

Thinking About The Equalizer

1. Foundational



Transformational

Information, Ideas, Materials, Applications

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|---|---|
| <ul style="list-style-type: none"> - Close to text or experience - Expert idea and/or skill to similar or familiar setting - Use key idea/skill alone - Fundamental skills and knowledge emphasized - Fewer permutations of skills/ideas | <ul style="list-style-type: none"> - Removed from text or experience - Export idea and/or skill to unexpected or unfamiliar setting - Use Key idea/skill with unrelated ideas/skills - Use but move beyond fundamental skills and knowledge - More permutation of skills/ideas |
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2. Concrete



Abstract

Representations, Ideas, Applications, Materials

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| <ul style="list-style-type: none"> - Hold in hands/hands-on - Tangible - Literal - Physical manipulation - Event based - Event to principle - Demonstrated/explained | <ul style="list-style-type: none"> - Hold in mind/minds on - Intangible - Symbolic/metaphorical - Mental manipulation - Idea based - Principle without event - Not demonstrated/explained |
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3. Simple



Complex

Resources, Research, Issues, Problems, Skills, Goals

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| <ul style="list-style-type: none"> - Use idea or skill being taught - Work with no one or few abstractions - Emphasizes appropriateness - Requires relatively less originality - More common vocabulary - More accessible readability | <ul style="list-style-type: none"> - Combine idea or skill being taught with those previously taught - Work with multiple abstractions - Emphasizes elegance - Requires relatively more originality - More advanced vocabulary - More advanced readability |
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4. Fewer Facts



Multi-Facets

Disciplinary Connections, Directions, Stages of Development

- Fewer parts
- Fewer steps
- Fewer stages

- More parts
- More steps
- More stages

5. Smaller Leap



Greater Leap

Applications, Insight Transfer

- Few unknowns
- Relative comfort with elements
- Less need to change familiar elements
- Requires less flexible thought
- Few gaps in required knowledge
- More evolutionary

- Many unknowns
- Relative unfamiliarity with many elements
- More need to change unfamiliar elements
- Requires more flexible thought
- Significant gaps in required knowledge
- More revolutionary

6. More Structured



More Open

Solutions, Decisions, Approaches

- More directions/more precise directions
- More modeling
- Relatively less student choice

- Fewer directions
- Less modeling
- Relatively more student choice

7. Clearly Define Problems



Fuzzy Problems

In Process, In Research, In Products

- Few unknowns
- More algorithmic
- Narrow range of acceptable responses or approaches
- Only relevant data provided
- Problem specified

- More unknowns
- More heuristic
- Wider range of acceptable responses or approaches
- Extraneous data provided
- Problem unspecified/ambiguous

8. Less Independence



Greater Independence

Planning, Designing, Monitoring

- More teacher/adult guidance/
monitoring on:

- * Problem identification
- * Goal setting
- * Establishing timelines
- * Following timelines
- * Securing resources
- * Use of resources
- * Criteria for success
- * Formulations of a product
- * Evaluation

- More teacher scaffolding
- Learning the skills of
independence

- Less teacher/adult guidance/
monitoring on:

- * Problem identification
- * Goal setting
- * Establishing timelines
- * Following timelines
- * Securing resources
- * Use of resources
- * Criteria for success
- * Formulations of a product
- * Evaluation

- Less teacher scaffolding
- Demonstrating the skills of
independence

9. Slower



Quicker

Pace of Study, Pace of Thought

- More time to work
- More practice
- More teaching/re-teaching
- Process more systematically
- Probe breadth and depth

- Less time to work
- Less practice
- Less teaching/re-teaching
- Process more rapidly
- Hit the high points