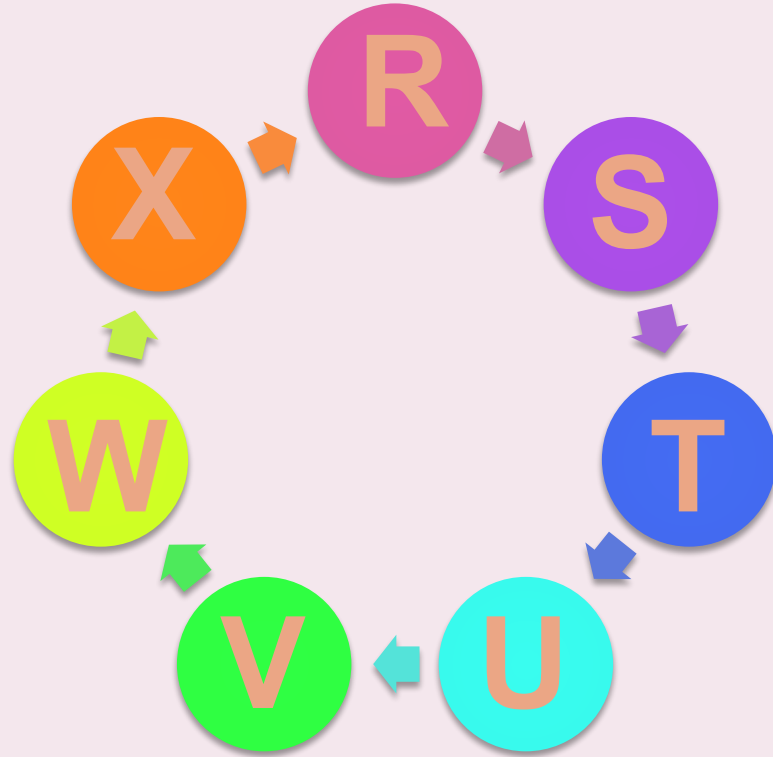




GLOSSARY

Glossary



R



Rapport

S



Scaffolding

T



Thinking skills

V



Venn
divisum
Vignam
prompts
Vocabulary
y

W



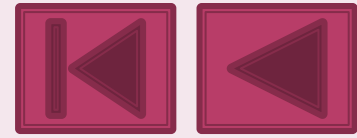
Warmers activity

U



Understanding

Scaffolding



It is support for learning which helps students and teachers

