#### Tools for Maximum Engagement Power Session #4 WELCOME to...Power Session #4 Tools for Engagement Climate Counts Social Prompts Graphic Organizers Use Drivers to Engage TI Responsive Affirmations Class Jobs 101 Cool Energizers Strategies Think Choose Act Have an Attitude Closing

In this DVD, we continue to build up your "Toolbox." You'll want to have a wide variety of quality templates, frameworks, energizers and strategies. Our session today will complete the 4 sessions, adding additional strength to your practice.

- Climate Counts
- Social Prompts
- Graphic Organizers
- Use Drivers to Engage
- Responsive Affirmations
- Class Jobs
- Energizers
- Think Choose Act
- Have an Attitude
- Closing



# Classroom Climate is the Aggregate of How You...

- · Create Positive affect
- Handle Q & A time
- · Deal with Discipline
- Respond to Criticism
- · Plan your Lessons
- React to Tardy students
- Inspire Students





What Has to Be Present *FIRST* for the Magic to Work in Your Engagement Strategies?

Successful Engagement is Based on The "Big 3"
1. Respect You show respect and they give it to you. You cannot respect, <i>only earn it.</i>
2. Relationship Showabout them first, before they'llabout you.
<b>3. Hope</b> You must never, ever give up on them; they'll sense it and on you, too.

How to Create the Foundation for Successful Engagement

- 1. I Show Respect How?
- 2. I Build Relationships How?
- 3. I Generate Hope How?



## **Climate Counts**

What was accomplished in this brief segment? Take a moment to answer each of these below:

- ✓ Do you agree with the power of respect hope and relationships? Why?
- ✓ What is meant by "Engagement never works in a vacuum?"
- ✓ What are your own measures or indicators of a positive class climate?



TRANSFER TIME: What can you modify to use?

# Tools for Maximum Engagement Power Session #4

- Social Prompts

Climate Counts

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### **Template Name:** Social Prompts

Category: Social engagers or activators

Description: Discover, identify or affirm others while forwarding the class action

Examples: "Before you have a seat, please thank your neighbor." Or, "Identify the person in your group who you think has the most fun on the weekends."

NOTE: Social prompts promote inclusion and build relationships.

# **Social Prompts**

- Help people feel part of a group
- Support greater camaraderie
- Help others feel noticed
- Boost feelings of others



Also a form of "redirect"

### **Examples of Social Prompts**

- 1. Who has laughed the most
- Quick draw (hands behind back; 'draw'; whomever 'draws' highest # is it)
- 3. Shortest (or longest) 1st name
- 4. Tallest
- 5. Most organized each day
- 6. Wearing most # of, or most varied colors
- 7. Has the curliest, waviest, or longest hair
- 8. Who has taken the most notes

# Engage with Shifts and Novelty in Social Structures

- Work in assigned teams
- Jigsaw for new content
- Engage class experts
- Draw #s for partners
- Split class, 1/2 goes with other teacher
- Work with study buddy



### Vary Social Structures for State Changes

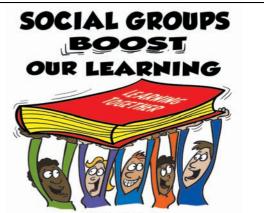
- Individual
- Partner (temp or semi-permanent)
- Team (or temp ad hoc groups)
- Whole Group

### **Best Social Prompt?**

- 1. It's the one that students might have thought of saying, but they can't, didn't or won't.
- 2. Any social prompt that students think is risky, stupid or a waste or time, won't work.
- Be quick, make it fun and safe. "Look on your neighbor's paper and if they haven't put their name down yet, wake them up."

### "Select (or choose) the One...

- 1. Who has taken the most detailed notes
- 2. Who has the neatest desk area
- 3. Who probably has the most fun on weekends
- 4. Who is most likely to become famous some day
- 5. Sitting closest to door (window, exit sign, etc.)
- 6. Who is the best listener
- 7. Who is most likely to play a college sport



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## Social Prompts Template

After ages 6-8, the social world gains importance to kids. Go ahead and discuss the following: **SOCIAL GROUPS** 

- ✓ Explain the specific characteristics of social prompts.
- ✓ Why and when would you use them?
- ✓ Name 3 examples of social prompts and the circumstances for using them...



