

Exercises in Alphabetical Order



The following exercises are available in Chapters 23 through 29.

3D Mind Map	27.1
Add/Move/Change/Delete	28.1
Advertisement Analysis.....	23.1
Assumption Inspection.....	26.1
Attitude Inventory	29.1
Audience Profile	23.2
Audience Switch	23.4
Audience/Stakeholder Mapping.....	23.3
Authority/Curiosity/Annoyance List.....	24.1
Backtalk	24.2
Believing/Doubting.....	26.2
Best and Better.....	28.2
Boil Down.....	28.3
Cause-Effect Map	27.2
Conclusion Transplant.....	28.4
Counterargument Generator	26.3
Cousin Topics.....	25.1
Date My Topic.....	25.2
Deluxe Project Scheduler	29.2
Dialogue.....	27.3
Diction Flexer	28.5
Elevator Speech.....	23.5
Emperor For a Day.....	27.4
Evidence Garden	25.3
Evidence Shopping List.....	25.4
Evil Genie	26.4
Expand and Narrow	28.6
Expert/Novice Exploration	23.6
Explode a Moment	27.5
Final Four Proofreading Moves.....	28.7

Funny Story	29.3
Gaining a Growth Mindset	29.4
Genre Ethnography.....	23.7
Genre Switch	23.8
Genre Triple Log.....	23.9
Gray-Area Finder	26.5
Inner Three-Year-Old	27.6
Inside Out.....	28.8
Keyword Bingo	25.5
Learn-Write Timeline	29.5
Letter to Kermit	28.9
Lowest Common Denominator.....	24.3
Magic Three Choices.....	24.4
Map The Terrain	25.6
Mind The Gap	26.6
Not-talk.....	24.5
Off on a Rant.....	27.7
Old Wine, New Bottles	24.6
Out on a Limb.....	24.7
Power Sentences	28.10
Problem Solver Parallels.....	29.6
Question Ladders: Known/Unknown Survey	25.7
Rate My Source	25.8
Reason Appallingly	26.7
Remix/Mashup	29.7
Scenarios.....	27.8
Sentence Doctor	28.11
Seven Generations.....	27.9
Shrunken Draft.....	27.10
Six Degrees	24.8
Six Structures	27.11
Source Synthesis Grid.....	26.8
Stance Switch.....	24.9
Subtopic Generator	27.12

Ten Directed Revisions	28.12
Ten Ways to Choose a Topic	24.10
They Say + I Say (Two-Column and Three-Column Logs)	24.11
Three Cubes.....	27.13
Used to Think / Now I Think	26.9
Values Freewrite.....	29.8
Write It Worse	28.13
Write the Problem	29.9