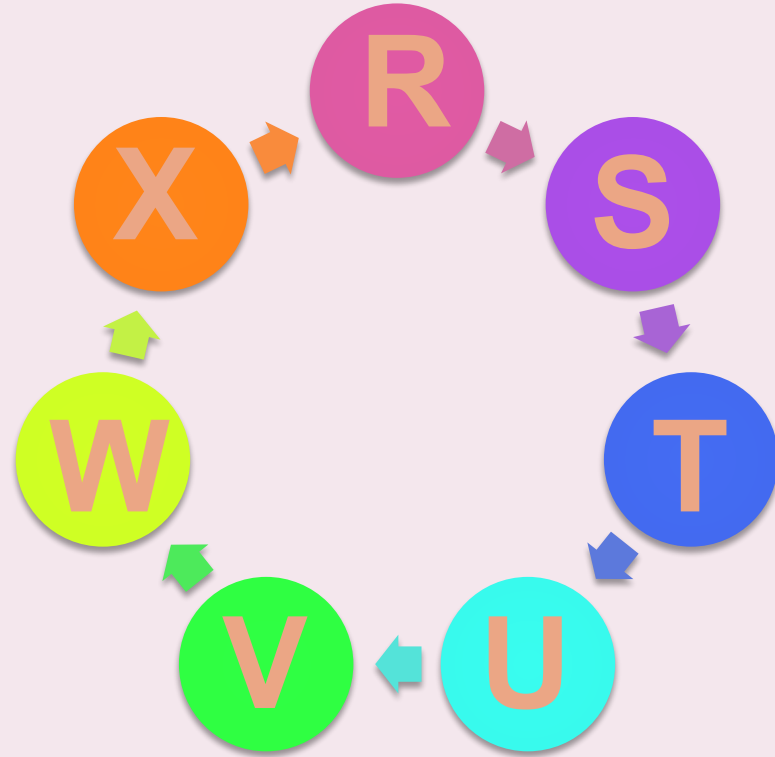




GLOSSARY

Glossary



R



Rapport

t

S



Scaffolding

g

T



Thinking skills

V



Venn

diagrams

prompts
Vocabulary

y

W



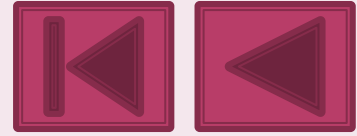
Warmers activity

U



Understanding

Scaffolding



It is support for learning which helps students and teachers

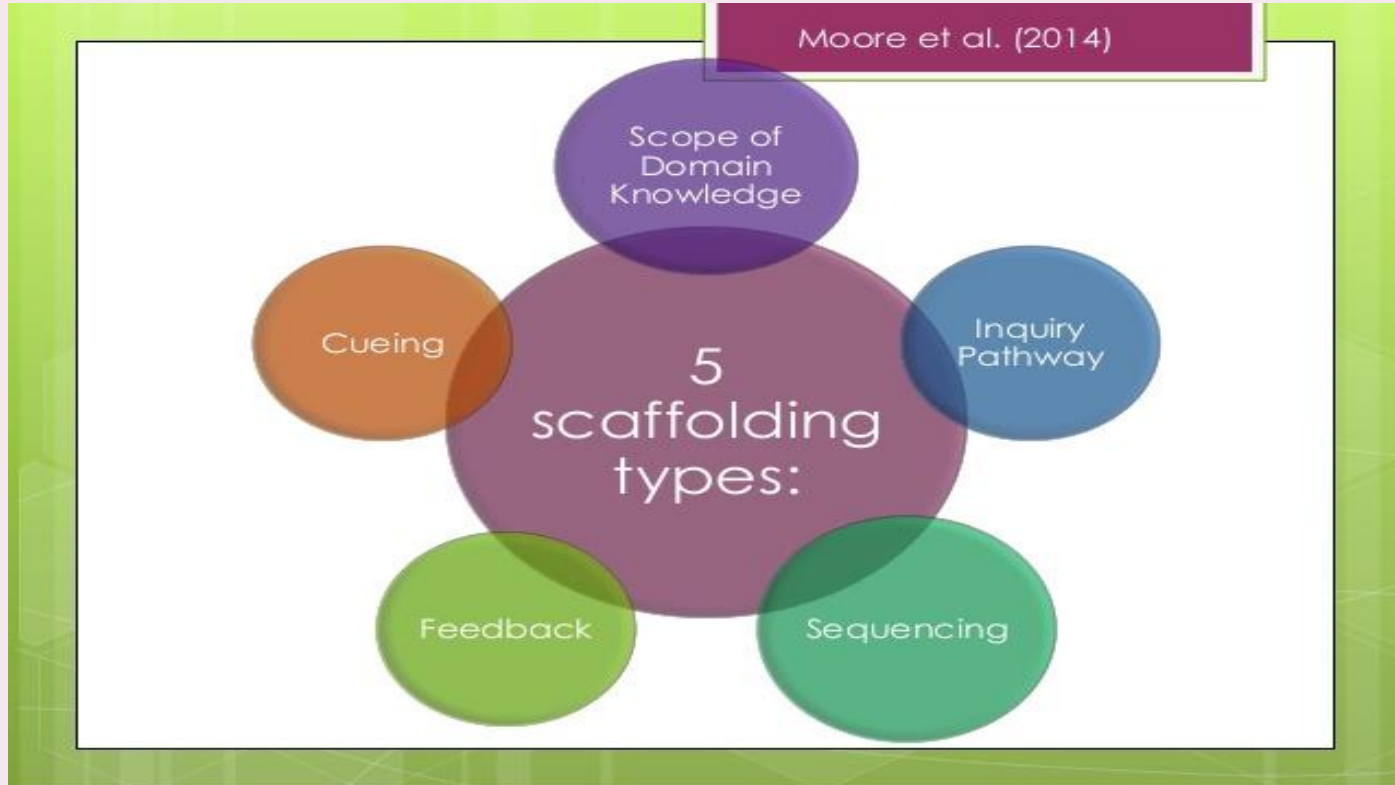
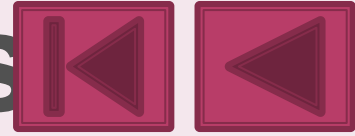
Definitio