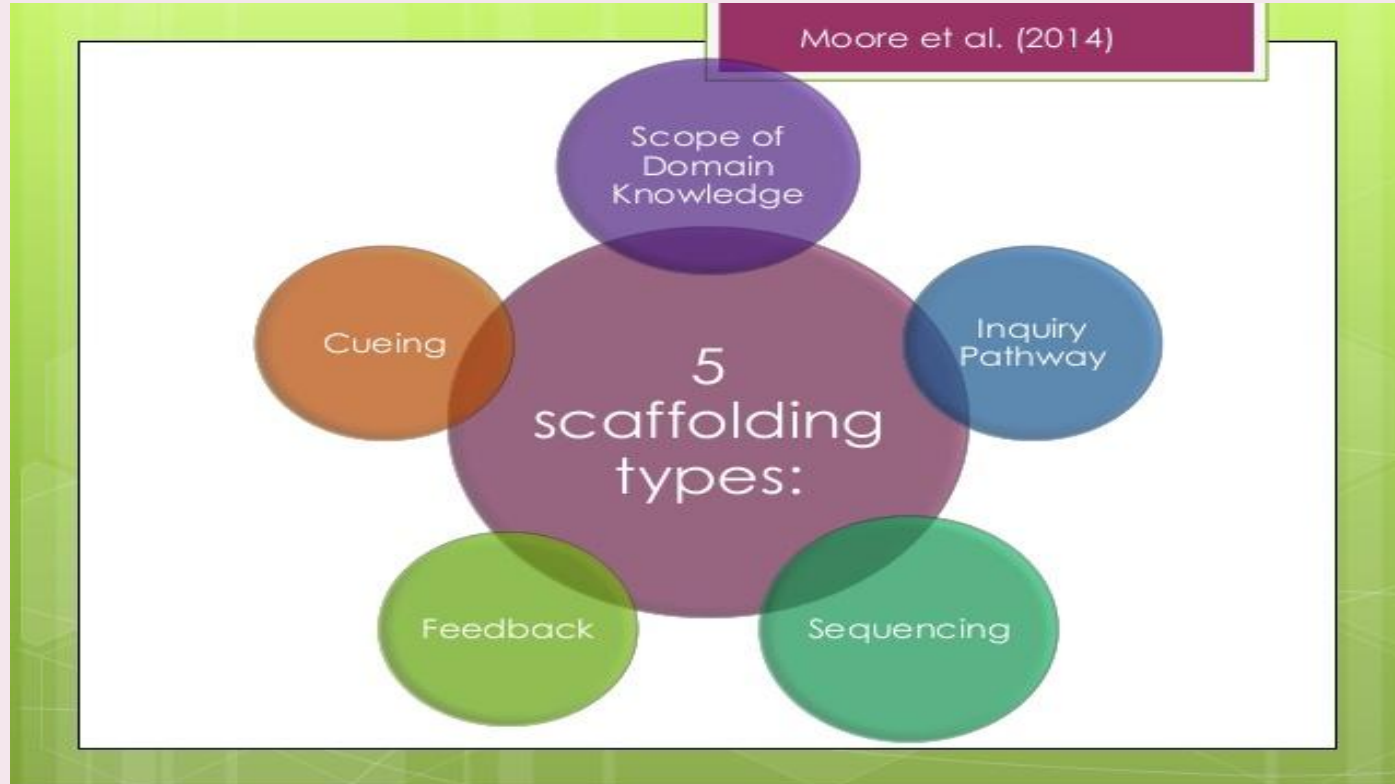
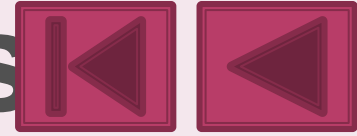
Definition

Activity

Type

s

Scaffolding types



Venn diagram

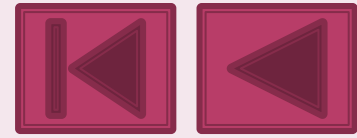


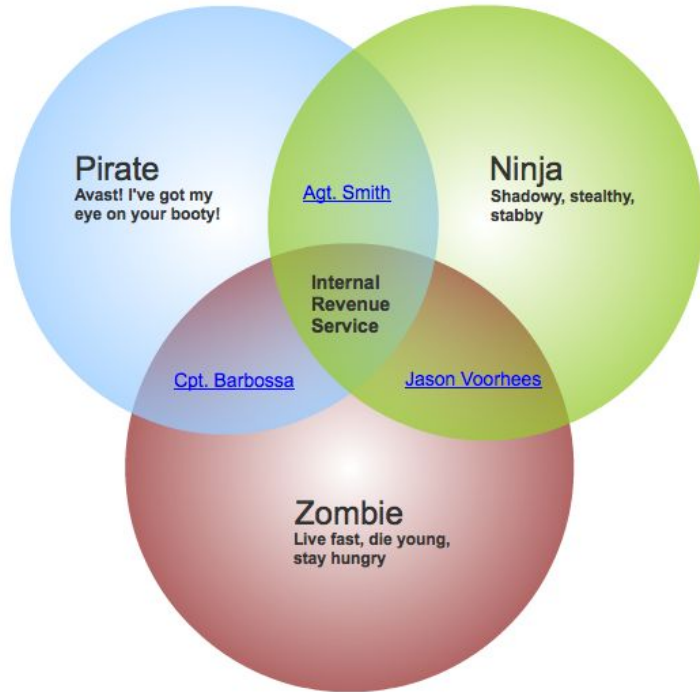
Diagram that shows all possible logical relations between a finite collection of different sets.

