

AISD Gifted/Talented Education Teacher Observations – Grades K-12

Student's Name: _____ School: _____ Grade: _____

Student's DOB _____ Student's Age: _____ Teacher: _____

Please read the eleven statements and examples carefully. Place an X in the box describing the frequency/degree you believe the statement applies to the student.

When the student exhibits the characteristic often or always; please provide an example when possible in the space provided.

1. Asks "Why?" Generates ideas/solutions. Responds cleverly.

Examples: Wonders about how things work. Comes up with solutions to problems.

Always <input type="checkbox"/>	Often <input type="checkbox"/>	Occasionally <input type="checkbox"/>	Seldom <input type="checkbox"/>	Not Observed <input type="checkbox"/>
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Examples:

2. Displays a larger vocabulary than usual for age.

Examples: Uses words that surprise you, or make you wonder how they know those words. Often uses Language of the Discipline appropriately.

Always <input type="checkbox"/>	Often <input type="checkbox"/>	Occasionally <input type="checkbox"/>	Seldom <input type="checkbox"/>	Not Observed <input type="checkbox"/>
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Examples:

3. Shows an intense interest in topics/activities he or she chooses. Becomes an expert in certain topics.

Examples: Student continues asking questions and seeking answers even after the class topics have changed. Is not satisfied with simple answers; wants to know details.

Always <input type="checkbox"/>	Often <input type="checkbox"/>	Occasionally <input type="checkbox"/>	Seldom <input type="checkbox"/>	Not Observed <input type="checkbox"/>
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Examples:

4. Notices patterns in pictures, events, words, and numbers.

Examples: Notices pattern, makes predictions, and makes comparisons.

LANGUAGE ARTS: Predictions in reading, notices patterns in story elements.

MATH: (Elementary Level) Notices patterns in place value, addition, multiplication and in hundreds chart.

(Secondary Level) Patterns in solving equations, geometric patterns etc.

SOCIAL STUDIES: Patterns throughout history, events in history etc.

SCIENCE: During science experiments can hypothesize, compare/contrast results, relate back to original hypothesis, & articulate findings.

Always <input type="checkbox"/>	Often <input type="checkbox"/>	Occasionally <input type="checkbox"/>	Seldom <input type="checkbox"/>	Not Observed <input type="checkbox"/>
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Examples:

5. Reasons and thinks logically. Makes a valid generalization about events, people, and things.

Examples: Makes statements that show insight beyond basic understanding of concept being taught.

Always <input type="checkbox"/>	Often <input type="checkbox"/>	Occasionally <input type="checkbox"/>	Seldom <input type="checkbox"/>	Not Observed <input type="checkbox"/>
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Examples:

6. Figures out how things work or how people think and feel.

Examples: Notices how people feel without being told Figures out games, puzzles, etc. without reading directions.

Always <input type="checkbox"/>	Often <input type="checkbox"/>	Occasionally <input type="checkbox"/>	Seldom <input type="checkbox"/>	Not Observed <input type="checkbox"/>
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Examples:

7. Expresses ideas easily in various ways.

Examples: Effectively responds verbally, nonverbally, through playacting, humor, or analogies. Can transfer classroom knowledge to other areas of learning.

Always <input type="checkbox"/>	Often <input type="checkbox"/>	Occasionally <input type="checkbox"/>	Seldom <input type="checkbox"/>	Not Observed <input type="checkbox"/>
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Examples:

8. Learns second language easily. (Absence of this ability will not affect overall score.)

Examples: Learns and correctly uses words from another language.

Always <input type="checkbox"/>	Often <input type="checkbox"/>	Occasionally <input type="checkbox"/>	Seldom <input type="checkbox"/>	Not Observed <input type="checkbox"/>
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Examples:

9. Playful with numbers, rhythms, codes, puzzles.

Examples: Logically sequences and groups things in different ways. EG: Sudoku, crossword puzzles, logic puzzles, etc.

Always <input type="checkbox"/>	Often <input type="checkbox"/>	Occasionally <input type="checkbox"/>	Seldom <input type="checkbox"/>	Not Observed <input type="checkbox"/>
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Examples:

10. Keen and alert observer. Exhibits rapid insight.

Examples: Usually sees more or becomes absorbed in certain topics or problems.

Always <input type="checkbox"/>	Often <input type="checkbox"/>	Occasionally <input type="checkbox"/>	Seldom <input type="checkbox"/>	Not Observed <input type="checkbox"/>
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Examples:

11. Initiates or creates games and activities with playmates and/or gets people to follow them.

Examples: Makes up games to play and convinces people to join in. A leader (favorable or unfavorable) in the school setting.

Always <input type="checkbox"/>	Often <input type="checkbox"/>	Occasionally <input type="checkbox"/>	Seldom <input type="checkbox"/>	Not Observed <input type="checkbox"/>
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Examples: