

# Think & Inquire: Five Components of the Inquiry

<http://eduscapes.com/sessions/nests/inquiry.htm>

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As you design learning experiences for young people, consider the inquiry process and how young people will become independent learners through critical thinkers, problem-solvers, and decision-makers.

## Question

What is the question I'm trying to answer, the problem I'd liked to solve, or the key issue I need to resolve? Many different types of resources can be used to draw interest and generate questions.

*Use technology to inspire thinking.*

*My Idea...*

## Explore

Encourage students to examine unusual aspects of a common topic. Get them involved with gathering, organizing, and evaluating information.

*Use technology to structure exploration and collect data.*

*My Idea...*

## Assimilate

Involve students in reinforcing, confirming, and rejecting information looking for ways to associate new information by looking for patterns and relationships.

*Use technology to scaffold thinking with data calculators, converters, organizers, and tools for synthesis.*

*My Idea...*

## Infer

Ask student to use evidence to support a claim, justify change, or make an informed decision. Students must learn to identify, process, and judge evidence.

*Use technology to create and share solutions.*

*My Idea...*

## Reflect

After rounds of questioning and exploring, assimilating and inferring, ask students to revisit the questions and goals of their inquiry. How did the project evolve?

*Use technology to reflect.*

*My Idea...*

# Act Responsibly: Four Areas of Digital Citizenship

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## Media Literacy

Students need to understand how advertising and web content are interwoven.

*Explore resources related to web-based advertising.*

## Online Safety

Students need to make wise choices about their online actions.

*Explore resources related to cyberbullying and online safety.*

## Information Evaluation

Students need to distinguish between fact, fiction, and fake websites and online resources.

*Explore resources related to website evaluation.*

## Ethical Behavior

Students need to become ethical users of digital technology.

*Explore resources related to copyright and digital citizenship.*