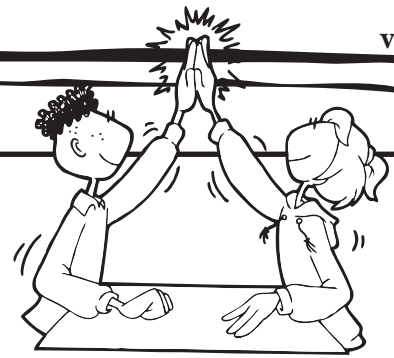


**Kagan**

# Cooperative Learning

## Day 3 Agenda

**A) Review**

- 1) Seven Key Concepts

**B) Social Skills**

- 1) 5 Tools

**C) Class Structure**

- 1) Software "Traveling Quiz-N-Show"
- 2) Process Social Skills

**D) Form Base Teams****E) Teambuilding**

- 1) Timed RoundRobin
- 2) Management
  - a) Technology
  - b) Clusters Full Time
- 3) Three-Step Interview

—Break—

**F) Brainstorming: Thinking Function**

- 1) Jot Thoughts
- 2) Categories
- 3) Consensus-Seeking
- 4) RoundTable Consensus
- 5) Process PIES
- 6) Management – Clear Directions
- 7) One Stray

**G) Silly Sports & Goofy Games**

- 1) Show Me, Don't Show Me or Triangle Tag

**H) Importance of Social Skills**

- 1) Research and Rationale
- 2) CL Impact on Discipline
- 3) Need for Social Skills
- 4) 5 Tools

—Lunch—

**I) Rally Variations**

- 1) RallyCoach
- 2) RallyQuiz
- 3) RallyRobin
- 4) Both Record RallyRobin
- 5) RallyTable
- 6) Simultaneous RallyTable
- 7) Process Using Numbered Heads Together

**J) Silly Sports & Goofy Games**

- 1) Bark-Nose-Hop

**K) Role Play Practice with Feedback**

- 1) RallyRobin
- 2) Both Record RallyRobin
- 3) RallyTable
- 4) Simultaneous RallyTable

—Break—

**L) Inside-Outside Circle**

- 1) Across Functions
- 2) Social Skill Tools
- 3) Process

**M) Wrap**