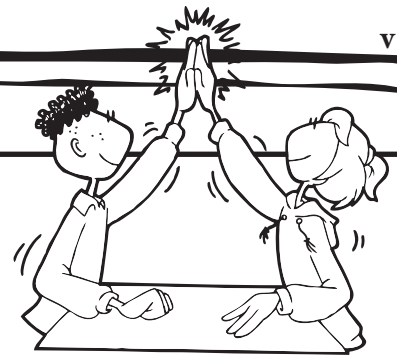


**Kagan**

# Cooperative Learning

## Day 1 Agenda

**A) Introduction**

- 1) Welcome
- 2) Introduction to Structures for Engagement
- 3) Research
- 4) Management
- 5) Goals

**B) Classbuilding**

- 1) Mix-Pair-Share
  - a) Timed Pair Share
  - b) Software
  - c) Pair Share
  - d) PIES Analysis

**C) Form Base Teams****D) Teambuilding**

- 1) RoundRobin

**E) Management****F) Process Mix-Pair-Share**

—Break—

**G) Process RoundRobin****H) Introduce Functions**

- 1) Classbuilding
- 2) Teambuilding
- 3) Three Social Orientations
- 4) Process Pair Share

**I) Importance of Processing****J) Build the Rationale**

- 1) Importance of Structures
- 2) How Do Students Interact with Each Other?
- 3) Benefits of Kagan CL Structures
  - a) AllRecord RoundRobin

**K) Process RallyRobin****L) Forming Base Teams**

- 1) Management Seating

—Lunch—

**M) Addressing Concerns Video****N) Testing Research with Worksheets**

- 1) Traditional
- 2) Group Work
- 3) Kagan CL Structures
  - a) RallyCoach
- 4) PIES Analysis
- 5) Research

**O) Silly Sports & Goofy Games – Balloon Bounce****P) Process RallyCoach**

- 1) Management: Model

—Break—

**Q) Review**

- 1) Stop Structures
- 2) Process PairCoach

**R) Silly Sports & Goofy Games**

- 1) Everyone's It!
- 2) Freezer, Unfreezer Tag

**S) Timed Pair Share Role Play**

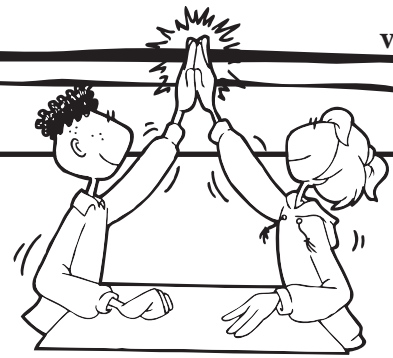
- 1) Process Timed Pair Share

**T) Wrap**

**Kagan**

# Cooperative Learning

## Day 2 Agenda

**A) Review**

- 1) Goals
- 2) Seven Key Concepts

**B) Management****C) StandUp-HandUp-PairUp**

- 1) Self Assessment

**D) Form Base Teams**

- 1) Management - 5th Team Member
- 2) Timed RoundRobin

**E) Process StandUp-HandUp-PairUp****F) Teambuilding**

- 1) RoundTable "We Like"
- 2) Team Name
- 3) Team Handshake
- 4) Team Identity (Text)
- 5) Management
  - a) Interior Loop
  - b) Teacher Monitors

**G) Interpersonal Functions**

- 1) Classbuilding
- 2) Teambuilding
- 3) Social Skills
- 4) Communication Skills
- 5) Decision-Making

—Break—

**H) Academic Functions with  
Numbered Heads Together**

- 1) Knowledgebuilding
- 2) Procedure Learning

## 3) Processing Info

## 4) Thinking Skills

## 5) Presentations

## 6) RallyQuiz

**I) Numbered Heads Together**

- 1) Management - Materials

**J) Silly Sports & Goofy Games**

- 1) Dominoes

—Lunch—

**K) RoundTable Variations**

- 1) Single RoundTable
- 2) Continuous RoundTable
- 3) Pass-N-Praise
- 4) RoundTable Consensus
- 5) Simultaneous RoundTable

—Break—

**L) Lesson Planning**

- 1) Video Analysis
- 2) Structure Analysis
- 3) Inserting Kagan CL Structures
- 4) Practice

