# Examples of how Marcia Tate's Strategies Correlate to TCT Framework

| 20 INSTRUCTIONAL STRATEGIES THAT ENGAGE THE BRAIN | THOUGHTFUL CLASSROOM TEACHER FRAMEWORK |
|---|---|
| Writing | 7.2 Assigns regular content based writing tasks, 7.8 assigns purposeful homework, 8.2 Requires students to transfer learning, 8.3 Develops writing tasks that promote college and career readiness. 9.3 Provides student opportunities to reflect on their learning |
| Storytelling | 5.4 Uses engaging hooks, Cornerstone, Domain 2 |
| Mnemonic Devices | 6.4 Uses various presentation techniques to enhance memory |
| Visuals | 6.2 Uses multiple sources of information/media, 6.4 Uses various presentation techniques to enhance memory, 6.7 Uses outside resources to enhance learning, 7.6 Uses a variety of resources |
| Movement | Cornerstone, Domain 3 |
| Role Play | Cornerstones, Domains 3&4, 8.2 Requires students to transfer learning |
| Visualization | 6.4 Uses various presentation techniques to enhance memory, 6.8 Helps students assemble big ideas, 7.7 Provides opportunities to process learning deeply |
| Metaphor/Analogy/Simile | 4.2 Engages students in higher-order thinking, 6.4 Uses various presentation techniques to enhance memory, 6.8 Helps students assemble big ideas, 7.7 Provides opportunities to process learning deeply |
| Reciprocal Teaching/Cooperative Learning | 2.3 Differentiates instruction and assessment to meet students' needs, 2.5 Promotes high-level student collaboration, 4.5 Encourages discussion, dialogue, and debate, 7.5 Groups students to maximize learning, |
| Music | Cornerstone, Domain 1 |
| Graphic Organizer | 4.8 Encourages students to use strategies on their own, 6.1 Organizes content into meaningful chunks, 6.8 Helps students assemble big ideas, |
| Drawing | 3.1 Invites diverse forms of thinking, 6.4 Uses various presentation techniques to enhance memory, 6.8 Helps students assemble big ideas, 7.7 Provides opportunities to process learning deeply |
| Humor | Cornerstone, Domain 2 |
| Discussion | 2.5 Promotes high-level student collaboration, 4.5 Encourages discussion, dialogue, and debate, 7.7 Provides opportunities to process learning deeply |
| Games | Cornerstone, Domain 3, 6.4 Uses various presentation techniques to enhance memory |
| Project Based Learning | Cornerstone, Domain 4, 8.3 Develops writing tasks that promote college and career readiness. 8.4 Engages students in authentic research |
| Field Trips | Cornerstone, Domain 3 |
| Manipulatives | Cornerstone, Domain 3, 6.4 Uses various presentation techniques to enhance memory |
| Technology | 2.3 Differentiates instruction and assessment to meet students' needs, 4.7 Uses technology as a learning tool, |
| Work Study | |