

## ***Strategy Scenario***

***Strategy:*** Spider Map

***Content:*** Prewriting to generate new ideas

***Title:*** “Finding Inspiration”

***Time Required:*** 50 minutes

***Target Audience:*** middle school, high school, college undergraduates

***Goal of Activity:*** to provide students with an additional strategy to generate ideas on a prescribed topic

***Purpose of Script:*** to demonstrate that by using a spider map, students can conceptualize their ideas, and spontaneously generate additional ideas that establish logical links to those concepts

***Learning Outcome(s), Gagne’s Taxonomy:*** Intellectual Skill (higher-order rules; problem solving)

***Learning Outcome(s) HEO Taxonomy:*** (analysis, synthesis, preference for a value)

***Learner Characteristics:*** students of any level of aptitude, middle school and above

***Entry Skills:*** basic familiarity with computers, previous exposure to “Inspiration” software; prior knowledge to respond to writing topic

***Setting:*** computer lab

***Media:*** live instruction, chalkboard, computer, “Inspiration” software

***Process:***

1. Instructor introduces concept of prewriting; asks students how they get ideas
2. Instructor then asks if students if they would like to learn a strategy to help them create more and better ideas, especially when writing papers
3. Instructor informs students of the concept map and draws on chalkboard how it works using the class to generate ideas
4. Instructor then instructs students to open “Inspiration” and type the word “blue” as the main idea
5. After students type “blue” teacher tells students to freely associate ideas with the color and create and connect concepts as they occur
6. Students work on the exercise for fifteen minutes while the instructor walks around observing
7. After ten minutes the instructor asks several students to follow one leg of the spider map and tell the class where it led

8. Instructor then tells students to double click on the “outline” button in the pull-down menu and then to click on the print button to make a copy of the outline from their spider map
9. Instructor asks if there are any questions and then gives the students a writing topic appropriate to their age and background
10. Students create a spider map and an outline of their ideas
11. Students complete an essay from the spider map and outline for homework

**Strategy Assessment:** Instructor walks around room observing students’ creation of spider maps using “Inspiration.”

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**References:** West, C., Farmer, J., & Wolff, P. (1991). *Instructional Design: Implications from Cognitive Science*. Englewood Cliffs, NJ: Prentice Hall.

