Kagan

Win-Win Discipline

Pay 1 Agenda



A) Welcome

- 1) Disappearing Discipline Problems
- 2) Research
- 3) Goals

B) Housekeeping

- 1) Schedule
- 2) Management
- 3) Parking Lot for Questions

C) Classbuilding

- 1) StandUp-HandUp-PairUp
- 2) RallyRobin
- 3) Line-Ups—Timed Pair Share
- 4) Pairs Pair
- 5) Single RoundRobin

D) Form Teams

E) Teambuilding

1) Timed RoundRobin

F) My Disruptive Student

1) Timed Pair Share

G) 1st Gift of Win-Win—Four Types of Disruptive Behaviors

- 1) Stand Up, Stay Up
- 2) Two Rules to Remember

H) ABCD Tally Sheets

- 1) Timed RoundRobin
- 2) Building Blocks

I) Silly Sports & Goofy Games

1) Ten Count

J) 2nd Gift of Win-Win— Seven Positions

- 1) Behavior vs. Positions
- 2) Stand Up, Stay Up
- 3) Kinesthetic Symbols for the Seven Positions
- 4) RallyQuiz
- 5) Team Charades
- 6) Clues to Student Positions
- 7) Building Blocks

K) Review

- 1) AllRecord RoundRobin
- 2) RallyQuiz

L) 3rd Gift of Win-Win—Three Pillars

- 1) Building Blocks
- 2) Same-Side
- 3) Collaborative Solutions
- 4) Learned Responsibility
- 5) Kinesthetic Symbols for the Three Pillars
- 6) StandUp-HandUp-PairUp

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Pay 1 Agenda (continued)



M)4th Gift of Win-Win— Preventative Procedures

- 1) Prevention vs. Treatment
- 2) Continuous RoundRobin
- 3) Preventative Procedures for the Four Disruptive Behaviors
- 4) Preventative Procedures for the Seven Positions
- 5) Reflect and Plan
- 6) Building Blocks

N) Silly Sports & Goofy Games

1) Quick Tag

O) 5th Gift of Win-Win—Moment-of-Disruption Structures

- 1) Building Blocks
- 2) Language of Choice
- 3) Reflective Practice
- 4) Target, Stop, Do
- 5) Reflective Practice
- 6) Language of Choice vs. Target, Stop, Do

P) 6th Gift of Win-Win— Follow-Up Structures

- 1) Prior History
- 2) Progressive Follow-Ups
- 3) Same-Side Chat
- 4) Role Play—Stroll Pair Share
- 5) Building Blocks

Q) Closure

- 1) Reflect
- 2) A New Set of Lenses (If 1-Day only)