**TEACHING BY QUADRANTS**

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| **QUADRANT C = ASSIMILATION**  **BLOOM’S**: analysis, synthesis, evaluation  **RELEVANCE**: within discipline  **VERBS**: analyze, compare, examine, contrast, differentiation, explain, dissect, categorize, classify, diagram, discriminate  **STRATEGIES**: brainstorming, group discussions, inquiry, instructional technology, research, Socratic seminar, teacher questions  **PRODUCTS**: essay, abstract, blueprint, inventory, report, plan, chart, investigation, questionnaire, classification  **ASSESSMENTS**: extended response, product performance | **QUADRANT D = ADAPTATION**  **BLOOM’S**: analysis, synthesis, evaluation  **RELEVANCE**: across disciplines, real-  world  **VERBS**: evaluate, formulate, justify, rate recommend, infer, prioritize, revise, predict, argue, conclude  **STRATEGIES**: brainstorming, cooperative learning, inquiry/research, presentations, problem-based learning, project design, group discussions, role-playing/simulation, Socratic seminar, teacher questions, work-based learning, internships  **PRODUCTS**: evaluation, newspaper, estimation, trial, editorial, play, collage, machine, adaptation, poem, debate, new game, invention  **ASSESSMENTS**: portfolio, product performance, interview, self-reflection |
| **QUADRANT A = ACQUISITION**  **BLOOM’S**: knowledge, comprehension,  application  **RELEVANCE**: within discipline  **VERBS**: name, label, define, select, identify, list, recite, locate, record, memorize  **STRATEGIES**: guided practice, lecture, memorization, demonstration (teacher), video, graphic organizer, notes, technology games  **PRODUCTS**: definition, worksheet, list, quiz, test, workbook, true-false, reproduction, recitation  **ASSESSMENTS**: multiple choice, constructed response | **QUADRANT B = APPLICATION**  **BLOOM’S**: knowledge, comprehension,  application  **RELEVANCE**: across disciplines, real-  world  **VERBS**: apply, sequence, demonstrate, interview, construct, solve, calculate, dramatize, interpret, illustrate  **STRATEGIES**: cooperative learning, group discussion, demonstration (student), technology games, problem-based learning, project design, simulation/role-playing, work-based learning  **PRODUCTS**: scrapbook, summary, interpretation, collection, annotation, explanation, solution, demonstration, outline  **ASSESSMENTS**: process, performance, product performance |

**RELEVANCE**

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