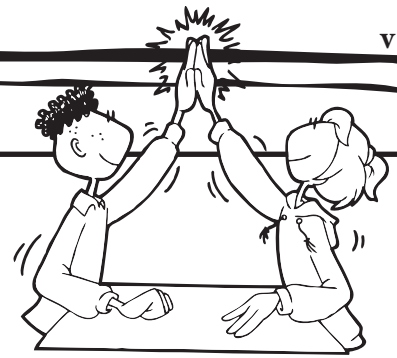


**Kagan**

# 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****D) Teambuilding**

- 1) Timed RoundRobin

**E) Form Teams for the Day**

- 1) Homogeneous Teams

**F) Management**

- 1) Who Goes 1<sup>st</sup>?

**G) Fan-N-Pick**

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

—Break—

**H) Spend-A-Buck**

- 1) Interpersonal Function-Decision Making
- 2) Process

**I) Silly Sports & Goofy Games**

- 1) Clapping Game

**J) Talking Chips**

- 1) Relationship-Building Topic for Teambuilding
- 2) Management – C3B4ME

- 3) Share Other Management Tips

- 4) Process

- 5) Two Stray

**K) Team Competition**

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

—Lunch—

**L) Find-the-Fiction**

- 1) Teambuilding
- 2) Knowledgebuilding
- 3) Management – Sponge

**M) Silly Sports & Goofy Games**

- 1) Follow The Leader

**N) Multi-Structural Lesson**

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

—Break—

**O) Match Mine**

- 1) Astro Talk

**P) Silly Sports & Goofy Games**

- 1) Pantomime Relay

**Q) Wrap**