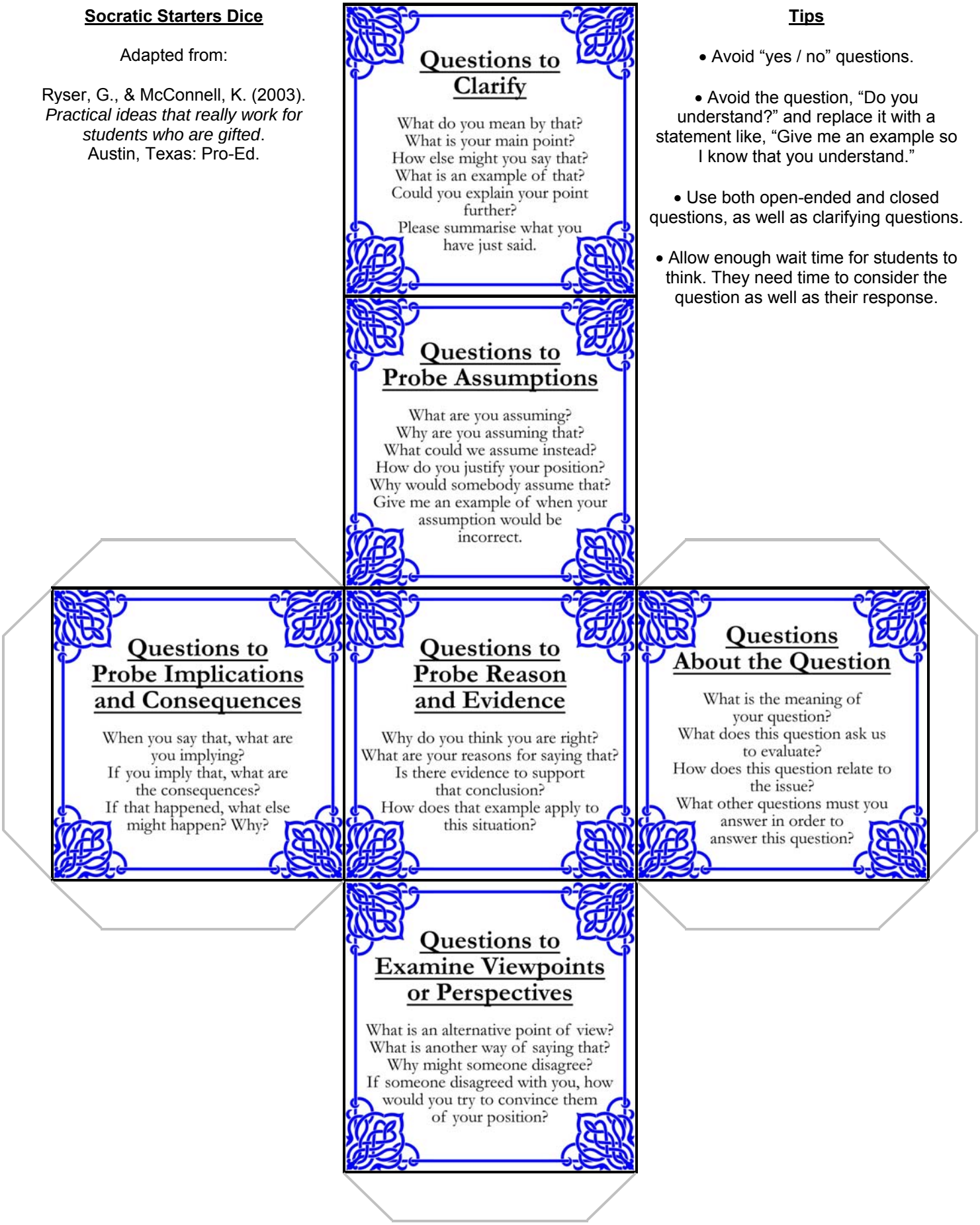
Socratic Starters Dice

Adapted from:

Ryser, G., & McConnell, K. (2003). *Practical ideas that really work for students who are gifted*. Austin, Texas: Pro-Ed.



Tips

- Avoid “yes / no” questions.
- Avoid the question, “Do you understand?” and replace it with a statement like, “Give me an example so I know that you understand.”
- Use both open-ended and closed questions, as well as clarifying questions.
- Allow enough wait time for students to think. They need time to consider the question as well as their response.

