

## DISCUSSION TECHNIQUES

### Visual Thinking Strategies (VTS)

1

#### STEP ONE *Start the Discussion*

Show the image by projecting large enough for all to see clearly and/or printing out reproductions for students to study closely. Play video clips and animations multiple times to support deeper understanding. Captions, transcripts and/or transitions can be provided to support all learners in the classroom. Silent looking “Take a moment to look at this/watch this/listen to this...”

2

#### STEP TWO *Ask Questions*

Ask the following three questions:

- ***What is going on in this picture?***
- ***What do you see that makes you say that?***
- ***What more can we/you find?***

3

#### STEP THREE *Respond to Students*

- Listen to each comment.
- Point to features in the image as they are noticed.  
*If virtual, use the cursor arrow to indicate which details the speaker is noticing.*
- Paraphrase and accept neutrally all comments; model vocabulary.
- Link related comments to make connections; model building on others’ ideas.
- Thank students for their participation.

### Visual Inquiry

For a more focused discussion or to draw student’s attention to a particular element of an artwork. Follow the protocol for VTS but design a more targeted question:

- ***What do you notice about this GIF?***
- ***Who do you think is the target audience for this commercial and why?***

#### ARTWORK SELECTION CRITERIA

- Strong narratives/storylines
- Engaging for your audience
- Ambiguity, multiple possible meanings
- Sequenced for increasing challenge

#### MAKE IT YOUR OWN

Students respond on sticky notes in person or virtually (Nearpod, Jamboard, etc.) // Print an image of the artwork for each group of students to study close up // Cut printed images into a puzzle for student to assemble in groups before discussion. // Students can draw their favorite part of the image or use tableau to embody shapes and gestures in the artwork. // Write dialogue for the characters in the artwork: what are they thinking and feeling?