Definitio

Operation

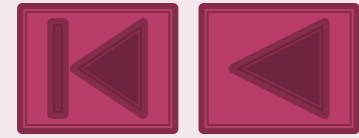
Example

Definition

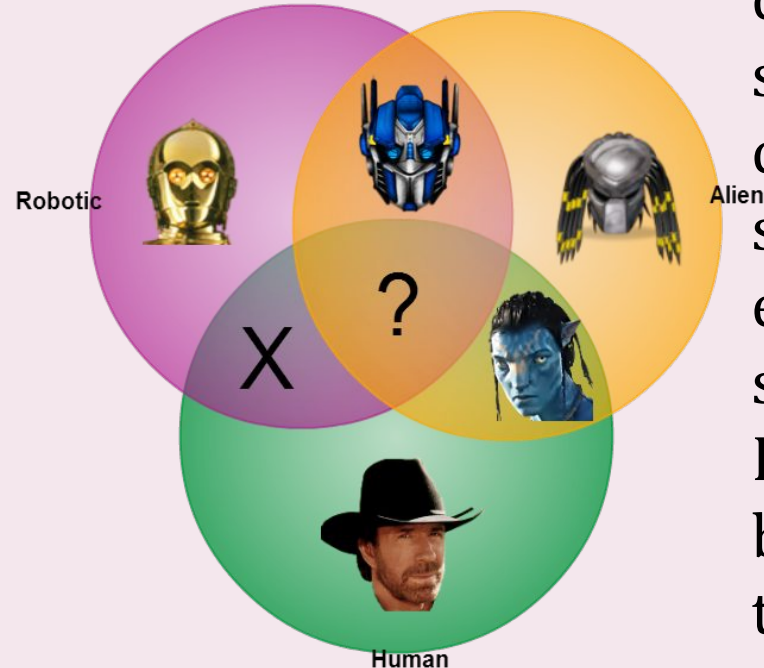


A Venn diagram is a graphic organizer that is made up of two or three overlapping circles. In mathematics, Venn diagrams are used to visualize the relationship between two or three sets. Venn diagrams can also be used to compare and contrast the characteristics of any other items, like groups of people, individual people, books, characters, animals, etc.

Definition

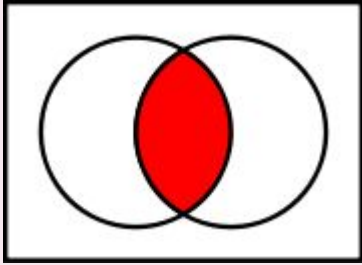
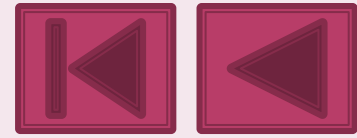


Find X & Y?

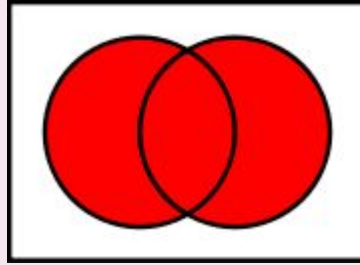


A simple Venn diagram pictures two circles (sets) with an overlapping subset (things that the sets have in common). The diagram divides the sets into four distinct regions, elements (things) that are only in the set A, elements that are only in the set B, the intersection (things that are in both set A and set B), and elements that are in neither set A nor Set B.

