



A Concept-Based Teaching Menu



Concept Bank

Select 1-3 concept(s) you and your learners are curious about! The *italicized concepts* connect to the *First Peoples Principles of Learning*.

| | |
|-----------------------------|------------------------|
| Form & Function | Pattern |
| Causation | Change |
| <i>Transformation</i> | <i>Connection</i> |
| Perspective | <i>Responsibility</i> |
| Reflection | <i>Story</i> |
| System | <i>Cycle</i> |
| Cause & Effect | Order |
| Evolution | Matter & Energy |
| Interactions | Power |
| Truth | <i>Interconnection</i> |
| Identity | Community |
| Relationship | <i>Land</i> |
| <i>Place</i> | <i>Belonging</i> |
| <i>Connectedness</i> | <i>Sustainability</i> |
| <i>Beliefs & Values</i> | <i>Circles</i> |
| Ecosystem | Diversity |
| <i>Interdependence</i> | Culture |
| <i>Worldview</i> | Civilization |
| Number | Shape |
| Equality | Measurement |
| <i>Balance</i> | Conflict |
| <i>Language</i> | Character |
| Risks | <i>Symbolism</i> |
| Metaphor | <i>Rythm</i> |

Crafting Conceptual Questions

The following stems might be helpful in getting started.
Fill in the blanks with concepts!

- Where do you see _____ in the world?
- Where does _____ live in (specific context, text or place)?
- How do these materials help you think about _____?
- How does the concept of _____ shape our thinking here?
- How many different ways can we think about and represent _____?
- How are _____ and _____ connected?
- What if we think about _____ in this (specific) context?
- What is the relationship between _____ and _____?
- How does _____ impact _____?
- What effect does _____ have on _____?
- How might _____ and _____ interact?
- How might (this material) help you think about _____?

Sample Learning Experience Menu

Storytelling, role plays, building/construction, take aparts, mapping, museum display, transforming/mixing/mashing-up, observing closely, sketching, juxtaposing two materials, creating a model, testing and experimenting, tinkering time, projects, problem-solving, nature walks, making and designing (including digital and domestic arts)

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