

# What is your purpose for using the visual?

## IF THE PURPOSE IS

Learning in terms of metacognition (being aware of how we learning)

or

Learning in terms of the affective domain or human dimension (our feelings, attitudes, and values)

or

Learning for cognition and critical thinking in terms of:

Remembering

Understanding

Applying

Analyzing

Evaluating

Creating

*Reflecting, motivating self, self-monitoring, self-awareness*

Connection of topic to student's self and real experience; *Personal, group, or class discussion or written reactions to show self-efficacy. Student explores own learning process.*

**THEN resources linked below**

Use "Visual Explorer" exercise to explore self-awareness and motivation. [Finding Images and Video](#)

*Enjoy, express, share, show, connect*

Evoking, making interconnections, expressing, comparing and analyzing feelings

Use "Visual Explorer" exercise or [5 Card Draw](#), [Storyboards](#), & [Comics](#) to connect personally with content.

Label, read, identify aspects of a visual

*Recall labels on an unlabeled visual.*

[Photo Annotating & Analysis](#): Use Flickr to label images. [Doodling / Visual Thinking](#) for note taking.

Explain, predict, classify, explain, or infer

[Finding Images and Video](#) using Vimeo, Artstor, Library of Congress. [Mind Mapping & Graphs](#): Create a simple mind map using bubbl.us.

*Examine, calculate, present concepts, graph information, discover and map connections*

[Mind Mapping and Graphs](#): mind map ("exploratree") or graph. Storyboard concepts: [5 Card Draw](#), [Storyboards](#), and [Comics](#)

[Mind Mapping & Graphs](#): Create a more advanced concept map or diagram; analyze an image [activity](#)

*Compare, contrast, judge*

*Diagram, arrange, categorize, relate, illustrate*

Conduct a debate, present data ([Mind Mapping & Graphs](#))

*Compose create design devise reconstruct knowledge*

[Create a presentation story, or video](#); also create [film and Digital Stories](#)