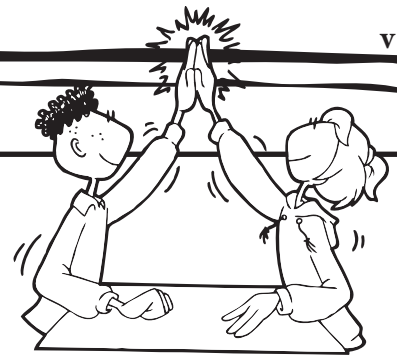


**Kagan**

# Cooperative Learning

## Day 3 Agenda

**A) Review**

- 1) Management
- 2) Goals
- 3) Seven Keys

**B) Social Skills**

- 1) Six Tools

**C) Class Structure**

- 1) Mix-Pair-Share
- 2) Software "Quiz-N-Show"

**D) Form Teams for the Day**

- 1) Teambuilding
- 2) Timed RoundRobin

**E) Finish Processing Six Tools for Fostering Social Skills****F) Management – Technology and Clusters Full Time****G) Four Types of Teams**

- 1) Student-Selected Teams

**H) Simultaneous RoundTable**

- 1) Teambuilding – No Peeking Pictures
- 2) Everyone Answers Teams Practice
- 3) Process

—Break—

**I) Kagan Vocabulary Terms**

- 1) AllRecord Consensus

**J) Brainstorming: Thinking Skills**

- 1) Jot Thoughts
- 2) Categorizing
- 3) Consensus-Seeking
- 4) RoundTable Consensus
- 5) Process PIES
- 6) Process Jot Thoughts
- 7) One Stray

**K) Management – Clear Directions and Student Signals****L) Silly Sports & Goofy Games**

- 1) 1, 2, 3

**M) Importance of Social Skills**

- 1) Research and Rationale
- 2) Cooperative Learning Impact on Discipline
- 3) Need for Social Skills
- 4) Six Tools
- 5) Embedded Social Skills Curriculum
- 6) Challenges

—Lunch—

**N) Rally Variations**

- 1) RallyCoach
- 2) RallyQuiz
- 3) RallyRobin
- 4) BothRecord RallyRobin
- 5) RallyTable
- 6) Simultaneous RallyTable
- 7) Process Using TeamCoach

**O) Silly Sports & Goofy Games**

- 1) Detective

**P) Role Play Practice with Feedback**

- 1) RallyRobin
- 2) BothRecord RallyRobin
- 3) RallyTable
- 4) Simultaneous RallyTable

—Break—

**Q) Inside-Outside Circle**

- 1) Across Function
- 2) Six Tools for Fostering Social Skills
- 3) Process

**R) Management – Checking for Understanding****S) Wrap**