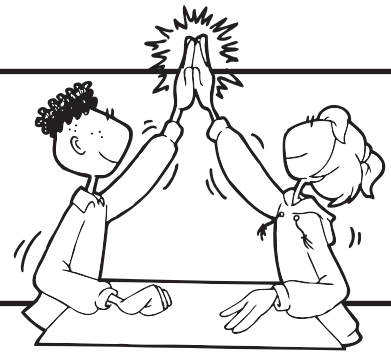


**Kagan**

# Win-Win Discipline

## Day 4 Agenda

**A) Welcome Back**

- 1) Reflect/Major Learnings
- 2) Timed Pair Share
- 3) Action Plan

**B) Classbuilding—Review**

- 1) Stir-the-Class

**C) Form New Teams****D) Teambuilding**

- 1) Choose-A-Chip

**E) Win-Win Management**

- 1) Class Meetings
  - i. Circle-the-Sage
  - ii. Single RoundRobin
  - iii. RallyTable
  - iv. We Have That!
- 2) Signals
  - i. Cues—Verbal and Non-Verbal
  - ii. Cues—Follow-Up Structure
- 3) Role Assignment
- 4) Room Arrangement

**F) Silly Sports & Goofy Games**

- 1) Class Juggling

**G) More Win-Win Management**

- 1) Procedures and Routines
- 2) Defining Terms—Talking Chips
- 3) Checklist
- 4) Corners

**H) Moment-of-Disruption Structures—Within-Team Jigsaw**

- 1) Acknowledge Student Power
- 2) I-Message Plus
- 3) Redirect
- 4) Make a Better Choice
- 5) Reflect and Plan—Corners

**I) Model It!—Moment-of-Disruption Structure**

- 1) Practice—Instant Star

**J) To You... To Me... —Moment-of-Disruption Structure**

- 1) Practice—Quiz-Quiz-Trade

**K) Silly Sports & Goofy Games**

- 1) My Bonnie Lies Over the Ocean

**L) Coupons**

- 1) Is There a Need?—RallyRobin
- 2) Establishing Coupons—Follow-Up Structure
- 3) Implementing Coupons—Moment-of-Disruption Structure

**M) Closure**

- 1) Draw-A-Chip—Review Chips