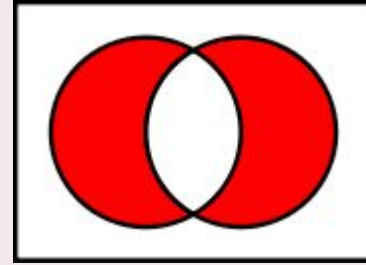
Operations



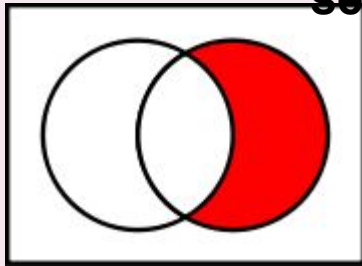
Intersection of two sets



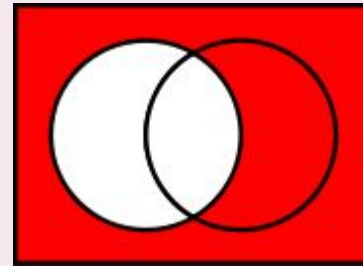
Union of two sets



Symmetric difference of two sets

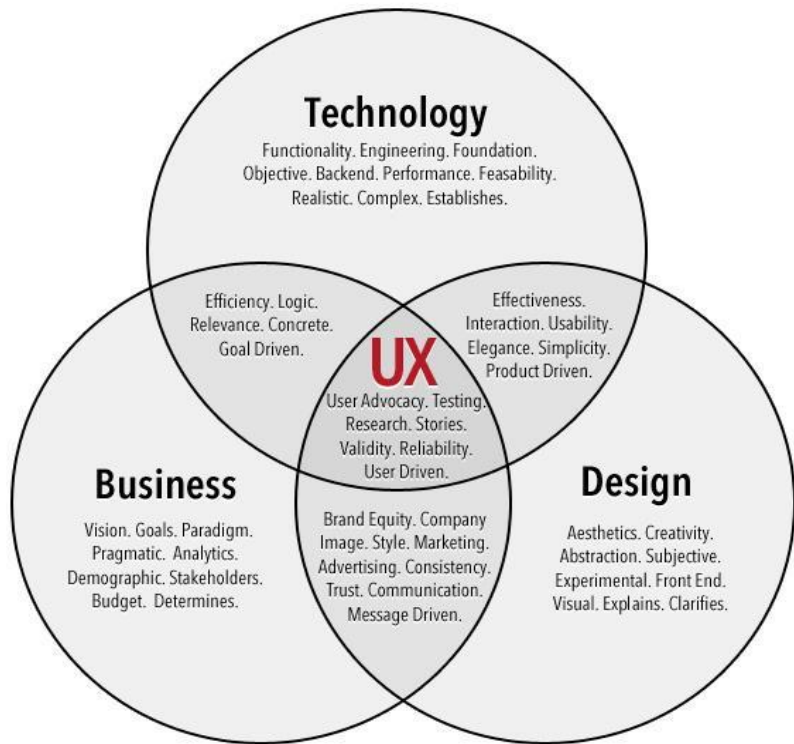
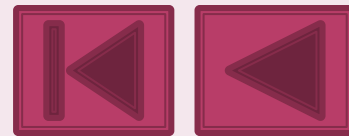


Relative complement of A (left) in B (right)

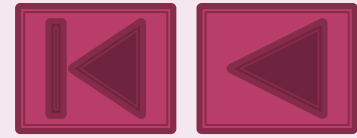


Complement of A in U

Examples



Thinking skills



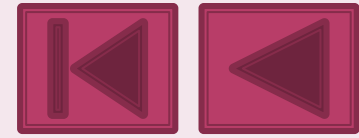
Thinking skills are the mental processes that we apply when we seek to make sense of experience. Thinking skills enable us to integrate each new experience into the schema that we are constructing of "how things are".

Proble

Definitio

vide

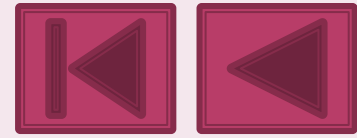
Problem



It has always been the central aim of education to improve the quality of thinking because better thinking will not only enable us to become more successful at learning but will also equip us for life, enabling us to realise our own potential and to contribute to the development of society.

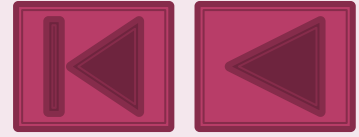


Definition



A vocabulary, usually developed with age, serves as a useful and fundamental tool for communication and acquiring knowledge. Acquiring an extensive vocabulary is one of the largest challenges in learning a second language.

Rapport



Rapport is a good sense of understanding and trust.

Warmers
activity



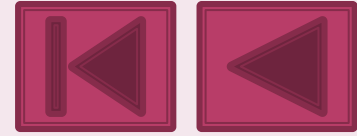
Warmers activity

A warm up activity is a short, fun game which a teacher or trainer can use with students.

Definitio

Warmers
activity

Definition



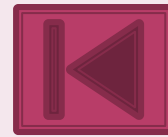
The purpose of a warm up is to:

- encourage the students
- wake them up – first thing in the morning and after lunch people are often a little sleepy
- prepare them to learn by stimulating their minds and/or their bodies.

