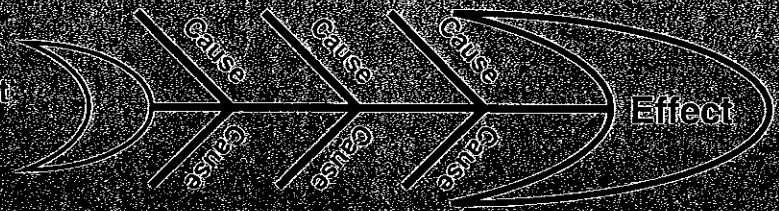


Comprehension  
ELL Strategy: Fishbone  
Examples: Cause and Effect  
and Main Idea with Details



#### Procedures:

1. After reading the selection, introduce or review the concept of cause and effect.
2. Teacher draws a fishbone on the board.
3. Explain that the fishbone is a graphic organizer to break down information such as cause and effect.
4. Teacher writes several causes, based on the content, and one effect on the head. Teacher models his/her thinking processes as the fishbone is created.
5. Continue the process until you have created several causes and one effect on the fishbone. You can also create one cause and several effects or use the fishbone for main idea and details.

**FAQ:** How can young students, especially ELLs, be able to understand and create a graphic organizer such as fishbone? ELLs strongly benefit from linguistic and nonlinguistic representations. This is an excellent way to model the thinking processes for younger students.