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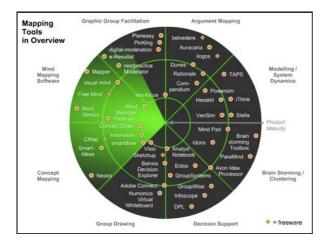
### Template Name: Graphic Organizers

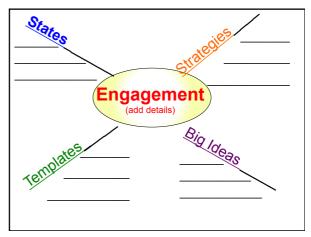
Category: Cognitive skill builder

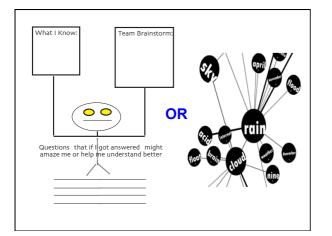
Description: Provide skeleton or final samples. Students build variety over time to discover favorite.

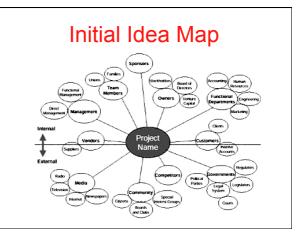
Examples: Students begin each day with "skeleton mind map" of the day's content. They fill it in as the class progresses. Use for pre, post, group work and active learning.

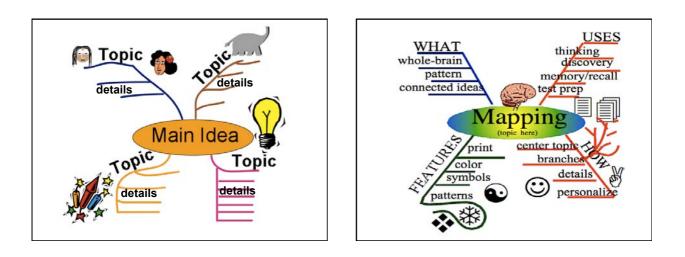
CONCEPT:	0.55540 122004 135782 022051 027834 024721 015011 052226 001652 025550 02557 04668 04560 042844 074076 124551 152512 12654 05550 014210 02557 04668 04264 074070 0250 15520 127070 07370 06526 025570 13445 02782 04780 027034 10754 700774 07370 05727 025570 10724 02785 147820 0464 157451 510751 15555 134680 025570 10724 02785 14782 04640 12223 00174 03477 04677 025570 10724 02785 14782 04640 12223 00174 03477 04677 025570 04725 14782 0450 17450 0552 07515 14785 05185 025680 04020 04792 13174 13749 17850 15256 154456 05185 025680 04020 04705 13174 03544 05767 0515 147456 05583 056640 04020 04017 22130 03244 05764 05511 12486 0518
1) gather relevant data	N26510      067701      07405      94000      16541      074210      90002      125455      05646        N26510      067710      10474      15572      104545      107107      90076      07217        N26540      067440      15572      104545      107164      105247        N26540      067440      15572      104545      107464      102449        N26540      067440      15574      15500      157834      12746      102449      102449        N265400      06741      17165      06760      157834      12744      10160      06455      1066201      17145      10476      06476      106472      10460      06455      1066201      17145      10476      06476      107472      10446      12745      05577      14475      06580      107271      10476      04575      05677      06453      17145      05577      10475      06580      105781      105780      06581      104712      10458      104712      10458      14440      12758      14578      05587      10458
2) organize into something meaningful	0265400 020243 005602 004146 121574 124651 006634 071331 102070 0266420 157504 160807 166830 074251 024520 114433 167273 00685 0265440 13541 105171 144160 010552 007565 026415 150736 100413 0265640 026530 007210 000530 121224 075083 340754 000737 008275

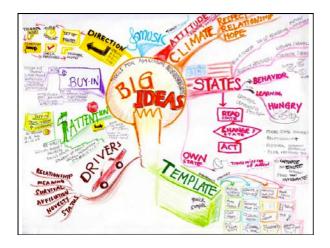












## **Graphic Organizers**

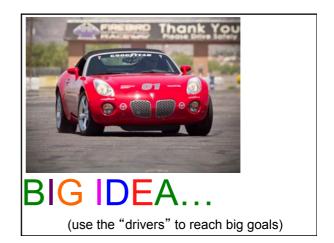
Take time to discuss the following:

- ✓ When are the best opportunities for using graphic organizers?
- What are 2-3 benefits and also drawbacks for using graphic organizers?
- ✓ Give an example of how you may have used them before and if you have new variations now



TRANSFER TIME: What can you modify to use?