Activit

Type

s

Scaffolding types



Venn diagram



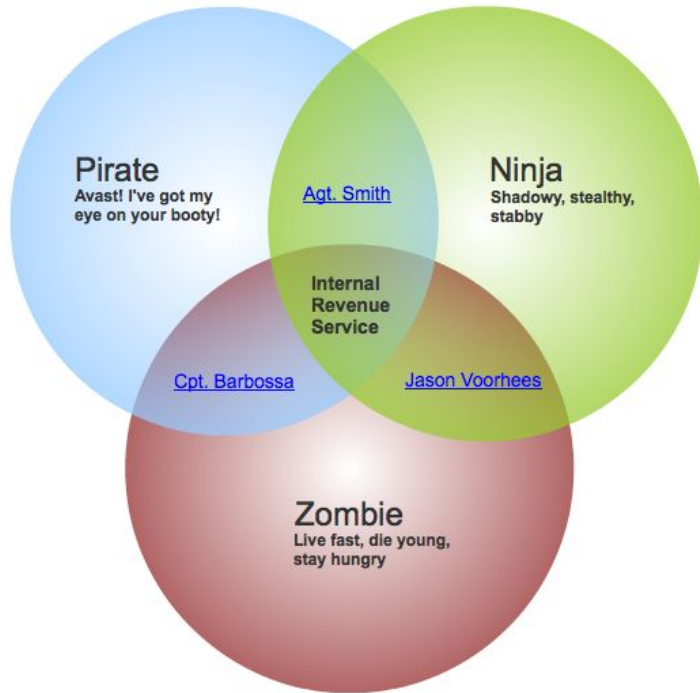
Diagram that shows all possible logical relations between a finite collection of different sets.

