Self-scaffolding: Pupil planning, problem solving and reviewing.

Prompting: Wait time (10 secs); verbal ('What's your plan?' 'What do you think you should do?'); gesture to a useful resource.

Clueing: Statement ('It's a grey mammal') or a question ('What goes on the top right-hand side of your page?')

Modelling: Demonstrate ('I am...'), then they have a go.

Correcting: Avoid giving answers or telling them what to do next.