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# **"Drivers"** Are Age Dependent and Explain Partly Why We Do Things

- Relationship: we often do things to pl\_\_\_\_\_ a teacher or another student.
- Meaning: something we care about.
- Survival: we often do things to prot\_\_\_\_\_ our time, money, goals, friends and life.
- Affiliation: we would rather bel\_\_\_\_\_ and feel like we are a part of something.
- Novelty/fun: we get bor\_\_\_\_\_ and want a change of state.
- Status: we often do things to feel spe\_\_\_\_\_

SECRET: Students will engage much more easily, and produce better quality work IF...

 The relationships, hope and respect are already in place.
 You manage their states.
 You use templates to "source" your strategies.
 You appeal to their "built-in drivers" through "gaudy goals"

# Use "Drivers" to Engage

Reflection and Debrief

Drivers are the energy force behind our actions. Take time to discuss the following:

- ✓ Define drivers and discuss the significance of them.
- ✓ Name at least 3 drivers and give an example of one in your work.
- ✓ Explain how you could use drivers a bit better in your work.



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### Template Name: Responsive Affirmations

Category: Front of the room interactions

**Description:** Affirm effort

Examples: "Thanks for jumping in."

NOTE: Use raised hands as a formative assessment and relationship building, not a scavenger hunt for correct answers.

# **Class Rules**

- 1. If you don't know the answer to a question, it's OK to guess.
- 2. If you don't know the answer, and you have no clue, just say, "I don't know, but I'd like to know."
- 3. If you guess and you are wrong, you'll be thanked for your participation and effort.
- 4. If you answer correctly, you'll be thanked for your participation and effort.
- 5. In this class, you'll get further by a good effort, than you will by having the correct answer.

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# **Better Class Rules**

- 1. Everybody raises their hand, every time!
- 2. If you answer correctly, you'll be thanked for your effort.





Affirm Effort – not Judgment to Get More Responsiveness

- · Thank you
- · Love the effort
- · Thanks for jumping in
- · Good enthusiasm, who else?
- Love the participation. Let's grab some more answers...
- I appreciate you jumping in...

(What do all these have in common? No judging!)

**Round 1: Class Survey** 

Don't know the answer? There are 2 choices:

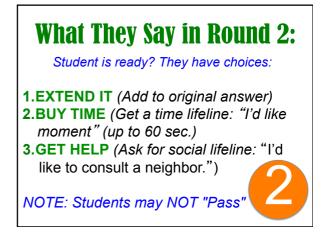
- **1.GUESS:** If you guess and you are wrong or right, you'll be thanked for your effort.
- 2.UNSURE?: Say, "I don't know, but I'd like to know."

### **Smarter Responses**

- Never repeat a student' s answer. You'll likely add a nonverbal spin.
- If a student did not speak loud enough, ask them to speak up.
- Call on as many as you can during 1 minute of time in round 1; no content comments by you.
- In round 2, you can and should comment on the answers.



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# Effort-Boosting with Positive Strategies

**Appreciative Inquiry** is the process of expanding on what students do well until the good "crowds out" the negative.

*How to do it?* Affirm something about every single answer. Help the student build and broaden their thinking.

### Your Responses in Round 2: Using Appreciative Inquiry

"I love the excitement in your answer. How did you come up with it?"

"I'm glad you're thinking this through. You also sound a bit hesitant and unsure. Tell us what are your concerns about the answer?"

"You started off well. Tell me a bit more."

"That makes good sense. Now, that would be in contrast with what other person's view?"

## Round 2: Discussion



In Round 2 (discussion) students get up to 60" to talk with a neighbor, discuss, reflect and extend their answers. *Here, your strategy is building thinking skills through "appreciative inquiry."* 

### Use the "2-Step Process" Effort First, Then Accuracy

- How kids feel about how they were listed to and responded to is the critical feature.
- Thank them for participating
- Find something good about their in-depth answers.

# How Else Can You Increase Engagement?

Use questions that are...

### Inclusive (nearly everyone <u>can</u> respond, nearly every time)

### How Can You Make Each Q Much More Inclusive?

- 1. "Who completed their homework last night?"
- 2. "Who saw the movie 'Hunger Games' last weekend?"
- 3. "Who wants to work in teams on this project?"
- 4. "Who has been to the science museum?"
- 5. "Raise your hand if you've been to Six Flags."
- 6. "How many here can play an instrument?"