Definitio

Operation

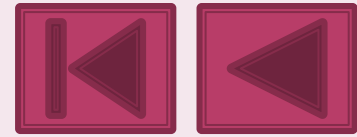
Example

Definition

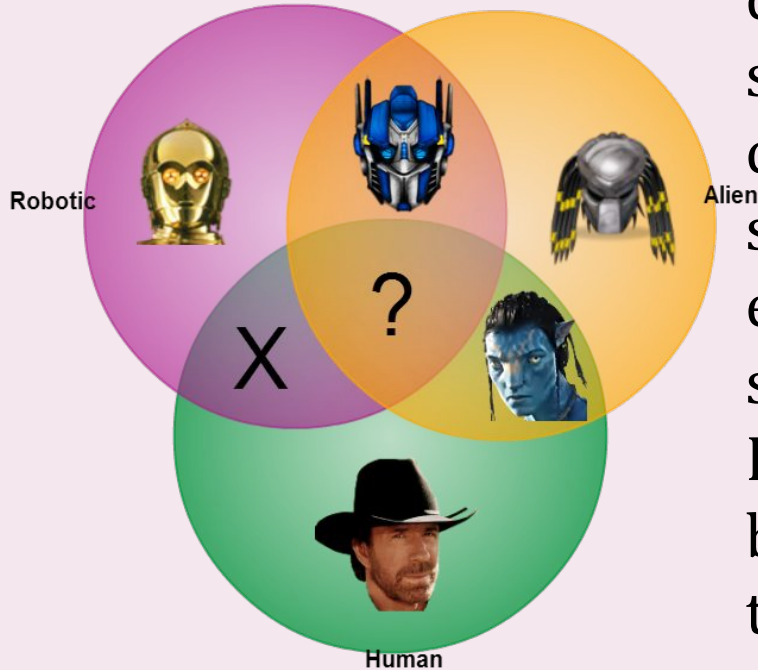


A Venn diagram is a graphic organizer that is made up of two or three overlapping circles. In mathematics, Venn diagrams are used to visualize the relationship between two or three sets. Venn diagrams can also be used to compare and contrast the characteristics of any other items, like groups of people,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

Definition

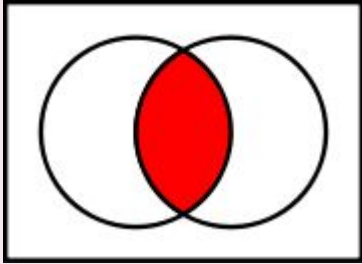
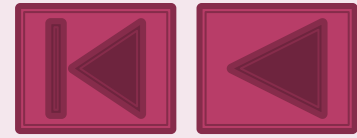


Find X & Y?

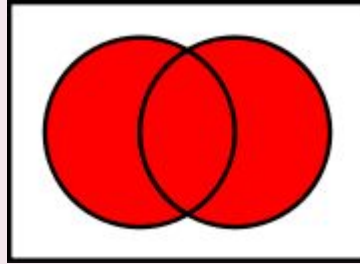


A simple Venn diagram pictures two circles (sets) with an overlapping subset (things that the sets have in common). The diagram divides the sets into four distinct regions, elements (things) that are only in the set A, elements that are only in the set B, the intersection (things that are in both set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

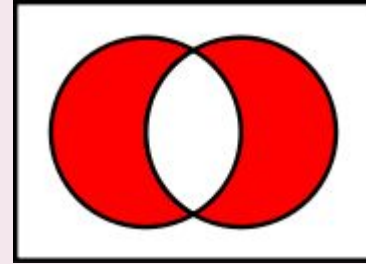
Operations



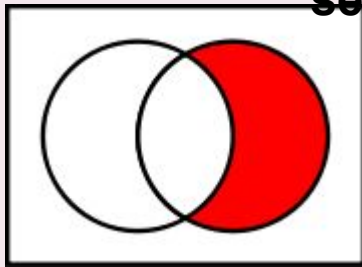
Intersection of two sets



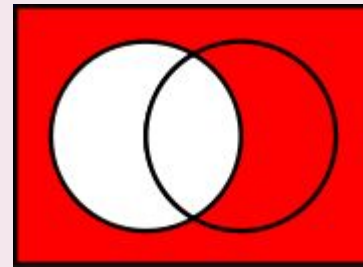
Union of two sets



Symmetric difference of two sets

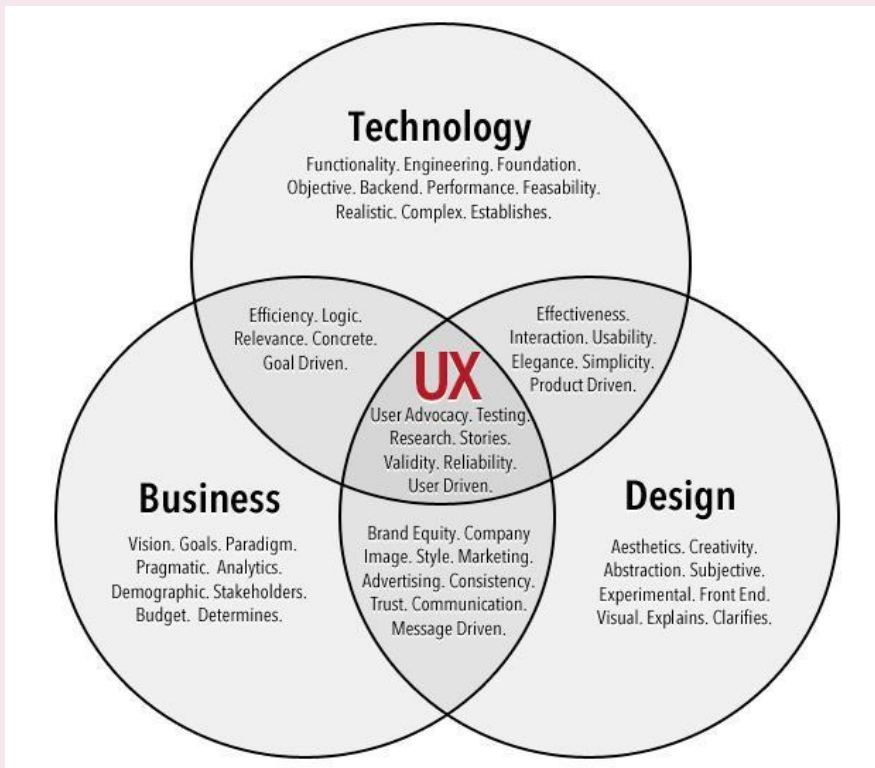


Relative complement of A (left) in B (right)

