

Day 1 Agenda



A) Welcome

- 1) Goals
- 2) Housekeeping
- 3) Norms

B) Classbuilding

- 1) Mix-Pair-Share

C) Teambuilding

- 1) Timed RoundRobin

D) What is Growth Mindset?

- 1) 5 Tools

E) Tool 1. Student Beliefs

- 1) A. Teach Growth Mindset
 - a. Quiz
 - b. RoundTable Consensus—Sort
- 2) B. Neuroplasticity
 - a. Brain is Like a Muscle
 - b. Handwriting Challenge
- 3) C. Saying is Believing
 - a. Timed Pair Share
 - b. Ideas
 - c. Doodle Tents
- 4) D. Optimism
 - a. Kinesthetic Symbols
 - b. 3 Questions
 - c. Good Events
 - d. Bad Events
 - e. Show Me—Statements
 - f. Alexander Book

F) Tool 2. Student Language

- 1) A. The Power of Yet
 - a. Grocery List—Reservoir Room
 - b. “Yet” Ideas—Choose-A-Chip
- 2) B. Self-Talk
 - a. Picking Stickies
 - b. RallyRobin
- 3) C. Mantras
 - a. Beginning of Day
 - b. End of Day
 - c. Facing Setbacks

G) Tool 3. Student Behaviors

- 1) A. Persistence
- 2) B. Resilience
 - a. RallyQuiz—ABC Order
 - b. RallyTable—Draw This House

H) Silly Sports & Goofy Games

- 1) Jump

I) Wrap

- 1) Popcorn
- 2) Tickets Out the Door
- 3) Mantra
- 4) Soar