# How to Increase the Habit of Responsiveness

### Use unfinished sentences...

Simply leave off the last word of a sentence (but only when the last word is very obvious) and let them say it.

# How to Increase the Habit of Responsiveness

- Use "Repeat after me..."
- "Everyone return by 12:59 pm. Now, what time did I say we need to return by?"
- "What were the three letters again for the keys to Brain-based Teaching?"

### The 3-1 Ratio That Changes Lives

Use <u>3 positives</u> (smiles, affirmations, kudos, feedback, etc.)

for every...

<u>**1 negative** (error-correction, evil</u> eye, discipline or admonishment). Every time a kid goes home with too few positives, it was not a good day.

## **Responsive Affirmations**

The ideal ratio is 3-1 (positives to reprimands) for maximum achievement. Take a moment to discuss the following:



✓ What can you do to affirm a student's effort even when the answer's wrong?
 ✓ Give an example of how you could use both unfinished sentences and much more inclusive questions.
 ✓ List the 3 class rules you could use to boost engagement.

TRANSFER TIME: What can you modify to use?

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- Responsive Affirmations

### Class Jobs

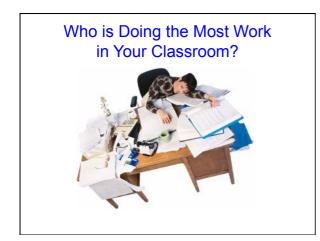
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### Template Name: Class Jobs

Category: Activity builder

Description: Students have relevant jobs

Examples: Student in charge of stretch breaks, one in charge of plants or animals, etc.



Use Classroom	Jobs to	Build	Hope
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List Existing Jobs	New Jobs

### **Student Responsibilities**

What's the real world job title?

- Doing class music \_\_\_\_\_\_
  Leadership/announcements \_\_\_\_\_\_
- Submitting test questions \_\_\_\_\_
- Getting supplies \_\_\_\_\_\_
- Energizers & stretching \_\_\_\_\_\_
- Taking care of plants \_\_\_\_\_\_ and animals \_\_\_\_\_

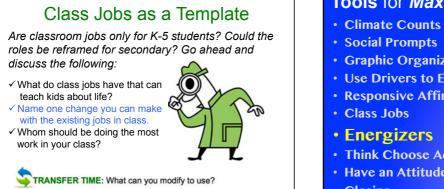
### Let Students Do More Work

✓ Students (not you) get handouts, spare paper, tools, surveys, forms, etc.

✓ Students make daily announcements, do previews of coming events.

✓ Students lead stretching, do energizers, activities, submit test Qs, and do class jokes.





# Tools for Maximum Engagement Power Session #4

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## **Template Name:** Energizers

Category: Cognitive builder or body break

Description: Allows a break from learning or may be used to strengthen it. Boosts circulation and positive brain chemicals.

Examples: Simple student led stretching can be a good "out of the seat" break.

## Move the Body!

- 1. Stretching
- 2. Partners for hi-tens
- 3. Cross laterals
- 4. Swim motions
- 5. Lazy 8s
- 6. Creative handshakes
- 7. Follow the Leader



## High-10, Low-10 (Works for Ages K-Adult)

# Endless Energizers

Identify and describe each of the following and their purpose:

- 1. Stretching
- 2. Partners for hi-fives/high tens
- 3. Cross laterals
- 4. Swim motions
- 5. Lazy 8s
- Creative handshakes
  Follow the Leader



TRANSFER TIME: What can you modify to use?

### Tools for Maximum Engagement Power Session #4

Our Crazy Idea Factory

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### Template Name: TCA: Think-Choose-Act

Category: Cognitive engagers

Description: Students observe options and make decisions

Examples: Give a quiz Q on screen (multiple choice, T-F or fill-in). Voting w/ hands or feet. Do brain illusions, problems to solve, L-R brain activators or finding lost items. Give 3 lists, students take one phrase from each to form a move, answer, "How are you?" words. Analyze quotes and share meaning.

rat PFC show effects. How much (time) exposure to distress would you predict it would take for neurons to wither as shown on right?

