

STRATEGY

WINDOWPANE

DESCRIPTION

“Windowpanes” provide a mnemonic for learning a series of instructions or information that can be linked together with graphics and narration or explanation. The graphics and narration serve to assist the memory in learning and recalling information. The use of windowpanes assists in long-term retention information.



STEPS FOR IMPLEMENTING THIS STRATEGY:

1. The teacher will need to prepare a completed windowpane for modeling. A windowpane should have six to nine panes.
2. Students fold paper into thirds vertically and horizontally to form six or nine blank panes to be filled in as the teacher reveals his/hers one at a time.
3. The teacher reveals the windowpanes one at a time for the students to draw on their own papers. As each pane is revealed, describe what the graphic represents and its significance or relevance before the students draw their graphics. Link each drawing in some way.
4. After revealing, explaining and allowing the students to draw each of the panes, have them review with a partner to check for accuracy. Set a time limit of 1-2 minutes.
5. Quickly review using the teacher model. Ask the students to put away their papers, so they will be unable to look at their graphics. Practice the windowpane orally.
6. For added practice, a game can be made out of the windowpane. The teacher can give teams an envelope with a cut up windowpane, plus one extra piece. When the teacher says, “Go”, teams are to put the panes in order while timing themselves to see how long it takes. When all the teams are finished, reveal the master windowpane to check for accuracy.
7. Students will practice several times, but each time the goal will be to beat the previous time. Teams can take 1 minute to discuss their strategy for increasing their time. The teacher gives the signal to begin.

HOT TIPS

- ➔ Assists visual & kinesthetic learners to better acquire and retain information.
- ➔ Provides a mnemonic for learning a series of instructions or events.
- ➔ Teaches abstract concepts with more ease, by offering a concrete representation.
- ➔ Promotes cooperative interaction among students.
- ➔ When used with a timed component, aids with fluency and retention.
- ➔ Can be used for review, new content, or as a skill-builder for fluency.

EXAMPLE:

