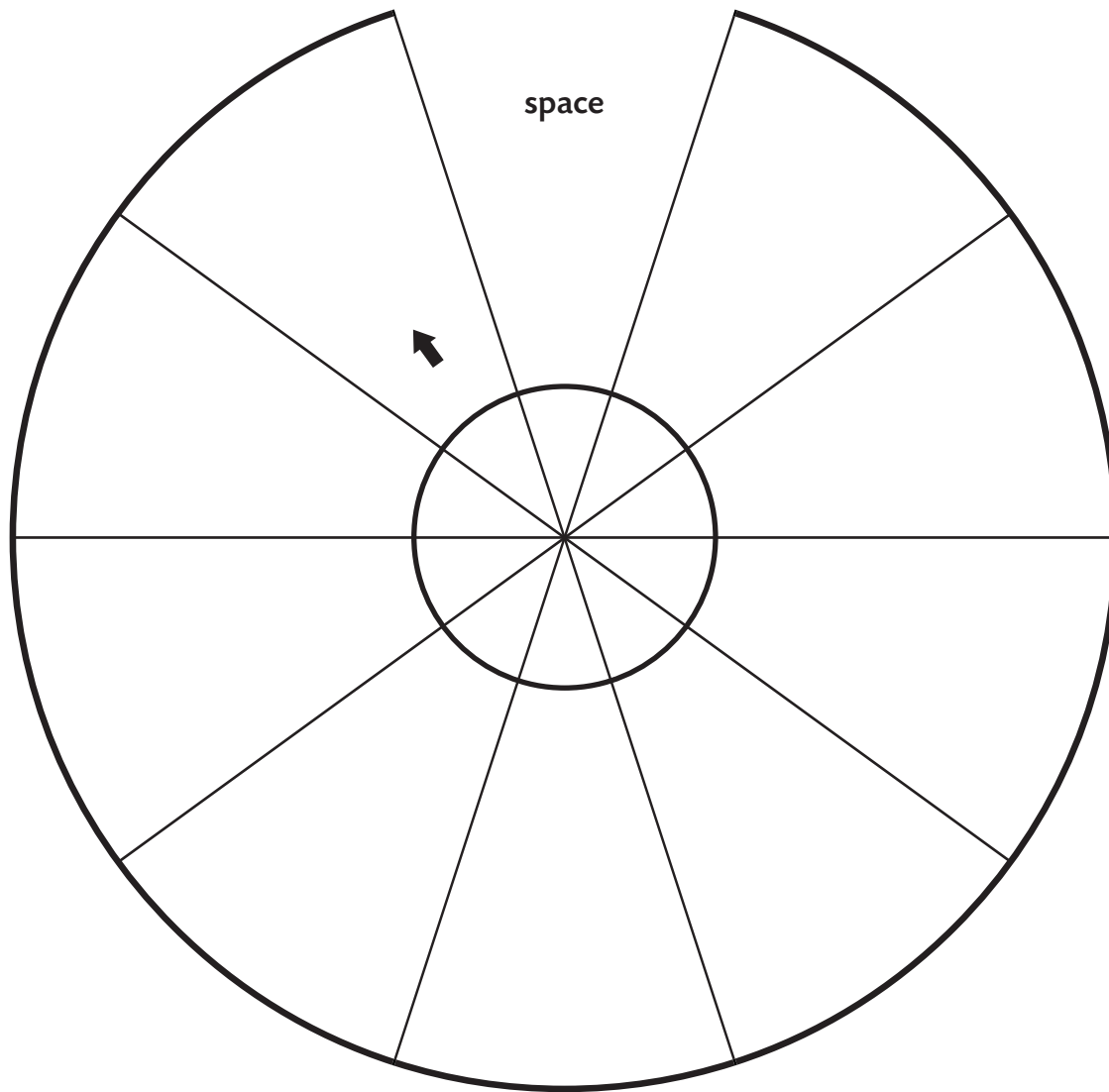
word word	symbol question	symbol question	word word
symbol question	answer answer	answer answer	symbol question
question symbol	answer answer	answer answer	question symbol
word word	question symbol	question symbol	word word

Country or Fact Wheel (part 1)



GRAPHIC ORGANIZERS AND GENERIC PATTERNS

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.