

## Ways to Use Inspiration

- I. categorization
  - A. [sort pictures to illustrate a concept](#)
  - B. [sort for mathematical concepts like properties of shapes, etc.](#)
- II. brainstorming
  - A. [using "RapidFire" tool and click and type anywhere to get started](#)
- III. organizer to support kids in writing
  - A. [scaffold for struggling students](#)
  - B. [allow students free reign with the structure to help them organize their own ideas](#)
  - C. [provide a way for kids to type instead of write into an organizer and send to a word processor](#)
  - D. [allows for verbal prompts through the listen tool or recording tool](#)
  - E. [provides many templates for a variety of subjects and tasks](#)
- IV. word bank/ picture bank
  - A. [vocabulary builder](#)
  - B. writing helper
- V. source for pictures
  - A. [Images to guide information processing non-linguistically](#)
- VI. Present a concept
  - A. show how facts or information relate to each other as a whole group
  - B. create a study guide that highlights important points through structure of the organizer
  - C. [create a digital pathfinder for students to explore concepts materials and resources to meet their learning needs \(see first 1:00\)](#)
- VII. constructing knowledge
  - A. [concept map with multimedia](#)
  - B. build a concept as you go
  - C. KWL
- VIII. to help you organize and plan a lesson
  - A. [Image-supported unit or lesson map](#)