



The Marzano Instructional Strategies
Meets
“The 21things”

21things for the 21st Century Educator

<http://21things4teachers.net>

Carolyn McCarthy, Dr. Jennifer Parker-Moore, Melissa White, Jan Harding

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Marzano 9

1. Similarities & Differences
2. Summarizing & Note-Taking
3. Effort & Recognition
4. Homework & Practice
5. Non-Linguistic Representations
6. Cooperative Learning
7. Objectives & Feedback
8. Hypotheses
9. Questions, Cues & Advance Organizers



21things

1. About Basics
2. Face of the Classroom (Online Presence)
3. Collaboration Tools
4. Communication Tools
5. Content Area Tools
6. Differentiated Instruction & Diverse Learning
7. Digital Citizenship
8. Visual Learning
9. Copyright & Creative Commons
10. Digital Images
11. Presentation Tools
12. Evaluation/Assessment
13. Online Inter-actives
14. Productivity Tools
15. Staying Informed
16. Research & Reference Tools
17. Professional Learning Networks
18. Virtual Classroom
19. Digital Story Telling
20. Online Video and Audio Sources
21. Flipping Your Classroom (Screen-casting)

Average Percentile Point Gains on Student Achievement Tests

1. Similarities & Differences	45
2. Summarizing & Note-Taking	34
3. Effort & Recognition	29
4. Homework & Practice	28
5. Non-Linguistic Representations	27
6. Cooperative Learning	27
7. Objectives & Feedback	23
8. Hypotheses	23
9. Questions, Cues & Advance Organizers	22

Taken from *Classroom Instruction That Works*, P.7 (Marzano, Pickering, Pollock, 2004)

How Technology Meets the Marzano 9

1. **Similarities & Differences**
 - Comparing, classifying, creating metaphors, creating analogies
 - Ex: Venn Diagrams, word and picture sorts, visual tools or web formats, online interactive games,
2. **Summarizing & Note-Taking**
 - Synthesize, prioritize, restate and organize concepts, topics and details
 - Ex: Word processing, presentations, online presence, formatting, storytelling, presenting
3. **Effort & Recognition**
 - Establish rationale/rubrics, teach to improve achievement, chart, recognize, and use pause, prompts and praise
 - Ex: Rubrics, award generators, inter-actives that chart progress, surveys and evaluation tools
4. **Homework & Practice**
 - Communication, clarifying purpose, selecting skills, questioning, commenting, and scheduling practice
 - Ex: Communication and practice, inter-actives, homework help and tutoring, online courses
5. **Non-Linguistic Representations**
 - Graphical representations, graphic organizers, physical models, mental pictures, drawings, pictures, pictographs, kinesthetic activities
 - Ex: Visual learning tools and pattern building, digital images, digital storytelling, movies, and online video that stimulate thinking
6. **Cooperative Learning**
 - Using elements of interdependence, interaction, accountability and group skills
 - Ex: Web Quests, collaboration tools, scavenger hunts, inter-actives
7. **Objectives & Feedback**
 - Setting, personalizing, communicating, negotiating objectives; preparing criterion-referenced feedback, providing feedback and engaging students in self-assessment
 - Ex: Rubrics, assessment and evaluation
8. **Hypotheses**
 - System analysis, problem solving, decision making, historical investigation, experimental inquiry and invention
 - Ex: Researching, reference tools and citations, graphic organizers, content area tools, inter-actives
9. **Questions, Cues & Advance Organizers**
 - Focusing important information, cues, inference, and analysis, use of advance organizers and graphic organizers
 - Ex: Visual learning tools, digital images, formatting tools (highlighting), collaboration and peer editing



Marzano Research Labs

9 becomes 22

- Visit the work of Dr. Robert Marzano and learn about his Meta-Analysis database
- Dr. Marzano incorporates multiple research studies to expand the Marzano 9 of best practice instruction to 22 through meta-analysis.
- The following slides provide information found at his website describing each of the 22 strategies.
- Note how technology has influenced instruction and improved learning for many.

Marzano 22...

1. Advance Organizers
2. Building vocabulary
3. Complex cognitive tasks
4. Cooperative learning
5. Cues and questions
6. Effort and recognition
7. Engagement strategies
8. Feedback
9. Graphic organizers
10. Homework
11. Identifying similarities and differences
12. Interactive games
13. Kinesthetic activities
14. Nonlinguistic representations
15. Note taking
16. Partial vocabulary
17. Practice
18. Setting goals/objectives
19. Student discussion/chunking
20. Summarizing
21. Tracking student progress and scoring scales
22. Voting technology

Expanding the Marzano 9 to 22

http://www.marzanoresearch.com/research/researched_strategies.aspx

Marzano Meta Analysis Database

1. **Advance Organizers:** Providing students with a preview of new content
2. **Building vocabulary:** Using a complete six-step process to teach vocabulary that includes teacher explanation, student explanation, student graphic or pictographic representation, review using comparison activities, student discussion of vocabulary terms, and use of games.
3. **Complex cognitive tasks:** Working on complex tasks such as investigation, problem solving, decision making, and experimental inquiry.
4. **Cooperative learning:** Students working together in small groups.
5. **Cues and questions:** Using hints and questions to activate prior knowledge and deepen student understanding
6. **Effort and recognition:** Reinforcing and tracking student effort and providing recognition for achievement
7. **Engagement strategies:** – Using activities designed to help capture students’ attention.
8. **Feedback:** Providing students with information relative to how well they are doing regarding a specific assignment
9. **Graphic organizers:** Providing a visual display of something being discussed or considered (e.g., using a Venn diagram to compare two items)
10. **Homework:** Providing students with opportunities to increase their understanding through assignments completed outside of class
11. **Identifying similarities and differences:** Identifying similarities and/or differences between two or more items being considered
12. **Interactive games:** Using academic content in game-like situations
13. **Kinesthetic activities:** Students representing new content physically
14. **Nonlinguistic representations:** Providing a representation of knowledge without words (e.g., a graphic representation or physical model)
15. **Note taking:** Recording information that is considered important
16. **Partial vocabulary:** Using one or more aspects of a six-step process to teach vocabulary which may include teacher explanation, student explanation, student graphic or pictographic representation, review using comparison activities, student discussion of vocabulary terms, and use of games
17. **Practice:** Massed and distributed practice on a specific skill, strategy, or process
18. **Setting goals/objectives:** Identifying a learning goal or objective regarding a topic being considered in class
19. **Student discussion/chunking:** Breaking a lesson into chunks for student or group discussion regarding the content being considered
20. **Summarizing:** Requiring students to provide a brief summary of content
21. **Tracking student progress and scoring scales:** Using scoring scales and tracking student progress toward a learning
22. **Voting technology:** Using interactive clicker technology to collect data regarding student knowledge during class

Work Cited

- Marzano Meta Analysis Database retrieved online at http://www.marzanoresearch.com/research/researched_strategies.aspx
- Putting the Pieces Together: Integrating Technology with Marzano's Instructional Strategies, Sherri Miller retrieved online at <http://gets.gc.k12.va.us/VSTE/2008/index.htm>
- Marzano Research Laboratories retrieved online at <http://www.marzanoresearch.com/site/>