

Quickwrite/ Quickdraw

Description

A strategy used to activate students' prior knowledge about a topic through writing or drawing. It was originally called *freewriting* and popularized by Peter Elbow as a way to help students explore and develop their creativity.

Purpose

This impromptu writing or drawing strategy is used to develop ideas, reflect on a topic, brainstorm, and the like. It is used to help students make connections to prior knowledge and experiences. Teachers can use brainstorming to uncover what students know or think they know about a concept or topic.

Connection to Inquiry and Standards:

Students make connections between what they are learning and what they already know from experience. Quickwriting and quickdrawing also provoke interest in learning, encourage new thinking, and helps students develop a sense of wonder about a concept or topic. Pennsylvania Reading/Writing/Speaking/Listening Standards addressed by brainstorming include 1.1 Learning to Read independently and 1.3 Reading, Analyzing, and Interpreting Literature because quickwriting can help to set a purpose for reading and encourage fluency.

Materials

Paper or learning log and a pencil.

Procedures

1. Students are directed to write/ draw on an idea for 5-10 minutes.
2. Students share in small groups. (About 5 minutes.)
3. Groups share with the class. (About 5-10 minutes.)
4. If appropriate, a second quickwrite/ quickdraw session could occur after sharing so that students can further develop their ideas.

Resources

Tompkins, Gail E. (1996) 50 Literacy Strategies: Step by Step. Columbus, OH: Merrill.