IMAGINOLOGIE® EDUCATION

7 PATHWAYS
7 CLASSROOM ACTIVITIES

ONE LEARNING GOAL. SEVEN WAYS TO ENGAGE STUDENTS.

A practical teaching companion | Preschool through Grade 12

01

PLAY

Turn practice into a cooperative game.

Use a quick matching, sorting, or team retrieval challenge.

02

MOVEMENT

Make thinking active.

Set up stations where students physically explore a concept.

03

CHALLENGE

Offer a goal worth reaching.

Break one complex task into three achievable milestones.

04

CREATION

Build something that shows understanding.

Create a model, diagram, short recording, or prototype.

05

CONNECTION

Make learning a shared experience.

Ask partners to explain and refine an idea together.

06

IMAGINATION

Explore a new possibility.

Invent a scenario that puts today's lesson into context.

07

MEANING

Connect knowledge to real life.

Ask where this idea matters beyond the classroom.

YOUR 10-MINUTE CLASSROOM EXPERIMENT

Learning goal: _____

Pathway(s) to try: _____

What did students actually learn? _____

Observe. Adapt. Combine. Never label a student by a single pathway.

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