# **3 Frames** FOR CREATIVE TEACHING

These frames are flexible! Use them to spark ideas, simplify a challenging concept, or guide a classroom discussion. Let your students take the lead in making each frame their own.

### The Contrast Frame

## KEY QUESTION: "COMPARED TO WHAT?"

**Purpose:** This frame encourages students to see their ideas or solutions in the context of something else, sparking critical thinking and helping them clarify their perspectives.

#### **Classroom Examples:**

- Literature: When analyzing a character's decision, prompt students to ask, "How would this choice look if the character were in a different time or place?"
- **History:** Present a major historical event and ask, "Compared to what other event in history does this have a greater or lesser impact?"
- Science: During hypothesis formation, challenge students to contrast their predictions with similar scenarios or known outcomes, asking "Compared to what other factors might this result change?"

#### Notes:

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#### 🔁 The Less is More Frame

### KEY QUESTION: "WHAT CAN YOU RELEASE?"

**Purpose:** This frame helps students simplify their work, focusing only on the essentials. It encourages students to edit, clarify, and prioritize their ideas for a more powerful outcome.

#### **Classroom Examples:**

- Writing: Have students review their essays and "release" words, phrases, or ideas that don't strengthen their main point.
- Visual Art: Guide students to create a composition with minimal elements, emphasizing impact over complexity.
- Math/Science: Ask students to "release" extra steps or variables in problem-solving to find the simplest, most effective solution.

Notes:



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### The Empty Chair Frame

## KEY QUESTION: "HOW WOULD THIS PERSON RESPOND IF ... ?"

**Purpose:** This frame helps students simplify their work, focusing only on the essentials. It encourages students to edit, clarify, and prioritize their ideas for a more powerful outcome.

#### **Classroom Examples:**

- **Project-Based Learning (PBL):** Have students imagine an "empty chair" for the project's end user (e.g., a community member for a local improvement project) and ask, "How would this person feel about our solution?"
- **Social Studies:** When discussing a controversial issue, create an "empty chair" for a stakeholder (such as a historical figure or a group affected by the event) and ask, "How might they view this event or decision?"
- **STEM:** During product design projects, invite students to "seat" an imagined user in the chair and ask, "What would they say about this feature?"

Notes:

