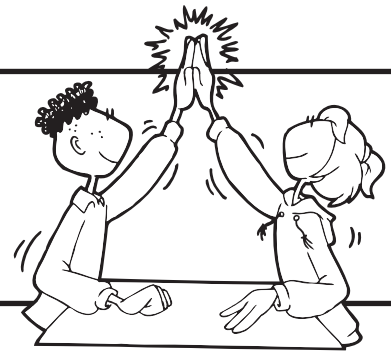


Kagan

Win-Win Discipline

Day 3 Agenda

**A) Welcome Back**

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

B) Classbuilding—Review

- 1) Mix-Pair-Share
- 2) Work in Social Skills—Greeting

C) Forming New Teams**D) Teambuilding**

- 1) Fan-N-Pick “Shining Stars”

E) Social Skills

- 1) Teaching Social Skills
- 2) Four Tools for Social Skills Development
- 3) Sides

F) Consequences

- 1) Given or Seen—Jot Thoughts

G) Consequences—Follow-Ups

- 1) Overview
- 2) Four Types of Consequences
- 3) Within Team Jigsaw to Teach and Learn
- 4) Categorizing Consequences—RoundTable Consensus

H) Principles of Consequences

- 1) Appropriate and Linked
- 2) Clear
- 3) Pre-Established if Possible
- 4) Consequences Check List—AllRecord Consensus
- 5) Line-Ups and Folded Line-Ups

I) Establishing Consequences—Follow-Up Structure**J) Silly Sports & Goofy Games**

- 1) Cat in a Corner

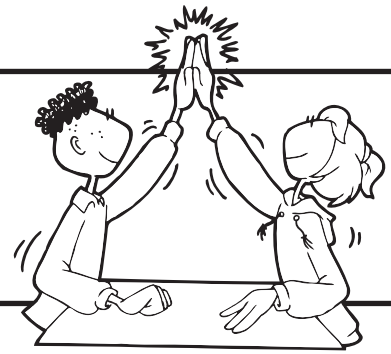
K) Consequence Reminder—Moment-of-Disruption Structure**L) Implementing Consequences—Moment-of-Disruption Structure****M) Picture It Right—Moment-of-Disruption Structures**

- 1) Pair Practice
- 2) 18 Holes in His Mind

Kagan

Win-Win Discipline

Day 3 Agenda (continued)



N) Cool Downs

- 1) Timed Pair Interview
- 2) Cool Down vs. Time Out
- 3) Guided Imagery for Cool Down

T) Differentiated Instruction and Differentiated Discipline (Win-Win)

O) Establishing Cool Down— Follow-Up Structure

U) Closure

P) Cool Down Reminder— Moment-of-Disruption Structure

Q) Implementing Cool Down— Moment-of-Disruption Structures

- 1) Sides
- 2) Reflect on Cool Downs— Stroll-Pair-Share

R) Silly Sports & Goofy Games

- 1) Row, Row, Row Your Boat

S) Restructure the Task—Moment-of-Disruption Structures

- 1) Flow Theory—Finding Balance Between Task Difficulty and Skill
- 2) Avoiding Anxiety and Boredom
- 3) Four-Step Modeling
- 4) Pair Practice