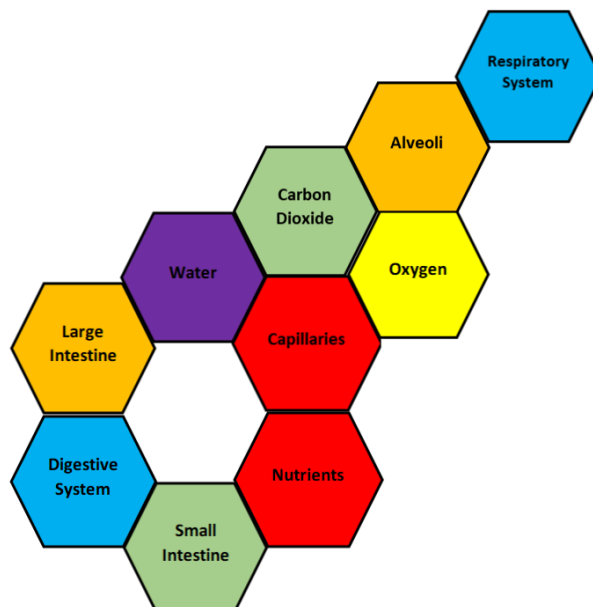


Hexagon Template

Making connections between concepts

Hexagonal thinking is a creative mode for discussion that allows learners to think about concepts and connections in a different way.

The learning occurs as students make connections between the four strands of Junior Cycle Science, based on the key term displayed on each hexagon. Students are then given the opportunity to justify the connections they make. This is a great way to support student collaboration, as students discuss and justify their decisions, learning from each other. As the teacher, these conversations and justifications can be assessed to gauge understanding. For more information click on [Hexagonal Thinking for Kids | What is Hexagonal Thinking? | Twinkl - YouTube](#)



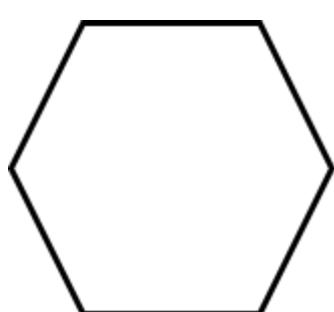
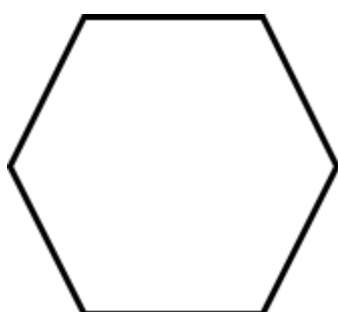
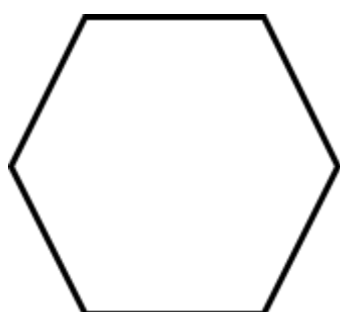
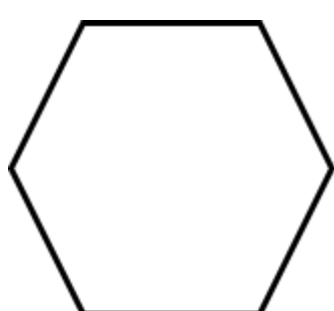
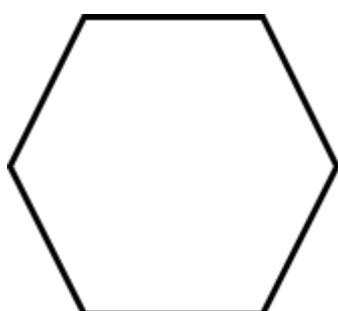
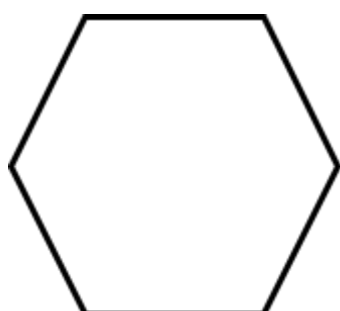
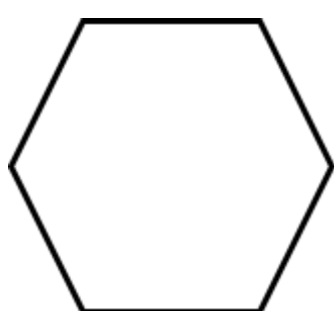
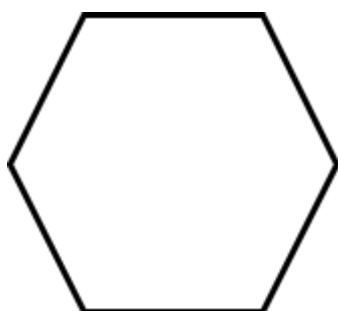
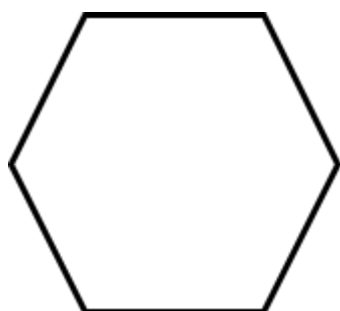
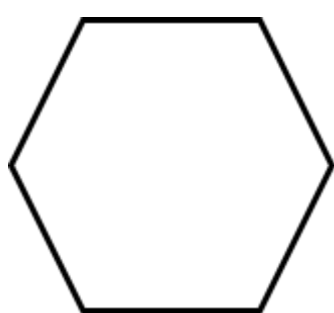
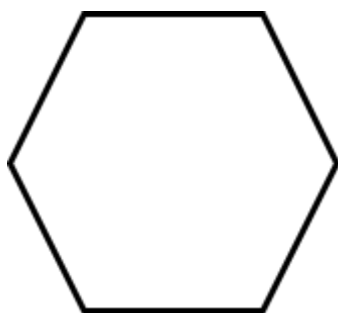
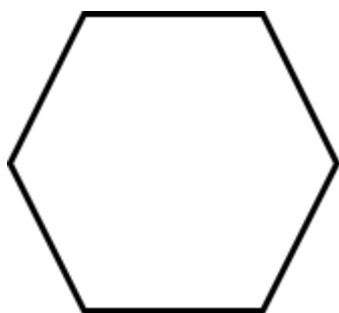
Download and save the template into your **Microsoft OneDrive**. This template will not edit from Chromebook or Google Drive you need a Microsoft OneDrive to allow access to the Microsoft Word editor.

Print: Print a blank template sheet which may be filled in by students as an added activity, or edit the hexagons with keywords before you print.

Google Classroom Jamboard: Edit the online templates from your Microsoft OneDrive. Once prepared copy ("CTRL C") & paste ("CTRL V") into your Jamboard (please refer to the video)

Microsoft Whiteboard: Edit the online templates from your Microsoft OneDrive. Once prepared copy ("CTRL C") & paste ("CTRL V") into your Whiteboard (please refer to the video)

Blank Templates:



Suggested adaptations to meet the needs of each learner:

- ☐ colour code your words to guide your students to make links between certain words
- ☐ if printing a paper version you could include the definition of the word on the back of the hexagon
- ☐ use pictures as well as, or instead of, words
- ☐ use as many or as few words as you like
- ☐ use the hexagons as 'dominoes' where each student takes a turn to place their hexagon into the array