Warm ups should last about 5 minutes. Warm ups are particularly useful:

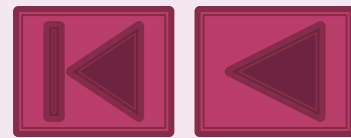
- to help new students or trainees to get to know each other
- to mark the shift when students have finished learning about one topic before starting on a new topic Warm up activities are essential teaching techniques for good teacher and trainers.

Warmers activity



Warmers and
Fillers
Warm-up Activities for TR
Groups
Warm-up
Activities
FREE Warmers and
Fillers
Better language
teaching
Kids Games &
Activities
10 Best Games for
Teachers

Visual prompts



Prompts are stimuli a teacher uses to get learners to give a response using target language.

Definition

Example

Example for

Visual

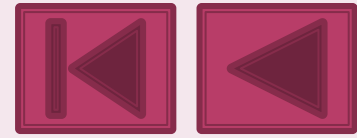
Example

1
Example

2
Example

3

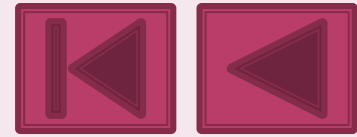
Definition



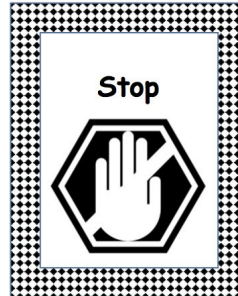
A visual prompt includes pictures, photographs, or objects that provide the student with information about how to use the target skill or behavior.

Visual prompts can be used to teach a wide variety of skills, including play activities and daily routines.

Visual prompts



Visual Cue Cards: Behavior Prompts



Visual prompts



ANIMALS	PEOPLE	OBJECTS	FOOD
<p>where</p>	<p>boy</p>	<p>where</p>	<p>category</p>
<p>size</p>	<p>girl</p>	<p>category</p>	<p>where</p>
<p>animals</p>	<p>tall</p>	<p>shapes</p>	<p>size</p>
<p>sounds</p>	<p>short</p>	<p>colour</p>	<p>colours</p>
<p>colours</p>	<p>old</p>	<p>use</p>	<p>taste</p>
<p>body parts</p>	<p>young</p>	<p>feel</p>	<p>shapes</p>
	<p>eye colour</p>		<p>feel</p>
	<p>hair colour</p>		
	<p>skin colour</p>		

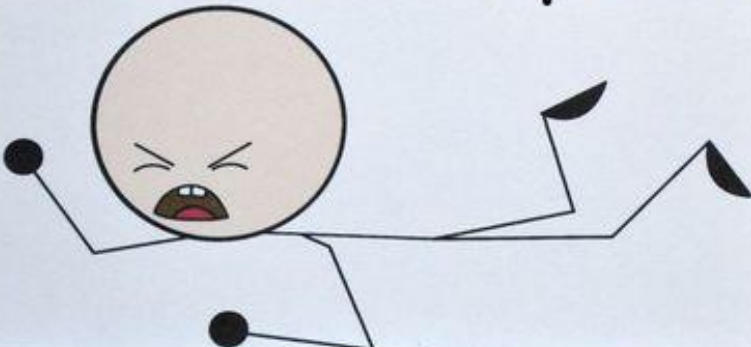
Visual prompts








<p>My body is still.</p> 	<p>My eyes are looking.</p> 
<p>My ears are listening.</p> 	<p>My hands are still.</p> 

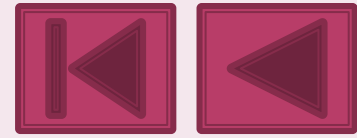
VISUAL SUPPORT
-RainbowsWithinReach-

When I'm Upset



 <p>I can read</p>	 <p>I can listen to music.</p>	 <p>I can rest on a pillow.</p>	 <p>I can do a puzzle.</p>	 <p>I can draw a picture.</p>
--	---	--	---	--

Understanding



Understanding is a psychological process related to an abstract or physical object, such as a person, situation, or message whereby one is able to think about it and use concepts to deal adequately with that object.