

Organizing Learning Materials

Annette Lamb, 2011

Artifacts

- **Artwork** (architecture, jewelry, pottery, drawings, painting, sculpture, collage, mosaic, environmental)
- **Documents/Ephemera** (tickets, fliers, trading cards, bookmarks, greeting cards, pamphlets, posters)
- **Realia** (coins, furniture, tools, equipment, toys, vessels, weapons, transportation, clothing, rocks, minerals)
- **Biofacts** (bone, hair, fur, skins, molts, eggs, nests, hives, leaves, shells, branches)

Live Experiences

- **Performing Arts** (dance, concept art, performance art, theater, ballet, opera, concert)
- **Public Speaking** (speech, debate, demonstration, role-playing)
- **Sports** (games, practice, clinics, demonstrations)
- **Active Experience** (science lab, field study, virtual field trip, tour, walk, expedition, movement, wellness activities)

Text

- **Informational Text** (almanac, autobiography, biography, diary, dictionary, directions, documentary, encyclopedia, guides, manuals, essays, handbook, journal, journalism, legal, letter, lit criticism, memoir, report, travelogue)
- **Fiction Text** (action, crime, detective, fantasy, historical, horror, mystery, romance, science fiction, western)

Graphics

- **Charts and Graphs** (activity, area, bar, pie, line, matrix, number line, pictograph)
- **Diagrams** (architectural, chain, cycle, cross section, tree, floor plan, flowchart, schematic, timeline)
- **Illustrations** (cartoon, collage, drawing, infographic, poster, painting, print, comic, sketch, visualization)
- **Maps** (advertising, cartogram, military, pictorial, projection, propaganda, reference, relief, thematic, topo)
- **Organizers** (cause/effect, classification, comparison, map, idea pie, KWL, persuasion, Venn, web, What if)
- **Images** (aerial, astro, digiscope, multi-spectrum, macro, micro, panoramic, radar, remote, ultra, XRay, photo)
- **Symbols** (avatar, emoticon, gyph, ideogram, insignia, logo, map symbol, notation, scientific/math, picto)

Motion Media

- **360 exploration**
- **3D experiences**
- **Animation** (computer, claymation)
- **Slide Show** (presentations, photo galleries, kiosks)
- **Video** (live recordings, edited recordings)

Audio

- **Music** (integral, incidental, instrumental, vocal)
- **Spoken Language** (narration, speech, instructions, directions)
- **Animal Sounds**
- **Sound Effects** (integral, incidental)

Technology Interactives

- **Interactive Fiction**
- **Games** (action, adventure, role-playing, strategy)
- **Practice Environments**
- **Tutorials**
- **Tools**
- **Simulations** (vehicle, equipment, world building)
- **Virtual Adventures**

My Plan

What do you use now?

What new materials could be integrated?

How could technology be useful?

