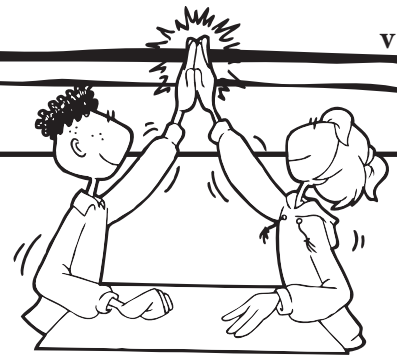# Cooperative Learning
Day 1 Agenda

A) Introduction
1) Welcome
2) TakeOff-TouchDown
3) Build Rationale for Kagan Structures
   a) How Do Students Interact with Each Other? (Traditional/Group Work/Kagan Cooperative Learning)
4) Research
5) Management – Refocus Signal and Parking Lot
6) Introduction to Everyone Answers Pairs Tool
7) Goals

B) Classbuilding
1) Mix-Pair-Share
   a) Timed PairShare
   b) Software
   c) PairShare

C) Form Teams for the Day
1) Teambuilding
2) Timed RoundRobin
3) Management – ManageMat

D) Process Mix-Pair-Share

—Break—

E) Introduce Two Interpersonal Function
1) Classbuilding
2) Teambulding
3) Three Social Orientations
4) Process PairShare

F) Differentiated Coaching
1) Coaching for Knowledge (3R)
2) Coaching for Skills (3T)

G) Importance of Processing
1) PairCoach for Processing
2) Using Coaching for Knowledge
3) Process PairCoach

H) Silly Sports & Goofy Games
1) Bear-Salmon-Mosquito

I) Process RallyRobin

J) Forming Base Teams
1) RallyCoach for Verbal Responses

—Lunch—

K) Addressing Concerns

L) Management – Seating

M) Testing Research with Worksheets
1) Traditional
2) Group Work
3) Kagan CL Structures
   a) RallyCoach for Worksheets
   b) Management – Model
4) PIES Analysis
5) Benefits of Kagan Cooperative Learning Structures
6) Research

N) Process RallyCoach

—Break—

O) Silly Sports & Goofy Games
1) Magic 11

P) Timed PairShare Role Play
1) Process Timed PairShare
2) Management – Bite-Sized Instructions

Q) Silly Sports & Goofy Games
1) Everyone's It
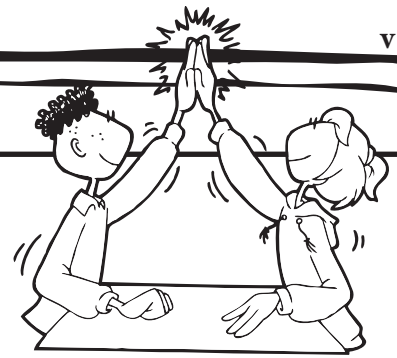2) Freezer/Unfreezer Tag

R) Highlight Structures
1) RallyCoach

S) Wrap

Cooperative Learning
Day 2 Agenda

A) Review
1) Goals
2) Everyone Answers Pairs Tool
3) PairCoach vs. TeamCoach

B) Classbuilding
1) Quiz-Quiz-Trade

C) Form Teams for the Day
1) Teambuilding
2) Introduction of the Everyone Answers Teams Tool
3) Timed RoundRobin

D) 4 Types of Teams
1) Random Teams

E) Review the 7 Keys
1) RoundRobin Consensus

F) Management
1) Self-Assessment
2) StandUp–HandUp–PairUp
3) 5th Team Member
4) Materials

—Break—

G) Process RoundRobin Family
1) Everyone Answers Pairs vs. Teams Tool

H) Interpersonal Functions
1) Classbuilding
2) Teambuilding
3) Social Skills
4) Communication Skills
5) Decision-Making

I) Academic Functions and Lesson Planning
1) Knowledgebuilding
2) Skill Acquisition
3) Thinking Skills
4) Processing Information
5) Presentations

J) Process RallyQuiz

K) Silly Sports & Goofy Games
1) Dominos

L) Populating a Lesson with Kagan Cooperative Learning Structures
1) CL Structure Selector
2) Timed PairInterview

—Lunch—

M) RoundTable Family
1) Teambuilding "We Like"
2) Team Name and Team Handshake
3) Team Up!
4) Management – Interior Loop and Monitoring Students
5) Single RoundTable
6) Continuous RoundTable
7) Timed RoundTable
8) RoundTable Consensus
9) Process

N) Silly Sports & Goofy Games
1) The Freeze
2) Management – Music

O) Numbered Heads Together
1) Knowledgebuilding
2) Skill Acquisition
3) Thinking Skills
4) Process

