

Rally Robin

- The teacher poses a problem to which there are multiple acceptable responses.
- Partners take turns stating responses until they cannot think of any more.

Round Robin

- The teacher poses a problem to which there are multiple acceptable responses.
- Table groups take turns stating responses in a circle until they cannot think of any more.

Talking Chips

Description:

- Teams have talking chips (max 2/person)
- Teacher shares the topic
- any student may begin the discussion, placing one chip at center of the table
- Any student with a chip may continue the discussion while placing their chip into the center of the table
- When all chips are used, teammates collect chip and continue discussion repeating above steps.

Rally Coach

Description:

- Students sit knee to knee in pairs
- First Problem:
 - o Partner A solves and Partner B coaches and praises
- · Next Problem:
 - o Partner B solves and Partner A coaches and praises
- Continue rotating and solving problems

Quiz-Quiz-Trade

Description:

- Students stand up, put hands up and pair up with a partner
- Partner A quizzes Partner B
- Partner B answers
- Partner A praises and coaches
- Partners switch roles and repeat steps
- Partners trade cards and thank one another
- Partners separate and find a new partner

Rally Table

Description:

- Teacher provides a task to which there are multiple answers to
- Partners take turns passing a piece of paper and pencil back and forth
- Partners take turns writing one response to the task at a time and passing the paper and pencil again

Round Table

Description:

- Teacher provides a task to which there are multiple responses to
- Each table group takes turns passing a paper and pencil around the circle
- Each person at the table will write down one response to the task and then pass the paper and pencil to the next person

Inside-Outside Circle

- In concentric circles, students rotate to face new partners and then answer or discuss the teacher's question or prompt
- Once the students have finished responding, the outside circle moves to the right one spot to find their new partner
- Repeat the process for each new question or response or discuss one question/prompt with multiple partners

Find the Fiction

- In teams, each student writes three statements:
 Two true statements and one false statement
- Students take turns sharing their statements
- Teammates try to identify the fictitious statement

Jot Thoughts...

Description:

- Teacher names a topic and sets a time limit.
- Teacher provides think time
- Students write and announce as many ideas as they can in the allotted time, one idea per slip of paper or post it note
- Each slip of paper or post it note is placed in the center of the table; students attempt to cover the table (no slips are to overlap)

Timed Pair Share

- Teacher announces a topic, states how long each student will share, and provides think time
- In partners, Partner A shares; Partner B listens
- Partner B responds with a positive comment or gambit
- Partners switch roles

Numbered Heads Together

Description:

- Students group themselves into groups of 4 and number off (1-4)
- Teacher poses a problem
- Students write their individual responses
- · Students stand up and put their heads together to show their responses; discuss and teach one another
- · Students sit down when their group is finished
- Teacher calls a number and those students from each group respond out loud

Four Corners

Description:

- Teacher asks a question and assigns answer choices to each of the 4 corners of the room
- Teacher allow think time for students to write their responses individually
- Teacher directs students to move to a corner based on their response
- Students find a partner at the corner and take turns explaining their reasoning to one another
- Students share out

Sage & Scribe

- Sage gives the scribe step-by-step instructions how to perform a task or solve a problem the teacher poses
- The scribe records the sage's solution step-by-step in writing, coaching if necessary
- The scribe praises the sage
- · Students switch roles for the next problem

Stand Up-Hand Up-Pair Up

Description:

- Teacher says, "Stand up, hand up, pair up!"
- Students stand up with one hand in the air until they find a partner
- Teacher asks a question or gives an assignment
- Teacher provides think time
- Partners share

May be combined with other sharing strategies such as Rally Robin or Timed Pair Share

Showdown

Description:

- Teams each have a set of question cards attached facedown in the center of the table
- Teacher selects one student on each team to be the Showdown Captain for the first round
- Captain draws the top card, reads the question, and provides think time
- Working alone, all students, including the Showdown Captain, write their responses.
- · When finished, teammates signal that they're ready.
- Showdown Captain calls, "Showdown!"
- Teammates show and discuss responses.

Give One-Get One

Description:

- One a sheet of paper, students list 3-5 ideas about a topic
- Under their list they draw a line to separate their ideas from the ideas they will get from classmates
- Students stand up, walk around the room, and get ideas from classmates to add to their list

Option: Students can fold a piece of paper into 9 or 12 squares and fill three squares with their ideas and fill the other squares with their classmate's ideas.

Mix to Music

- Teacher gives class a question or topic to discuss and then turns on the music
- Students move around while music plays
- When the music stops, students pair up with a partner and share ideas
- When the music begins playing again, students thank their partner and move around until the music stops and find a new partner

Crumble & Shoot

- Teacher asks class a question and groups of students work together to come up with an answer/response
- At the teacher's signal, all groups hold up their response at the same time
- All groups that answered correctly send one person up to the front of the room with their paper
- Student crumples the paper and shoots it into the trash can
- If they make it, their team gets a point
- Team with the most points at the end of the game wins

Task Card-Pick a Card

Description:

- Students get into groups of 4 with task cards that the teacher has given them
- Student I holds the cards and fans them out
- Student 2 picks a card and then reads the question to Student 3
 (Student C has think time)
- Student 3 answers the question
- Student 4 paraphrases the answer that student 3 gave and then gives praise
- Student 4 provides assistance if needed
- · Rotate roles clockwise after each round

Rally Robin

Description:

- The teacher poses a problem to which there are multiple acceptable responses.
- Partners take turns stating responses until they cannot think of any more.

