

## 21things for the 21<sup>st</sup> Century Educator: Marzano 9 Connections

Samples of possible **Marzano 9** applications for the 21things. Note: these are subject to change based on each participant's use of technology or intended use of the tool. This is for example only.

### 1. About Basics

- 2- Summarizing and note taking
- 7 – Objectives and feedback
- 9 – Questions, cues, advanced organizers

### 2. Face of Your Classroom

- 4 – Homework and practice
- 5 – Non linguistic representations
- 7 – Setting objectives and providing

### 3. Collaboration Tools

- 2- Summarizing and Note-taking
- 6- Incorporate Cooperative Learning

### 4. Communication Tools

- 3- Effort and Recognition, Feedback,
- 2- Summarizing and note-taking

### 5. Content Area Tools

- 8 – Generating and testing hypothesis
- 9 – Questions, cues, advanced

### 6. Differentiated Instruction & Diverse Learning

- All 9 areas are supported

### 7. Digital Citizenship

- 7- Objectives and Feedback
- 8- Generating and Testing Hypothesis

### 8. Visual Learning

- 5- Non-Linguistic representations
- 9- Questions, cues and advance organizers

### 9. Copyright and Creative Commons

- 8- Generating and testing hypothesis

### 10. Digital Images

- 5- Nonlinguistic representations
- 1- Similarities and differences

### 11. Presentation Tools

- 2- Summarizing and note taking
- 5- Non linguistic representations

### 12. Evaluation and Assessment

- 3- Reinforce effort and provide recognition
- 7- Objectives and Feedback

### 13. Online Interactive Learning Tools

- 3- Reinforce effort and provide recognition
- 5- Non-Linguistic representations
- 8- Testing hypothesis

### 14. Productivity Tools

- 2- Summarizing and note taking
- 4- Homework and practice
- 6- Cooperative learning

### 15. Staying Informed

- 6- Cooperative learning
- 9- Cues, questions, and advance organizers

### 16. Research & Reference Tools

- 1- Similarities and differences
- 2- Summarizing and note-taking
- 4- Homework and practice
- 8- Generating and testing hypothesis

### 17. Professional Learning Networks

- 3- Reinforce Effort and Provide Recognition
- 6- Cooperative learning
- 7- Objectives and feedback

### 18. Virtual Classroom

- 5 – non-linguistic representations
- 6 – incorporate cooperative learning

### 19. Digital Story Telling

- 2- Summarizing and note-taking
- 5- Non linguistic representations
- 9- Cues, questions, and advance

### 20. Online Video and Audio Resources

- 5- Nonlinguistic representations
- 2- Summarizing and note-taking

### 21. Flipping Your Classroom (Screen Casting)

- 4- Homework and Practice
- 5- Nonlinguistic Representations
- 7- Objectives and Feedback