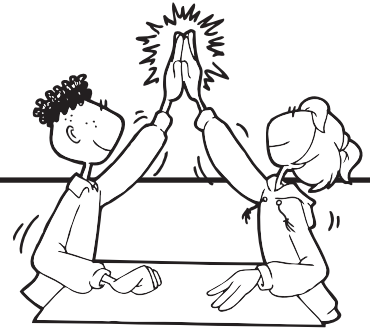


Day 2 Agenda



- A) Welcome Back
- B) Goals/Housekeeping
- C) Seven Keys
- D) 5 Places to Add Structures
- E) Reflection
- F) Single RoundRobin
- G) AllRecord RoundRobin
- H) **Classbuilding**
 - 1) Mix-Pair-Share
 - a) PairShare
 - b) RallyQuiz
- I) Form Teams
- J) **Teambuilding**
 - 1) Draw-A-Chip
- K) Management
- AM Break—
- L) PairCoach
- M) RallyCoach
- N) Choose-A-Chip
- O) Match Mine
- P) Both Record RoundRobin
- Lunch—
- Q) Escape Room
- R) Simultaneous RoundTable
- S) Jigsaw Problem Solving
- PM Break—
- T) Odd One Out
- U) Team-Pair-Solo
- V) Not This, Not That
- W) Action Plan