

EXAMPLES OF C.I.T (COMPREHENSIBLE INPUT TECHNIQUES) VISUALS

1. MODELING

2. HANDS ON MANIPULATIVES

3. REALIA

4. COMMERCIAL OR TEACHER-MADE PICTURES

5. USING OVERHEAD PROJECTOR

6. DEMONSTRATION

7. MULTIMEDIA

8. TIMELINES

9. GRAPHS

10. MAPS



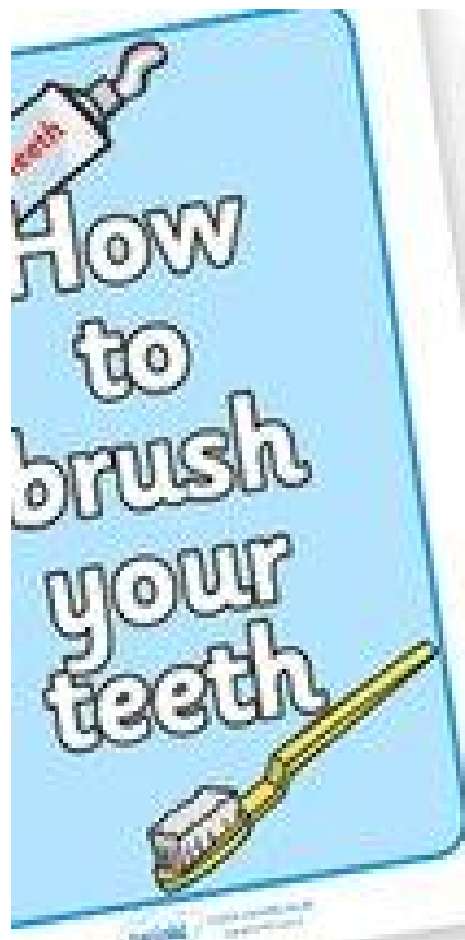
MODELING: TEACHER MODELS WHAT IS EXPECT OF THE STUDENT



HANDS ON MANIPULATIVES: MANIPULATIVES ARE GREAT FOR LEARNING ESPECIALLY MATH AND SCIENCE



REALIA: STUDENTS HAVE ACCESS TO A REAL THING



COMMERCIAL OR TEACHER-MADE PICTURES: USE OF PICTURE TO DEPICT ANY OBJECT, PROCESS OR TOPIC.



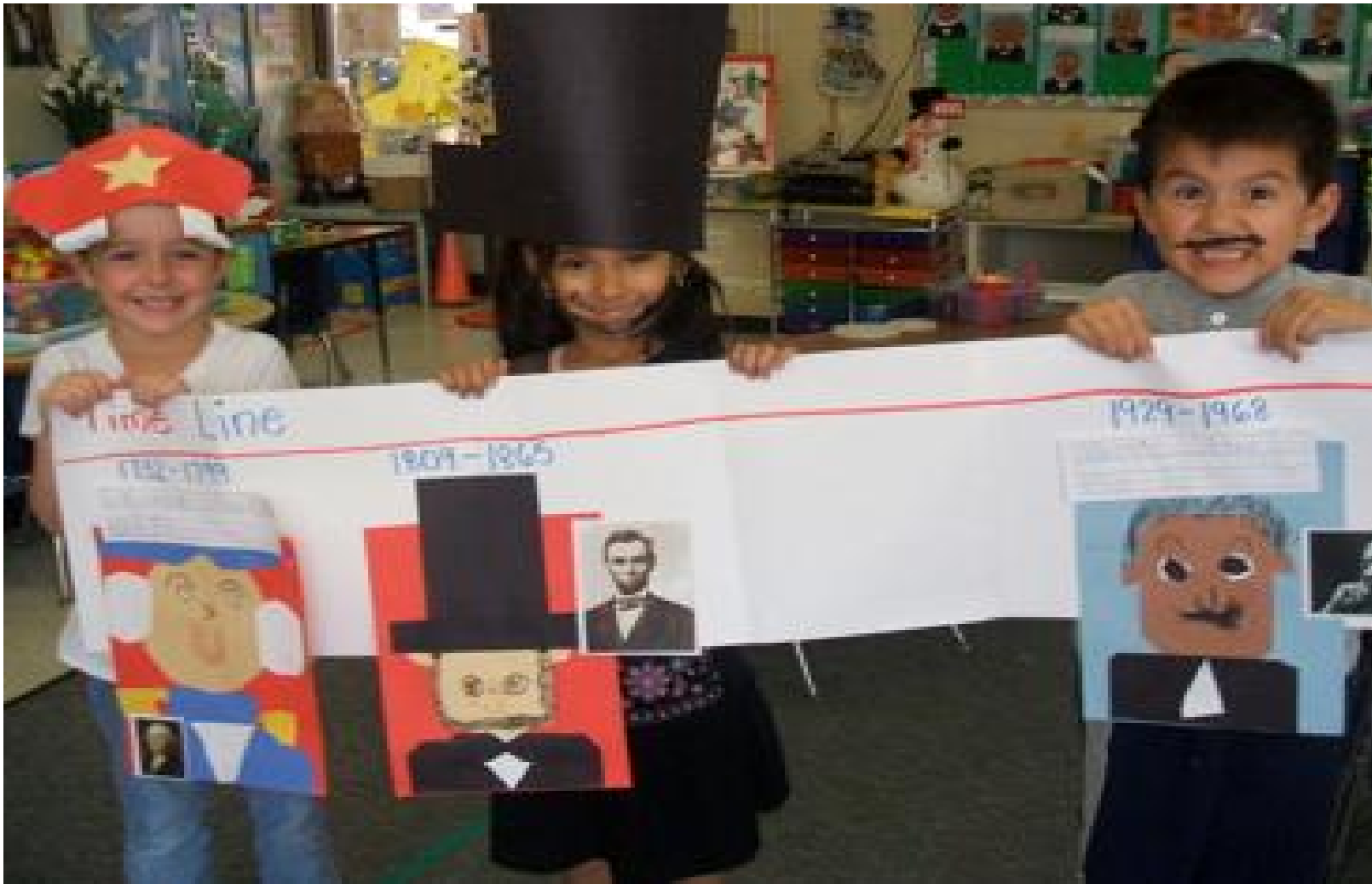
USING OVERHEAD PROJECTOR: TO SHOW CLUES BY WRITING WORDS, SKETCHING OUT TO CONNECT TO VERBAL OR WRITTEN TO PICTURE, MUST HAVE BOTH