Dendrites taken from

a) 2 hrs./day...2 months b) 30 min./day...7 wks c) 1 hr./day...10 weeks d) 10 min./day...5 days (Brown et al. 2005)



### Turn Content into an Engager

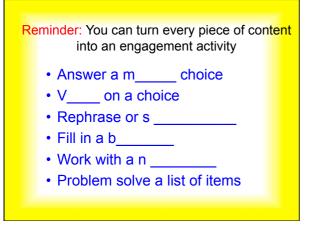
Separate and isolate your content with:

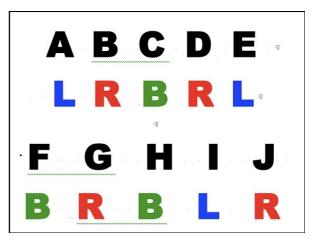
- 1. Numbering (students can count off or do odd/even)
- 2. Color coding (alternate red/blue or ???)
- 3. Groups that are circled/clustered on the screen
- 4. Alphabetical lists
- 5. Leave blanks for fill-in

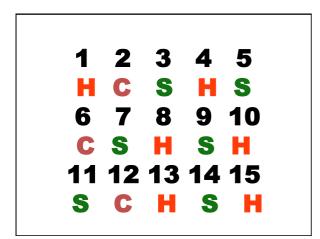
"The subjective experiences of human consciousness, our perception of free will, behavior, and social dynamics can modulate gene expression, and vise versa."

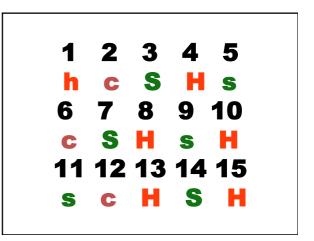
"The regulation of gene expression by social factors makes...all functions of the brain, susceptible to social influences."

"These social influences will be biologically incorporated in the altered expressions of specific genes in specific nerve cells of specific regions of the brain." Kendel E. [1981. America Joural of Applany, 155,480.









1	12	<b>82</b>
н	Mg	Pb
35	8	17
Br	0	CI
80	7	<b>79</b>
Hg	Ν	Au

1	2	3
Jump	Laughing	To a friend
Slide		10 steps & stop
March	In a hurry	To a warm spot
Skip	Slowly A	Around 5 chairs
Walk	With style	To a window

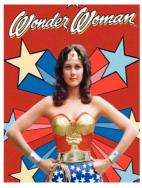


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# Have an Attitude!

- "I can make any content engaging!"
- "The more engaging I make it, the more my students learn and the more fun we all have!"
- "No student will EVER be bored in my class!"



If you keep using your same instructional strategies and students are not engaged year after year, then who is really the unmotivated learner?



## Attitude: Why it's SO Critical

Take a moment solo (or with a partner) to complete the following attitudes:

"I can make any c\_\_\_\_\_ engaging!" "The more engaging I make it, the more my students learn and the more f\_\_\_ we all have!" "No student will EVER be b\_\_\_\_\_ in

my class!"



TRANSFER TIME: What can you modify to use?

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### Your Goal : Create a Presentation

- 1. Designed to share with others
- 2. Demonstrate and explain it
- 3. Make it good for 30-45 min.
- 4. Share an idea from this program
- 5. Do something new for you and challenging
- 6. Get feedback from others on it
- 7. Final form: 1) on laptop or tablet, 2) sequenced on paper, or 3) mind map.

# How to Become Absolutely Great at Engagement...

- Attitude!
- Remember the BIG ideas
- Learn 1 template, keep adding strategies to it and practice!
- · It's more up to you than the students
- Once it becomes automatic, repeat with a new one.

### My Personal Reminders *Things to Use ASAP*

#### Closing: Reflection and Debrief Take a moment with a partner to rank each of the following from most to least valuable and tell why.

- ✓ Attitude: You can do it!
- ✓ Name BIG ideas (e.g. states, templates, climate, directions, music and drivers)
   ✓ Learn 1 template, keep adding



repeat process with new one. ✓ It's more up to you than up to the students.

strategies until it's automatic, then

TRANSFER TIME: What can you modify to use?

### Now...Make the "Magic" Happen in Your Teaching, Again and Again

- Take just 1-2 ideas from this DVD and implement them with passion and rigor.
- Student engagement is a priceless teaching skill.
- What new 1-2 new skills will you develop? Tell your neighbor now, then complete the next slide.



Which are Your 1-2 Favorites?

When & How Will You Implement?