Evaluation:

Assess, Compare, Conclude, Contrast, Convince, Critique, Decide, Defend, Discriminate, Explain, Grade, Judge, Justify, Measure, Prioritise, Rank, Recommend, Select, Summarise, Support, Test, Validate.

Analysis:

Analyse, Arrange, Break Down, Classify, Compare, Connect, Contrast, Deconstruct, Diagram, Divide, Explain, Infer, Order, Select, Separate, Sequence.

Knowledge:

Collect, Define, Describe, Examine, Identify, Label, List, Match, Name, Outline, Quote, Recall, Recite, Recognise, Record, Select, Show, State, Tabulate, Tell.

Application:

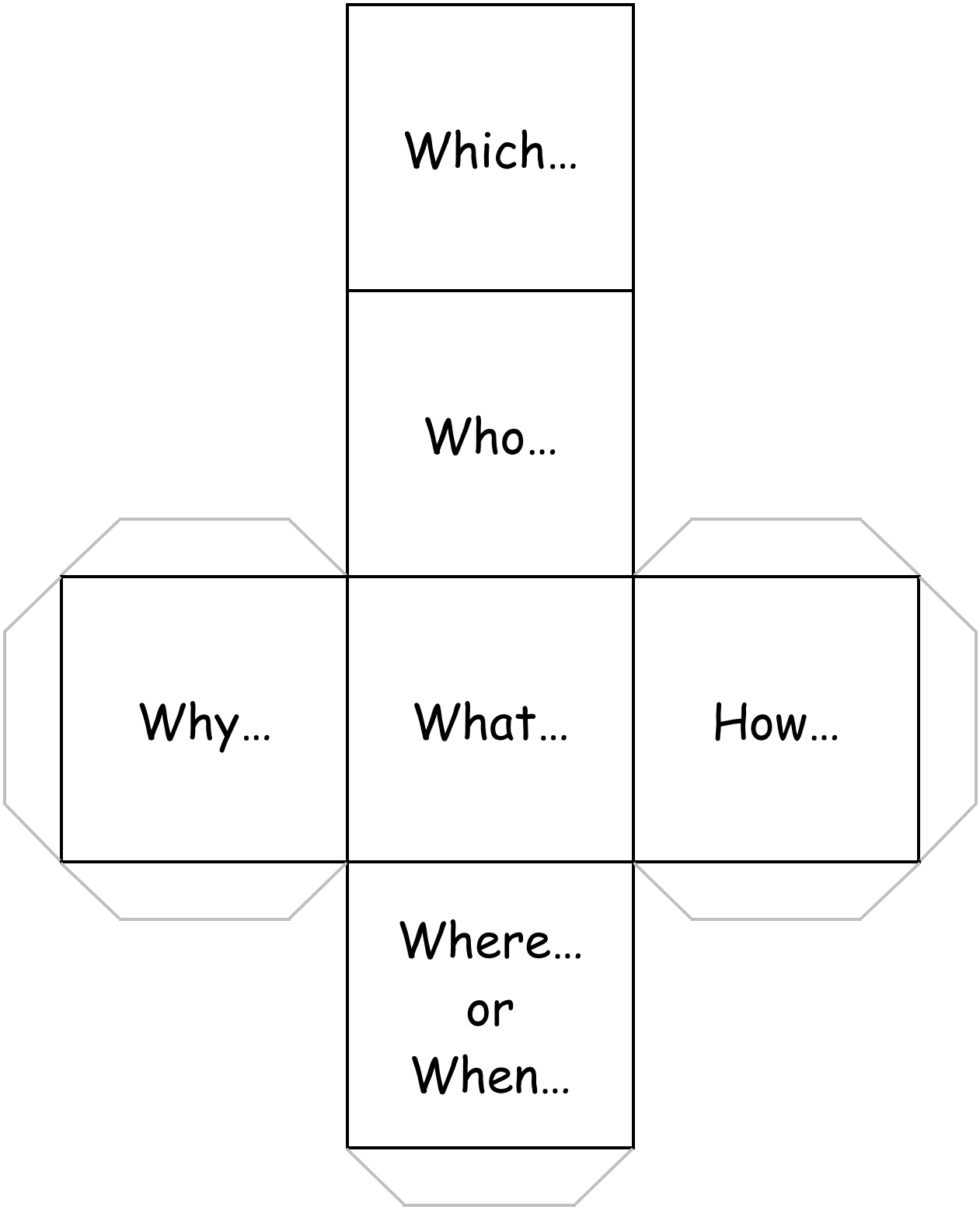
Apply, Calculate, Change, Classify, Complete, Compute, Demonstrate, Discover, Examine, Experiment, Illustrate, Infer, Manipulate, Modify, Operate, Prepare, Relate, Show, Solve.

Synthesis:

Arrange, Build, Categorise, Combine, Compile, Compose, Conclude, Construct, Create, Design, Devise, Estimate, Formulate, Generalise, Generate, Integrate, Invent, Modify, Organise, Plan, Revise.

Comprehension:

Associate, Cite, Contrast, Convert, Describe, Differentiate, Discuss, Distinguish, Explain, Extend, Interpret, Paraphrase, Predict, Restate, Summarise.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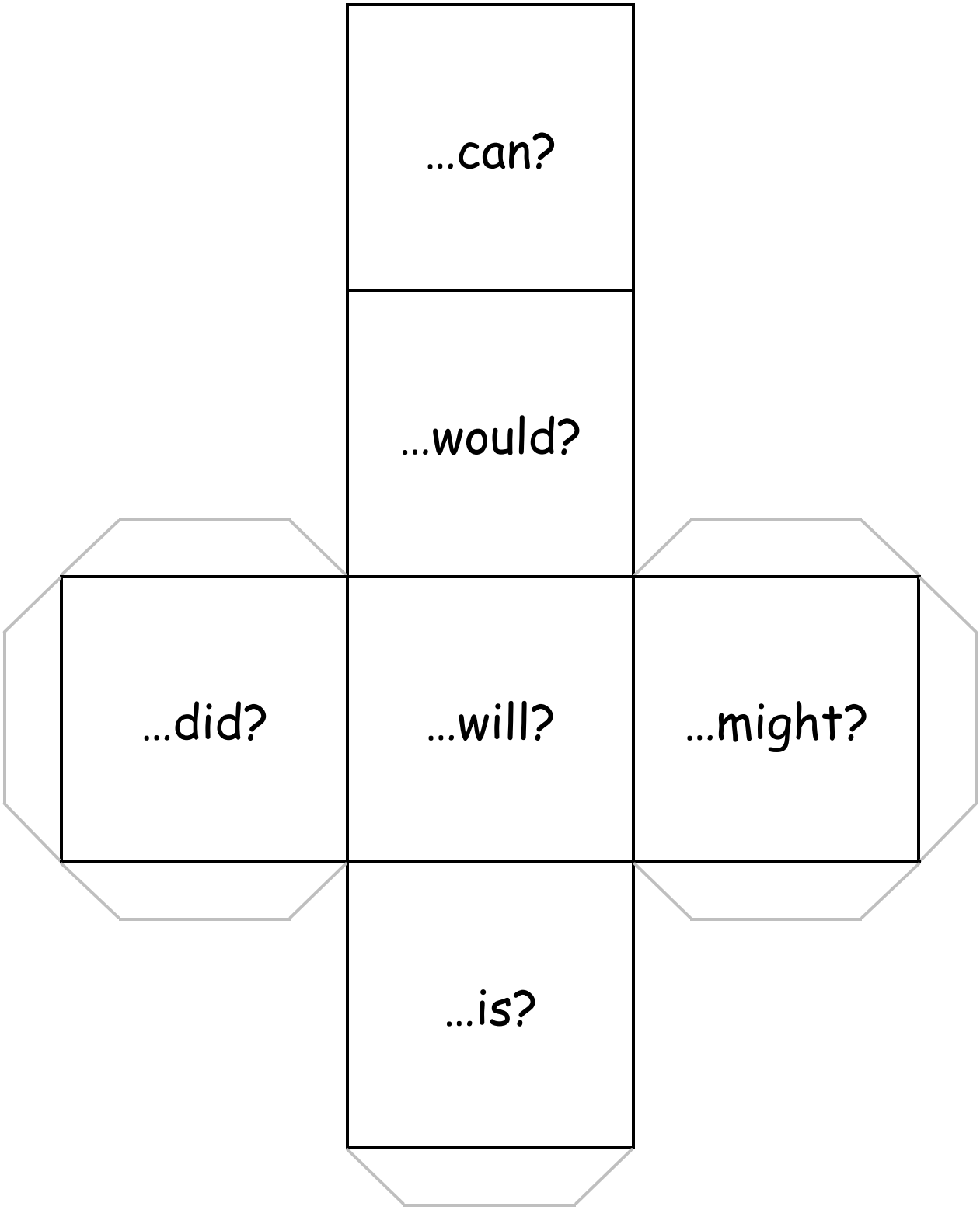
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