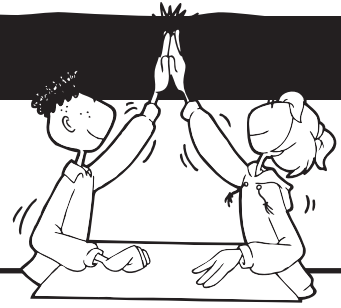


# Day 1 Agenda

**A) Welcome**

- 1) Do You Want
- 2) 7 Keys
- 3) TakeOff-TouchDown

**B) Housekeeping**

- 1) Schedule
- 2) Parking Lot
- 3) Goals
- 4) Management

**C) Classbuilding**

- 1) Trading Cards

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

- 1) RoundRobin

**F) Process**

- 1) Trading Cards
- 2) Timed PairShare
- 3) RallyRobin
- 4) RoundRobin
- 5) PairCoach

**G) Introduce Function**

- 1) CB
- 2) TB
- 3) Ideas for Class

**H) Silly Sports & Goofy Games**

- 1) Magic 11

**I) Rationale**

- 1) Trad/GW/KCL
- 2) Benefits of Kagan CL Structures
  - a) GiveOne-GetOne
- 3) Research

**J) PIES****K) Process Sage-N-Scribe**

- 1) Ideas for Class
- 2) Management Tips
- 3) Social Skills

**L) Mix-N-Match**

- 1) Process
- 2) Management Tips
- 3) Social Skills

**M) Team Formation****N) Silly Sports & Goofy Games**

- 1) Mirror, Mirror

**O) RoundTable**

- 1) Connect to "S"
- 2) One Minute Rule

**P) Simultaneous RoundTable**

- 1) Process
- 2) Management Tips
- 3) Social Skills

**Q) Management Tips****R) Wrap**