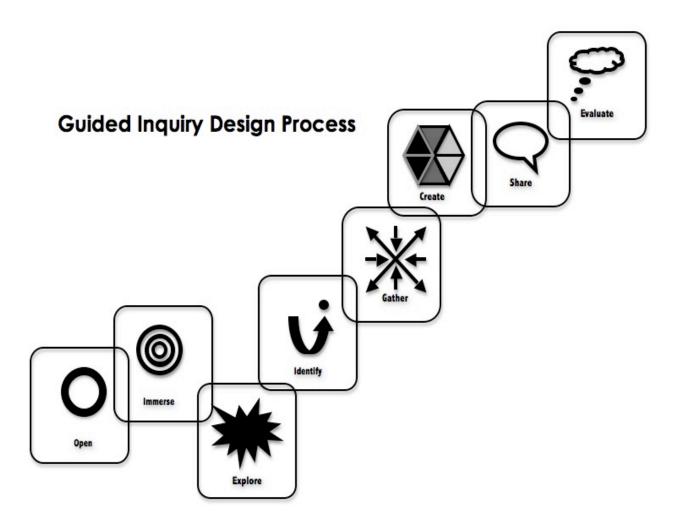
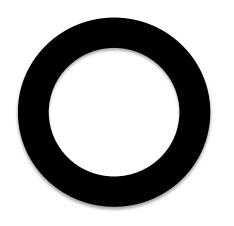
Guided Inquiry Design Framework

Carol Kuhlthau,
Leslie Maniotes,
Ann Caspari (2012)



OPEN

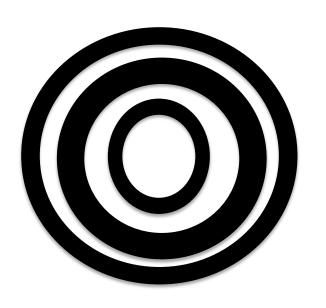


Invitation to inquiry

Open minds

Stimulate curiosity

IMMERSE

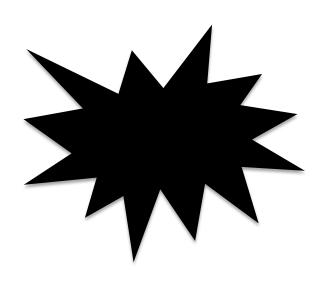


 Build background knowledge

Connect to content

Discover interesting ideas

EXPLORE

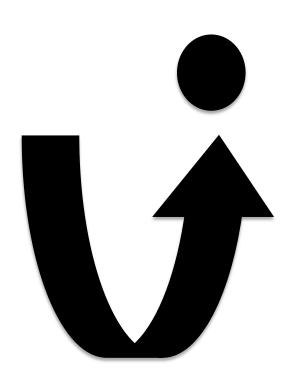


Explore interesting ideas

Look around

• Dip in

IDENTIFY

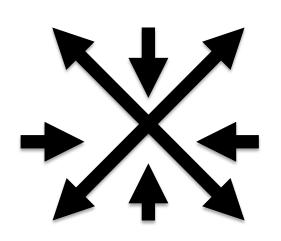


Pause and ponder

 Identify inquiry question

Decide direction

GATHER

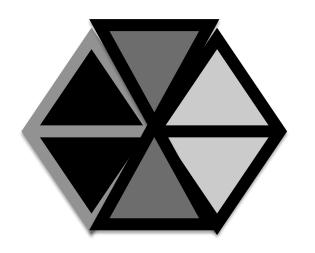


Gather important information

Go broad

Go deep

CREATE



- Reflect on learning
- Go beyond facts to make meaning

Create to
 Communicate

SHARE

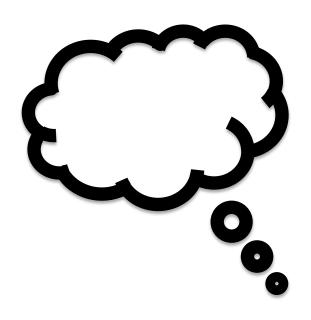


Learn from each other

Share learning

Tell your story

EVALUATE

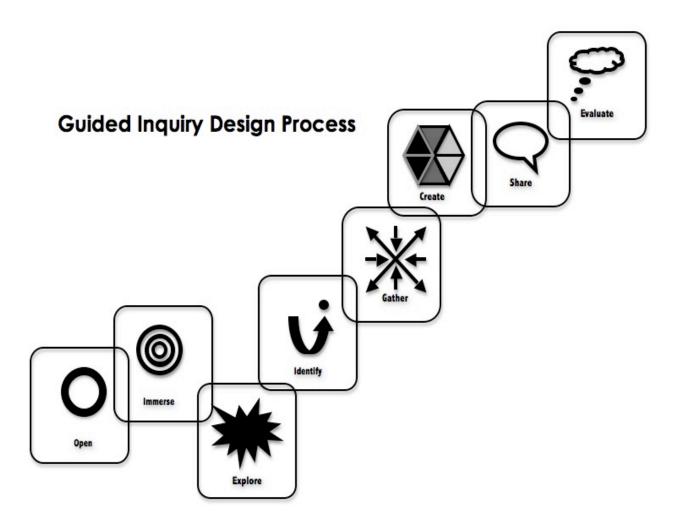


Evaluate

 achievement of
 learning goals

Reflect on content

Reflect on process



Model of the Information Search Process

Tasks	Initiation	Selection	Exploration	Formulation	Collection	Presentation
Feelings (affective)	uncertainly	optimism	confusion frustration doubt	clarity	sense of direction/ confidence	satisfaction or disappointment
Thoughts (cognitive				focused		·
(ooginavo	,			ì	ncreased inte	rest
Actions (physical)	•	evant informa loring	tion		ng pertinent ir locumenting	nformation
	Guid	ed Inquiry I	Design Proce	ess Creat	e Share	Evaluate
	Open	Immerse	Identify Explore	Gather		

Kuhlthau, Maniotes, & Caspari. Guided Inquiry, 2007; 2012