**M) Silly Sports & Goofy Games**

- 1) The Freeze

**N) Review**

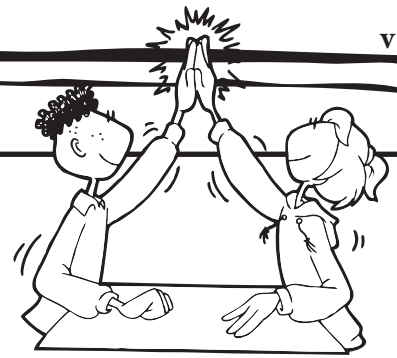
- 1) Quiz-Quiz-Trade
- 2) Process

**O) Wrap**

**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**

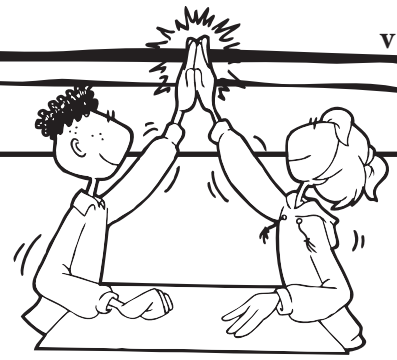
- 1) Across Functions
- 2) Social Skill Tools
- 3) Process

**M) Wrap**

**Kagan**

# Cooperative Learning

## Day 4 Agenda

**A) Review**

- 1) Seven Key Concepts
- 2) PIES
- 3) Quiz-Quiz (Instant Engagement Software)

**B) Form Base Teams**

- 1) Timed RoundRobin
- 2) Management – Who Goes 1st?

**C) Interpersonal Functions**

- 1) Communication Skills

**D) Teambuilding**

- 1) Talking Chips

**E) Management**

- 1) C3B4ME

**F) Process Talking Chips**

- 1) Two Stray

—Break—

**G) Interpersonal Functions**

- 1) Decision-Making

**H) Spend-A-Buck**

- 1) PIES Analysis

**I) Silly Sports & Goofy Games**

- 1) Clapping Game

**J) Match Mine**

- 1) PIES Analysis

—Lunch—

**K) Find-the-Fiction**

- 1) Teambuilding
- 2) Knowledgebuilding
- 3) Sponge – Fact or Fiction
- 4) PIES Analysis

**L) Silly Sports & Goofy Games**

- 1) Follow the Leader

**M) Structure Across Functions**

- 1) Fan-N-Pick

**N) CL Structure Functions Chart**

—Break—

**O) Process Fan-N-Pick****P) Multi-Structural Lesson**

- 1) Into-Through-Beyond
- 2) Sample Lesson
  - a) Edward the Emu or
  - b) Communication Skills
- 3) Process Multi-Structural Lesson

**Q) Team Competition**

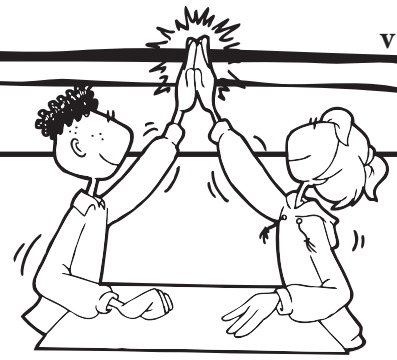
- 1) RoundTable
- 2) Motivation Problems
- 3) Class Thermometer

**R) Wrap**

**Kagan**

# Cooperative Learning

## Day 5 Agenda

**A) Review**

- 1) Seven Key Concepts
  - a) Reservoir Room
  - b) Instant Star
  - c) Find A Different Number
  - d) Timed Pair Share
  - e) RoundRobin Variations

**B) Form Base Teams****C) Showdown**

- 1) PIES Analysis

—Break—

**D) Distinguishing Group Projects from Cooperative Projects**

- 1) Let's Make Squares Trial 1
- 2) Analyze Trial 1 for PIES
- 3) New Directions/Rules for Trial 2
- 4) Let's Make Squares Trial 2

**E) Setting Up Cooperative Projects**

- 1) Assign Roles
  - a) Rationale
  - b) Role Assignments and Responsibilities
- 2) Limit the Resources
  - a) Materials
  - b) Who Has Access
- 3) Assignment
  - a) Metaphor-Simile
  - b) Spend-A-Buck

—Lunch—

**F) Make Projects**

- 1) Planning Time
- 2) Project Time
- 3) Stop and Process

**G) Academic Functions**

- 1) Presentations
- 2) Text Connection

**H) Share Projects**

- 1) Carousel Feedback
- 2) Individual/Team Project Structures

—Break—

**I) Find Someone Who****J) Wrap**