—Break—

P) Review
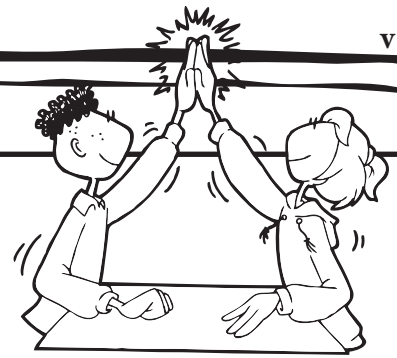1) Quiz-Quiz-Trade
2) Process

Q) Silly Sports & Goofy Games
1) All My Friends

R) Wrap

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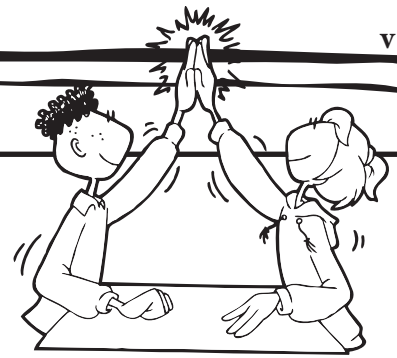1) Across Function
2) Six Tools for Fostering Social Skills
3) Process

R) Management – Checking for Understanding

Kagan

Cooperative Learning
Day 4 Agenda

A) Review
1) Management
2) Goals
3) Seven Keys

B) Class Structure
1) Software "Quiz-Quiz"

C) Form Teams for the Day
1) Teambuilding
2) Timed RoundRobin

D) Four Types of Teams
1) Homogeneous Teams

E) Management – Who Goes 1st?

F) Fan-N-Pick
1) Teambuilding – All About Me
2) Knowledgebuilding
3) Skill Acquisition – Pair Fan-N-Pick
4) Process

—**Break**—

G) Spend-A-Buck
1) Interpersonal Function – Decision Making
2) Process

H) Silly Sports & Goofy Games
1) Clapping Game

I) Talking Chips
1) Relationship-Building Topic for Teambuilding
2) Management – C3B4ME
3) Share Other Management Tips
4) Process
5) Two Stray

J) Team Competition
1) Ways to Make a Number – Continuous RoundTable
2) Motivation Problems
3) Class Thermometer

—**Lunch**—

K) Find-the-Fiction
1) Teambuilding
2) Knowledgebuilding
3) Management – Sponges

L) Silly Sports & Goofy Games
1) Follow The Leader

M) Multi-Structural Lesson
1) Before-During-After
2) Sample Lesson
  a) Edward the Emu
  b) Communication Skills
3) Process

—**Break**—

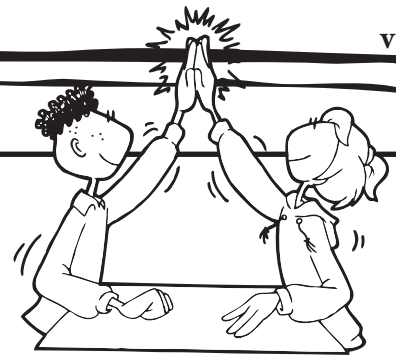**N) Match Mine**
1) Astro Talk

O) Silly Sports & Goofy Games
1) Pantomime Relay

P) Wrap

Kagan

Cooperative Learning
Day 5 Agenda

A) Review
1) Management
2) Goals
3) Seven Keys
4) Reservoir Room

B) Form Teams for the Day
1) Teambuilding
2) Three–Step Interview

C) Management – Noise Level

D) Class Structure
1) I Walk, I Talk

E) Showdown
1) Knowledgebuilding
2) Process

—Break—

F) Distinguishing Group Projects from Cooperative Projects
1) Let's Make Squares Trial 1
2) Analyze Trial 1 for PIES
3) New Directions/Rules for Trial 2
4) Let's Make Squares Trial 2

G) Silly Sports & Goofy Games
1) Balloon Bounce

H) Setting Up Cooperative Projects
1) Assign Roles
   a) Rationale
   b) Role Assignments and Responsibilities

2) Limit the Resources
   a) Materials
   b) Who Has Access
3) Assignment
   a) Metaphor–Simile
   b) Spend–A–Buck

—Lunch—

I) Make Projects
1) Planning Time
2) Project Time
3) Stop and Process

J) Silly Sports & Goofy Games
1) Bark–Nose–Hop

K) Academic Functions
1) Presentations
2) Text Connection

L) Share Projects
1) Carousel Feedback
2) Individual/Team Project Structures

—Break—

M) Find Somone Who

N) Wrap