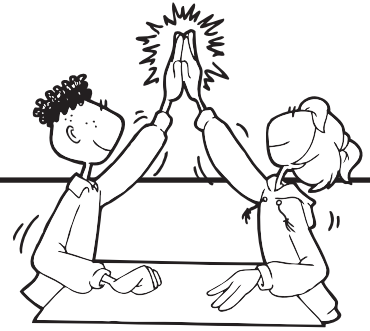


Day 2 Agenda



A) Welcome

B) Intro/Goals/Housekeeping

C) Seven Keys

D) Building Classroom Community

E) Management

F) 5 Places to Add Structures

G) Classbuilding

- 1) Mix-Pair-Share
 - a) PairShare
 - b) RallyQuiz

H) Form Teams

I) Teambuilding

- 1) Single RoundTable
- 2) Single RoundRobin

J) Showdown

- 1) Single RoundRobin
- 2) PairCoach (Compare to Numbered Heads Together)

K) Fan-N-Pick

L) Silly Sports & Goofy Games

- 1) Magic 11

—Break—

M) Choose-A-Chip

N) PairCoach

O) RallyCoach

P) Silly Sports & Goofy Games

- 1) Ten Count

Q) Draw-A-Chip

R) Match Mine

S) BothRecord RallyRobin

—Lunch—

T) Escape Room

- 1) Simultaneous RoundTable
- 2) Jigsaw Problem Solving
- 3) RoundTable Consensus

—Break—

U) Odd One Out

V) Not This...Not That!

W) Reflections & Wrap