

## What Interaction Categories Tend to Facilitate Goals

Goal	SATIC Category(s) and Why
1. deep robust concepts (vs. mastery of isolated facts)	Category(s)? Why?
2. identify and solve problems effectively	Category(s)? Why?
3. demonstrate constructive creativity and curiosity	Category(s)? Why?
4. communicate effectively	Category(s)? Why?
5. set goals, make decisions, and self-evaluate	Category(s)? Why?
6. demonstrate logical and critical thinking	Category(s)? Why?