



Graphic Organizers or thinking maps are structured, visual representations that are used to organize information and provide students with a template for capturing ideas during an activity. They allow students to discover patterns and relationships they may have otherwise missed. Graphic Organizers can be teacher or student created. There are a variety of templates available, and they can be used across content areas.

- Identify the classroom objective/concept to be taught.
- Identify the key relationships or ideas that should be emphasized within the concept or learning task, such as:
 - Compare/Contrast
 - Cause and effect
 - Generating unique ideas for a project
 - Linking background knowledge to a new concept
 - Organizing ideas with supporting details
- Select an appropriate graphic organizer to support the learning. Some options include:
 - Venn Diagram for compare/contrast
 - Fish Bone for main idea and details
 - KWL Chart for linking background knowledge
- Model and practice use of selected graphic organizer with students.
- Provide opportunities for students to practice and utilize the graphic organizer to support their thinking during the lesson.



Additional Tools

Foldables

Foldables are 3-dimensional graphic organizers. These interactive organizers can be used to reinforce important thinking and communication skills.

For more strategies and/or resources, visit houstonisd.org/EffectivePractices



ALERTS

Completing a graphic organizer should never be the primary objective of the lesson as this is simply a tool to help students understand the objective better.



QUICK TIPS

Graphic Organizers are most commonly used to organize text and ideas in reading. They may also be used for math in the form of Problem Solving Boards.