**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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