

# Revision Techniques

**Reflection and evaluation time:**

Revision Technique 3: 'Flashcards'

*Effective? Useful? Pros and cons?*



*eat. sleep. revise. And repeat.*

# Revision Technique 4:

## *'Graphic Organisers'*

**What are they?** A visual representation of information. It is often the process and not the end product that is important!

**Purpose:** To help you reconstruct revision topics into different forms; to make links and connections; to develop organisational and thinking skills; to provide a learner with a different way of seeing a topic; to help you retain information more effectively.

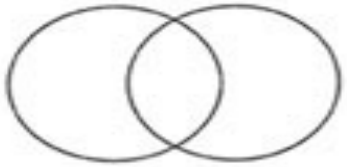
### **Your revision task:**

- Ø Choose a subject and topic to develop into a graphic organiser
- Ø Decide which graphic organiser would be best for your topic (see next slide to help – you can research this too)
- Ø Complete your graphic organiser for your chosen topic!

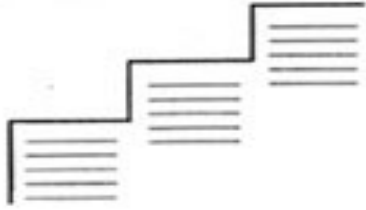
## Function and type of graphic organiser

- **Explaining cause and effect:** to help you explain and answer 'Why?' questions; useful graphic organisers include fishbone diagrams and tables.
- **Prioritising:** to provide scaffolding where you need to rank different ideas in priority order - pyramids, ladders or diamond shapes.
- **Sequencing:** to provide scaffolding to retell stories, recount events or describe processes - flow charts, timelines, cycles are useful.
- **Classifying:** to enable learners to discuss the characteristics or properties of objects/substances/ animals etc. - useful graphic organisers include tables and charts.
- **Comparing and contrasting:** useful graphic organisers include Venn diagrams, fact files and grids.

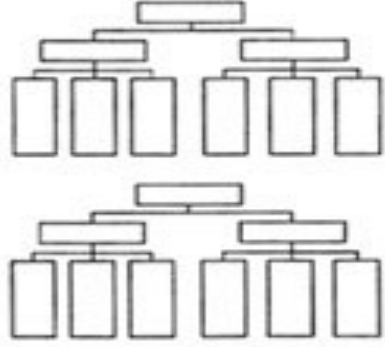
Venn Diagram



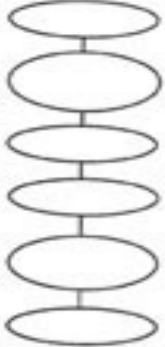
Sequential Thinking Model



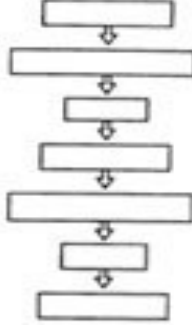
Sequential Thinking Model



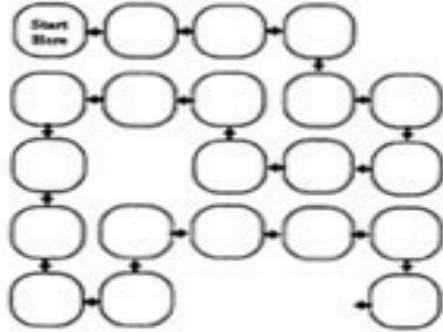
Chain



Chain



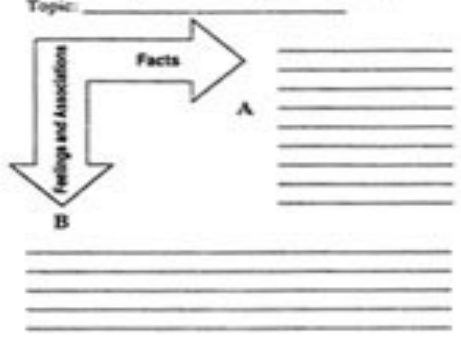
Sequential Thinking Model



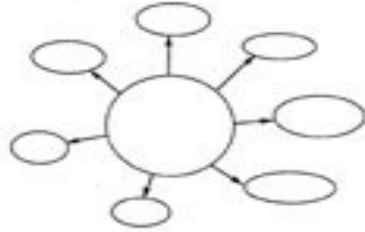
Web



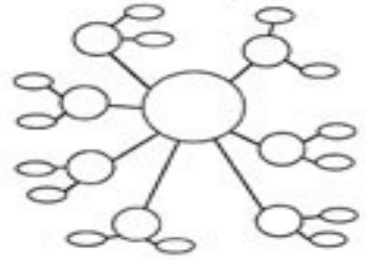
Thinking at Right Angles



Spider Map



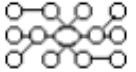

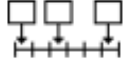



Mind Map



## Graphic Organisers

Six common designs and their functions are :

design	function	example activities
 spider	adding more details to a single topic	organising a party
 fishbone	cause-and-effect factors associated with a complex topic	effects of banning smoking from public paces
 cluster or cluster	a network of ideas based on a stimulus	brainstorming
 cycle	recurring cycle of events, with no beginning and no end,	life cycle of a butterfly
 continuum	topic with a definite beginning and end and a sequence in between.	important events in a person's life
 venn diagram	similarities and differences	comparing a book and the film of the book