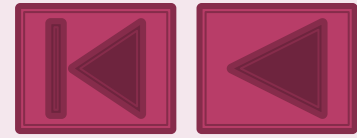


Complement of A in U

Examples



Thinking skills



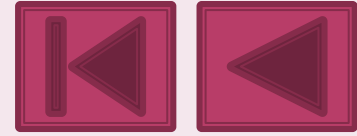
Thinking skills are the mental processes that we apply when we seek to make sense of experience. Thinking skills enable us to integrate each new experience into the schema that we are constructing of "how things are".

Proble

Definitio

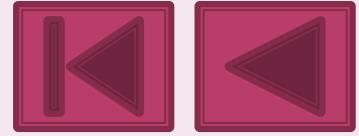
Wide

Problem



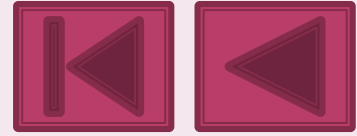
It has always been the central aim of education to improve the quality of thinking because better thinking will not only enable us to become more successful at learning but will also equip us for life, enabling us to realise our own potential and to contribute to the development of society.

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

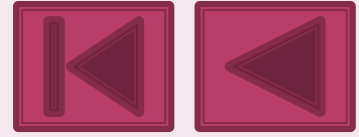


Rapport is a good sense of understanding and trust.

Warmers
activity



Warmers activity

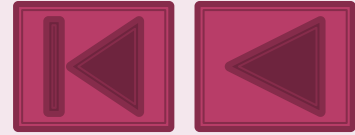


A warm up activity is a short, fun game which a teacher or trainer can use with students.

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.

Definitio

Example

Example for

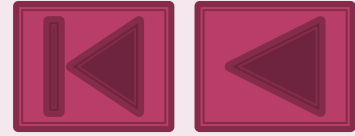
Example

1
Example

2
Example

3

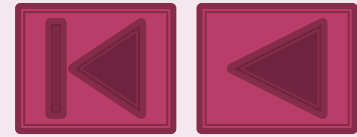
Definition



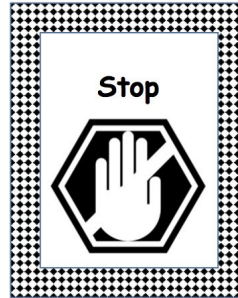
A visual prompt includes pictures, photographs, or objects that provide the student with information about how to use the target skill or behavior.

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

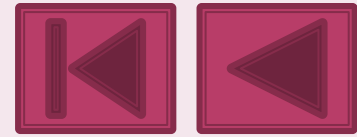
Visual prompts































Visual Cue Cards: Behavior Prompts

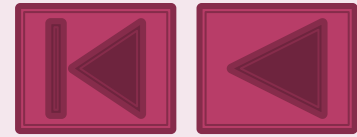


Visual prompts



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

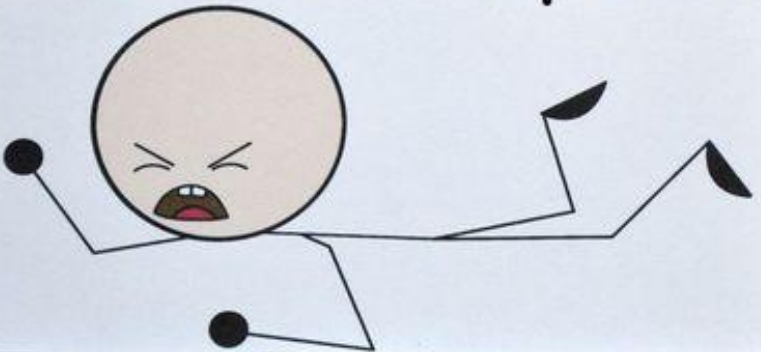
Visual prompts








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

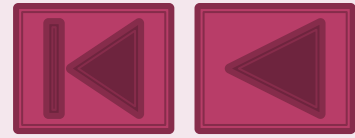
VISUAL SUPPORT
-RainbowsWithinReach-

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.