Strategies for Active Engagement

Rally Coach

Description:

- Students sit knee to knee in pairs
- First Problem:
 - o Partner A solves and Partner B coaches and praises
- Next Problem:
 - Partner B solves and Partner A coaches and praises
- Continue rotating and solving problems

Strategies for Active Engagement

............

Talking Chips

Description:

- Teams have talking chips (max 2/person)
- · Teacher shares the topic
- any student may begin the discussion, placing one chip at center of the table
- Any student with a chip may continue the discussion while placing their chip into the center of the table
- When all chips are used, teammates collect chip and continue discussion repeating above steps.

Strategies for Active Engagement

Crumble & Shoot

- Teacher asks class a question and groups of students work together to come up with an answer/response
- At the teacher's signal, all groups hold up their response at the same time
- All groups that answered correctly send one person up to the front of the room with their paper
- · Student crumples the paper and shoots It into the trash can
- If they make it, their team gets a point
- · Team with the most points at the end of the game wins

Round Robin

Description:

- The teacher poses a problem to which there are multiple acceptable responses.
- Table groups take turns stating responses in a circle until they cannot think of any more.

Strategies for Active Engagement

Rally Table

Description:

- Teacher provides a task to which there are multiple answers to
- Partners take turns passing a piece of paper and pencil back and forth
- Partners take turns writing one response to the task at a time and passing the paper and pencil again

Strategies for Active Engagement

Quiz-Quiz-Trade

Description:

- · Students stand up, put hands up and pair up with a partner
- · Partner A quizzes Partner B
- Partner B answers
- Partner A praises and coaches
- · Partners switch roles and repeat steps
- Partners trade cards and thank one another
- · Partners separate and find a new partner

Strategies for Active Engagement

Find the Fiction

- In teams, each student writes three statements:
 Two true statements and one false statement
- Students take turns sharing their statements
- Teammates try to identify the fictitious statement

Round Table

Description:

- Teacher provides a task to which there are multiple responses to
- Each table group takes turns passing a paper and pencil around the circle
- Each person at the table will write down one response to the task and then pass the paper and pencil to the next person

Strategies for Active Engagement

Inside-Outside Circle

Description:

- In concentric circles, students rotate to face new partners and then answer or discuss the teacher's question or prompt
- Once the students have finished responding, the outside circle moves to the right one spot to find their new partner
- Repeat the process for each new question or response or discuss one question/prompt with multiple partners

Strategies for Active Engagement

Jot Thoughts...

Description:

- · Teacher names a topic and sets a time limit.
- · Teacher provides think time
- Students write and announce as many ideas as they can in the allotted time, one idea per slip of paper or post it note
- Each slip of paper or post it note is placed in the center of the table; students attempt to cover the table (no slips are to overlap)

...........

Strategies for Active Engagement

Timed Pair Share

Description:

- Teacher announces a topic, states how long each student will share, and provides think time
- In partners, Partner A shares; Partner B listens
- Partner B responds with a positive comment or gambit

..........

· Partners switch roles

Numbered Heads Together

Description:

- Students group themselves into groups of 4 and number off (I-4)
- · Teacher poses a problem
- · Students write their individual responses
- Students stand up and put their heads together to show their responses; discuss and teach one another
- · Students sit down when their group is finished
- Teacher calls a number and those students from each group respond out loud

Strategies for Active Engagement

Stand Up-Hand Up-Pair Up

Description:

- Teacher says, "Stand up, hand up, pair up!"
- Students stand up with one hand in the air until they find a partner
- · Teacher asks a question or gives an assignment
- · Teacher provides think time
- Partners share

May be combined with other sharing strategies such as Rally Robin or Timed Pair Share

...........

Strategies for Active Engagement

Four Corners

Description:

- Teacher asks a question and assigns answer choices to each of the 4 corners of the room
- Teacher allow think time for students to write their responses individually
- Teacher directs students to move to a corner based on their response
- Students find a partner at the corner and take turns explaining their reasoning to one another
- Students share out

Strategies for Active Engagement

Showdown

- Teams each have a set of question cards attached facedown in the center of the table
- Teacher selects one student on each team to be the Showdown Captain for the first round
- · Captain draws the top card, reads the question, and provides think time
- Working alone, all students, including the Showdown Captain, write their responses.
- When finished, teammates signal that they're ready.
- Showdown Captain calls, "Showdown!"
- Teammates show and discuss responses.

Sage & Scribe

Description:

- Sage gives the scribe step-by-step instructions how to perform a task or solve a problem the teacher poses
- The scribe records the sage's solution step-by-step in writing, coaching if necessary
- The scribe praises the sage
- · Students switch roles for the next problem

Strategies for Active Engagement

Mix to Music

Description:

- Teacher gives class a question or topic to discuss and then turns on the music
- Students move around while music plays
- When the music stops, students pair up with a partner and share ideas
- When the music begins playing again, students thank their partner and move around until the music stops and find a new partner

..........

Strategies for Active Engagement

Give One-Get One

Description:

- One a sheet of paper, students list 3-5 ideas about a topic
- Under their list they draw a line to separate their ideas from the ideas they will get from classmates
- Students stand up, walk around the room, and get ideas from classmates to add to their list

Option: Students can fold a piece of paper into 9 or 12 squares and fill three squares with their ideas and fill the other squares with their classmate's ideas

Strategies for Active Engagement

Task Card-Pick a Card

- Students get into groups of 4 with task cards that the teacher has given them
- Student I holds the cards and fans them out
- Student 2 picks a card and then reads the question to Student 3 (Student Chas think time)
- Student 3 answers the question
- Student 4 paraphrases the answer that student 3 gave and then gives praise
- · Student 4 provides assistance if needed
- Rotate roles clockwise after each round

Phank Mank (1901)