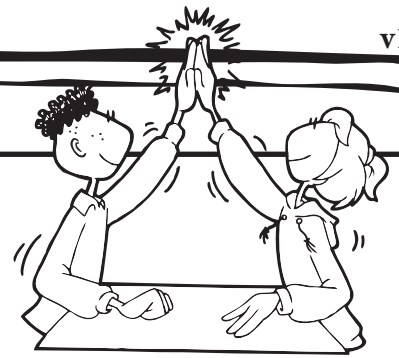


Kagan

Cooperative Learning

Day 5 Agenda



A) Review

- 1) Management
- 2) Goals
- 3) Seven Keys
- 4) Reservoir Room

- 2) Limit the Resources
 - a) Materials
 - b) Who Has Access
- 3) Assignment
 - a) Metaphor-Simile
 - b) Spend-A-Buck

B) Form Teams for the Day

- 1) Teambuilding
- 2) Three-Step Interview

C) Management – Noise Level

D) Class Structure

- 1) I Walk, I Talk

E) Showdown

- 1) Knowledgebuilding
- 2) Process

—Break—

F) 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

G) Silly Sports & Goofy Games

- 1) Balloon Bounce

H) Setting Up Cooperative Projects

- 1) Assign Roles
 - a) Rationale
 - b) Role Assignments and Responsibilities

—Lunch—

I) Make Projects

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

J) Silly Sports & Goofy Games

- 1) Bark-Nose-Hop

K) Academic Functions

- 1) Presentations
- 2) Text Connection

L) Share Projects

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

—Break—

M) Find Someone Who

N) Wrap