THE INQUIRY VASSE
Student Centered

Safe Classroom
Perspectives
Tuning In
Empathy
Explore the human context
Look, listen and learn*
Immersion

Connect 35% | **Clarify** 10% | **Combine** 20% | **Create** 25% | **Communicate** 10%

Seek Feedback
Refine

1 Curriculum Concepts
2 HOOK
3 Teacher Centred Instruction
Opportunities for Wonder

4 Outcome: Big Question *{Non Googlable question}*
Opportunities for Wonder

5 Outcome: Synthesis *of knowledge*
Opportunities for Wonder

6 Outcome: Solution

7 Outcome: Communicate *Critique*
Opportunities for Wonder

1) Well done, **YOU** have made it to the highpoint of the Inquiry process. It's **YOUR** time to choose **YOUR** own destiny. **YOU** are going to guide your learning from here, taking ownership of what you achieve. **YOU** make the question, **YOU** decide what **YOU** are going to do and how **YOU** are going to do it.

2) Go back and look at your notes and the Wonder Wall and word wall. Which two wonderings do **YOU** find most interesting? Write them down below:

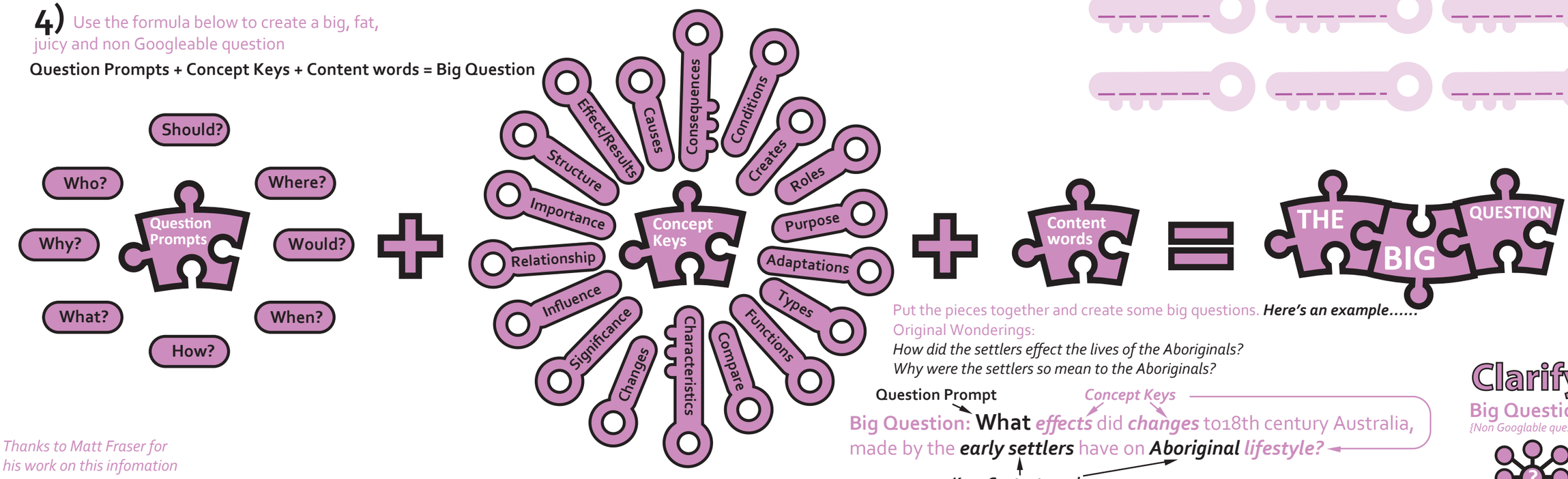
a)

b)

3) Use the Word Wall and your brainstorm to fill out the blank keys with **YOUR** content words.

4) Use the formula below to create a big, fat, juicy and non Googleable question

Question Prompts + Concept Keys + Content words = Big Question



Put the pieces together and create some big questions. ***Here's an example……***

Original Wonderings:
How did the settlers effect the lives of the Aboriginals?
Why were the settlers so mean to the Aboriginals?

Question Prompt → What | *Concept Keys* → *effects*, *changes*

Big Question: What ***effects*** did ***changes*** to18th century Australia, made by the ***early settlers*** have on ***Aboriginal*** ***lifestyle?***

Keys Content words

Clarify
Big Question
{Non Googlable question}

Thanks to Matt Fraser for his work on this infomation

CONCEPT KEY DEFINITIONS

Adaptations: The process of change to become better suited to an environment. Causes: Something that brings about an effect or a result. Changes: Makes or becomes different. Characteristics: A feature or quality belonging typically to a person, place or thing. Communicate: Share or exchange information, news or ideas. Compare: Estimate, measure, or note the similarity or differences between. Conditions: Factors affecting the way in which people and animals live. Connections: The state of being connected or linked. Consequences: The effect, result, or outcome of something that occurred earlier. Effects/Results: A thing that is caused or produced by something else. Importance: The significance of a person, thing or idea. Relationship: The way in which two or more people or things are connected. Roles: The position or purpose that someone or something has in a situation. Structure: To establish the relationship between the components of something. Lifestyle: The way in which a person or animal lives. Survival/Defence: The process of staying alive in the presence of or despite difficult conditions.