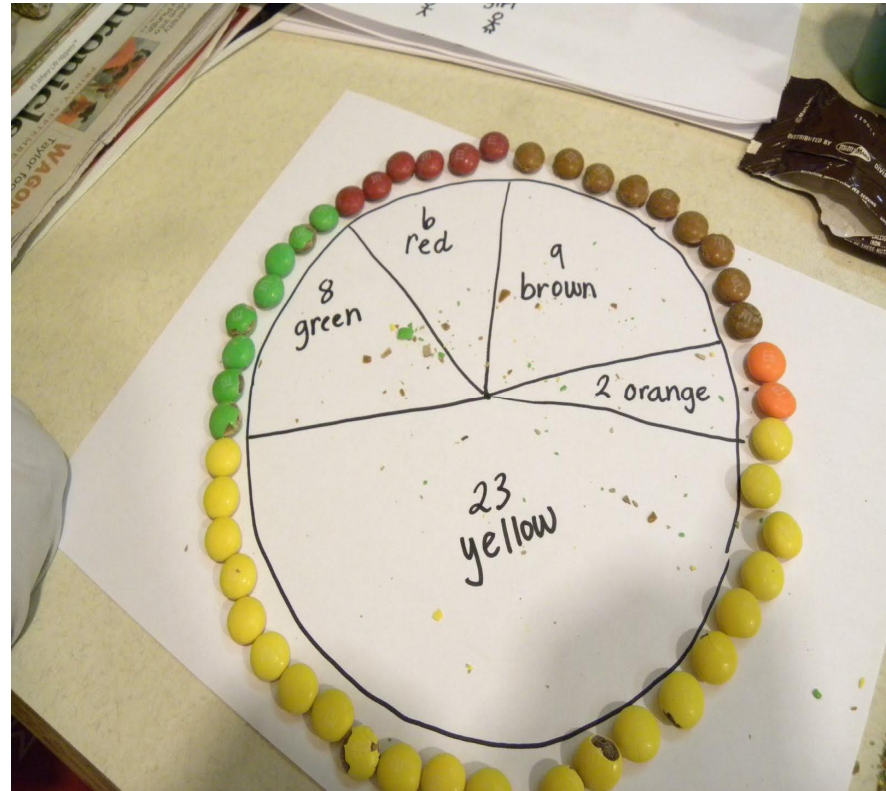
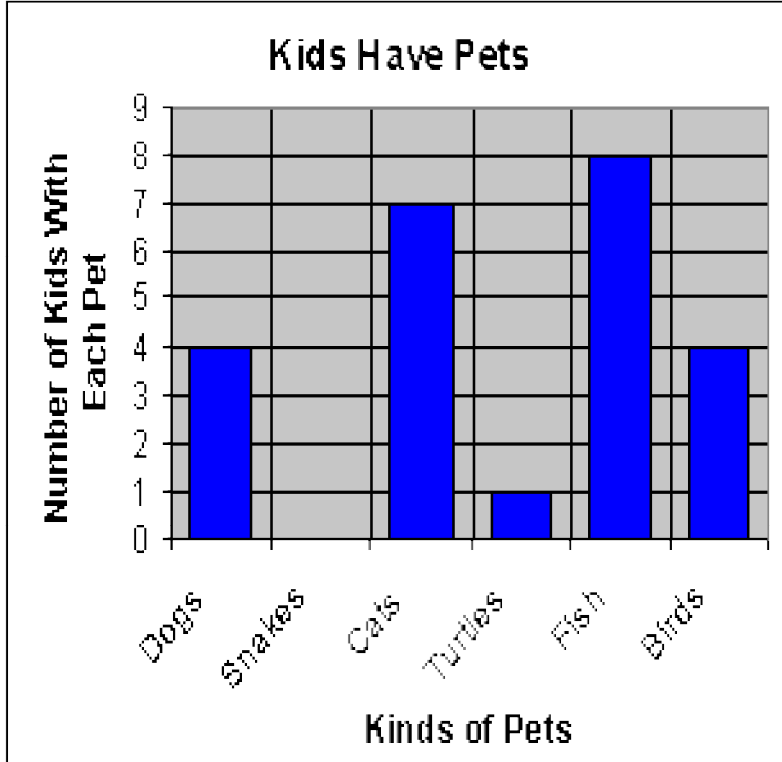
DEMONSTRATIONS: PROCESS OF HOW SOMETHING IS DONE



MULTIMEDIA: USE OF TAPE RECORDER, VIDEO, COMPUTER, ELMO, ETC.



TIMELINES: VISUALLY REPRESENTS EVENTS IN SEQUENCE/CAN BE ADDED ON TO



GRAPHS: VISUALLY REPRESENTS NUMBERS, AMOUNTS

