

# Inquiry, Imagination & Insight: Snapshots of Student Information Scientists at Work

By Annette Lamb <http://virtualinquiry.com/snapshots.htm>



This workshop provides snapshots of what's realistic, relevant, and practical as educators wade through the technology, resources, and research available to today's young information scientists across the subject areas.

**Think Different** - <http://virtualinquiry.com/inquiry/inquiry4.htm>  
**Information Fluency** - <http://virtualinquiry.com/inquiry/inquiry5.htm>  
**Inquiry** - <http://virtualinquiry.com/inquiry/>

### *Think about Your Thinking: Metacognition*

**Information Inquiry** - <http://virtualinquiry.com/inquiry/inquiry3.htm>  
**Good Night, Good Luck** - <http://virtualinquiry.com/cases/lamb1.htm>  
**Jamal's Inquiry** - <http://virtualinquiry.com/cases/high6.htm>

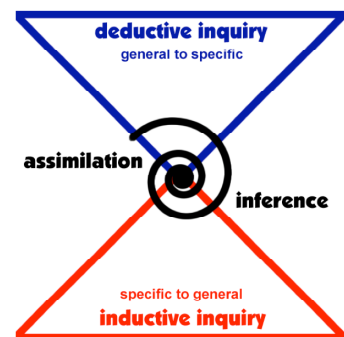
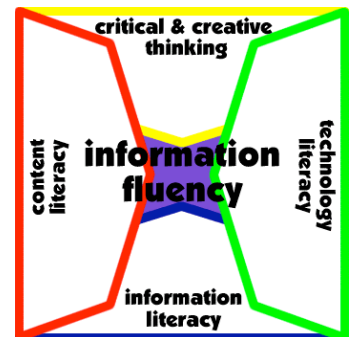
**Questioning and Exploration.** Think about the process of questioning and exploration.

**Divergent thinking** focuses on knowledge that is flexible, changing, growing, emergent, and expanding. Answers may change with questions. Student information scientists may engage in questions of accuracy, point of view, precision, depth, consistency, purpose, logic, information, interpretation, sources, assumption, currency, and/or implication. Jamie McKenzie (<http://questioning.org/>) suggests many different types of questions including: clarifying, sorting & sifting, elaborating, planning, strategic, and unanswerable.

**Assimilation and Inference.** **Assimilation** is the process of applying general schema to particular instances. Thinkers fit new ideas into existing cognitive structures. **Inference** is the reasoning involved in drawing conclusions based on evidence and prior knowledge rather than observation.

**Deductive thinking** applies general theories and principles to specific instances. Let's explore an inquiry based on deductive thinking. We wondered about the rock we found on Uncle Joe's farm in Arkansas. We began with the position that it was a marine fossil. Using rules, facts, and resources from paleontology websites, we concluded that it was a fossil from the root of a prehistoric tree. After organizing our findings, we created an e-scrapbook to share with Uncle Joe.

**Inductive thinking** moves from specifics to generalizations. You use information to develop arguments that support your hypothesis. Thinkers move from many observations and information collected to a single conclusion. Or, incorporate many perspectives into a proposed solution to a problem. With an inductive inquiry, the end product isn't a right or wrong answer. Instead, the product may be consensus, compromise or the best option for the situation. Let's say that you're exploring alternative energy sources for your home town. You explore forms of energy, interview residents, collect information and analyze the information seeking patterns and weighing options. Finally, you make a decision. Your product may be a wiki sharing on energy options that may continue to expand, as more information is available.



## **Conduct and Inquiry**

**The Philosophers' Club** by Christopher Phillips - <http://www.philosopher.org/>

**Concepts Across the Curriculum** (PBS) - <http://www.pbs.org/teachersource/thismonth/archives.shtml>

### **Support for Student Information Scientists**

**Project Mulberry** by Linda Sue Park

**Levels of Student Maturation** - <http://virtualinquiry.com/scientist/>

**Student Snapshots** - <http://virtualinquiry.com/cases/index.htm>

**Project-based Approaches.** Use project-based approaches to engage learners in rich inquiry environments.

**Tele-mentors.** Involve the community in teaching and learning. Develop programs that promote collaboration, cooperation, and mentoring.

**Construction and Reflection.** Encourage construction of knowledge and reflective thinking to promote retention and transfer of learning. Create wikis, blogs, e-scrapbooks, and electronic portfolios using technology tools such as digital cameras, scanners, microphones, multimedia and productivity tools.

**Culminating Projects.** What types of projects should students be able to complete by the time they graduate from high school?

### **Snapshots of Instructional Specialists**

The role of educators is evolving. Teacher librarians, technology coordinators, classroom teachers, and other instructional specialists must collaborate to enrich the learning environment.

**Instructional Specialists** - <http://virtualinquiry.com/specialist/>

Modeling Inquiry

Addressing Diverse Needs

Techniques: tactile, textual, visual, auditory, blended

Collaborating. Not sage on stage, Or just guide on side → Cadre of collaborators

Inquiry guidance: Controlled, guided, modeled, free

### **A Dozen Ways to Support Self-Regulation**

Model self-regulation

Provide choices

Encourage proactive behavior and risk-taking

Link new learning to prior knowledge

Anticipate student questions

Encourage self-evaluation

Shift responsibility to students

Assist in goal setting

Provide context-rich connections

Encourage a variety of strategies

Provide corrective, positive feedback

Promote reflection

### **The Evidence: A Decade of WebQuests**

It “feels” right, but where’s the evidence? Focus on standards-based, info & technology-rich, authentic & meaningful, collaborative, project-based learning environments. What theories apply? Let’s use WebQuests as an example and explore a decade of WebQuests. The WebQuest phenomenon began with Bernie Dodge and Tom March in 1995. Learn more about WebQuests at [WebQuest.org](http://WebQuest.org). The following dozen connections are based on an article by Annette Lamb in *Educational Media and Technology Yearbook* (Vol. 30), 2005.

1 - Constructivist Philosophy

3 – Authenticity

5 - Interdisciplinary Approaches

7 – Differentiation

9 – Motivation

11 - Multiple Assessments

2 - Understanding: Thinking & Transformation

4 - Situated Learning

6 - Scaffolding

8 - Cooperative Learning

10 - Challenge & Engagement

12 - Inquiry-based Learning