

# Search strategies and techniques

# Identifying key concepts

- **Task words:** usually verbs, they tell you what to do in order to answer the question e.g. analyse, compare & contrast, describe
- **Content words:** tell you what the topic areas are, help you focus your research
- **Limiting words:** define the topic area, indicate aspects of the topic area you should focus on.

How does disadvantage impact the learning of Aboriginal students?

Content word

How does **disadvantage** impact the **learning** of **Aboriginal students**?

Content word

Limiting words

# Synonyms

- Synonyms are words that share the same or similar meaning.
- It is important to collate synonyms of your key concepts to assist your search.

# How does **disadvantage** impact the **learning of Aboriginal students**?

Concept 1	Concept 2	Concept 3
Disadvantage	Learning	Aboriginal students

Inequality

Education

Indigenous students

Inequity

Indigenous peoples-  
Australia

Aboriginal Australians-  
Education

# PRIMO time!

Practice using different combinations of these keywords to see what type of results you get

# How does **disadvantage** impact the **learning of Aboriginal students**?

Concept 1	Concept 2	Concept 3
Disadvantage	Learning	Aboriginal students

Inequality

Education

Indigenous students

Inequity

Multicultural  
education

Culturally relevant  
education

*AND Australia*

Are children who play video games  
more likely to be violent?

Limiting word

Are **children** who play **video**  
**games** more likely to be **violent**?

Content words

Content word



# Are **children** who play **video games** more likely to be **violent**?

Concept 1	Concept 2	Concept 3
Children	Video games	Violent

Youth

Gaming

Violence

Kids

Computer games

Aggressive

Electronic games

Antisocial behaviour

# PRIMO time!

Practice using different combinations of these keywords to see what type of results you get

# Are **children** who play **video games** more likely to be **violent**?

Concept 1	Concept 2	Concept 3
Children	Video games	Violen*
Youth	Gaming	<del>Violence</del>
Kids	Computer games	Aggressive
	Electronic games	Antisocial behaviour

Mass media and children

Aggressiveness in children

Online games

Computer action games

# Hints and tips

- Don't forget to sign into Primo!
- Find a way to categorise your research, and do it consistently.
- When searching key terms, consider different spellings e.g. organisation v. organization
- Don't forget to use Boolean and wildcards- AND, OR, NOT, ? and \*
- Consult the search strategy checklist if you have too many or too few results