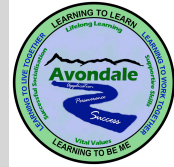


B4 Higher Order Thinking Skills



(Underpinning philosophy – Super3and Big6, Research/Inquiry Learning)

Years	NE-1	2	3	4	5	6
B4.1 P.M.I Plus: positive, advantages, it is a good idea that, It is fantastic if... Minus: negative, disadvantages, it is disastrous if..., it is not good that... Interesting: interesting to note that, interesting to see what would happen, ... to see what this might lead to, an interesting idea now is ... , if compared with ...	I	C	C	C	C	C
B4.2 De Bono’s Six Thinking Hats Red: feelings, intuition, gut reactions White: analyse information Yellow: think positively, constructive, benefits Blue: process control, think about thinking needed Green: creativity, new ideas, solutions, lateral thinking Black: caution, defensive, bad points, risks, dangers		I	C	C	C	C
Introduce one at a time. Follow up with simple sequences.						
B4.3 Thinking Keys alphabet, variations, different uses, disadvantages, the question, forced relationships, the reserve Extended Brainstorming Four elements of brainstorming including: fluency, flexibility, originality, elaboration			I	C	C	C
B4.4 Questioning Techniques Open and closed questions, Fat and skinny questions, Q-Matrix questions Seven Thinker’s Keys what if, combination, prediction, ridiculous, brick wall, interpretations				I	C	C
B4.5 Directed Thinking Why yes, Why no, Why wait, What else, Way to go					I	C
B4.6 Bloom’s Taxonomy * Use a range of higher and lower order thinking including, knowledge, comprehension, application, analysis, synthesis, evaluation. * Demonstrated understanding of each of the six levels of the taxonomy						I
B4.7 Graphic Organisers use a range of different ways of organising, thinking and information including, but not limited to: concept mapping, Venn diagrams, fishbone, the matrix, mind maps, consequence wheel * See p32 for further examples	I	C	C	C	C	C

For Further assistance see “Learning to Think, Thinking to Learn” – Michael Pohl (2000, Hawker and Brownlee)

K I = Introduce concept or skill
E C = Continued instruction in concept or skill
Y M = Mastery - demonstrating independent use of concept or skill