

UNIVERSAL CONCEPTS AND GENERALIZATIONS

CONCEPTS

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| 1. Change | 6. Patterns |
| 2. Conflict | 7. Power |
| 3. Exploration | 8. Structure |
| 4. Force or Influence | 9. Systems |
| 5. Order vs Chaos | 10. Relationships |

CONCEPTS AND GENERALIZATIONS

1. Change

- Change generates additional change
- Change can be either positive or negative
- Change is inevitable
- Change is necessary for growth
- Change can be evolutionary or revolutionary

2. Conflict

- Conflict is composed of opposing forces
- Conflict may be natural or human made
- Conflict may be intentional or unintentional
- Conflict may allow for synthesis and change

3. Exploration

- Exploration requires recognizing purpose and responding to it
- Exploration confronts "the unknown"
- Exploration may result in "new findings" or the confirmation of "old findings"

4. Force

- Force attracts, hold or repels
- Force influences or changes
- Force and inertia are co-dependent
- Force may be countered with equal or greater force

5. Order vs Chaos

- Order may be natural or constructed
- Order may allow for prediction
- Order is a form of communication
- Order may have repeated patterns
- Order and chaos are reciprocals
- Order leads to chaos and chaos leads to order

6. Patterns

- Patterns have segments that are repeated
- Patterns allow for prediction
- Patterns have an internal order
- Patterns are enablers

7. Power

- Power is the ability to influence
- Power may be used or abused
- Power is always present in some form
- Power may take many forms (chemical, electrical, political, mechanical)

8. Structure

- Structures have parts that interrelate
- Parts of structures support and are supported by other parts
- Smaller structures may be combined to form larger structures
- A structure is no stronger than its weakest component parts

9. Systems

- Systems have parts that work to complete a task
- Systems are composed of sub-systems
- Parts of systems are interdependent upon one another and form symbiotic relationships
- A system may be influenced by other systems
- Systems interact
- Systems follow rules

10. Relationships

- Everything is related in some way
- All relationships are purposeful
- Relationships change over time

*Adapted from: Curriculum Guide for the Education of Gifted High School Students,
Texas Association for the Gifted and Talented, 1991*