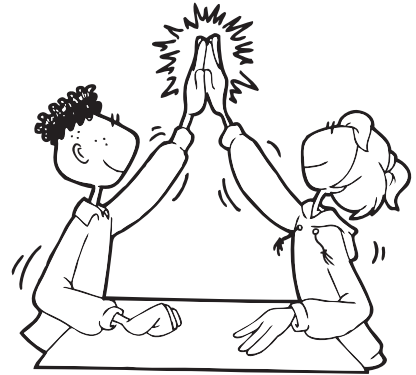


**Kagan**

# Advanced Cooperative Learning

## Day 1

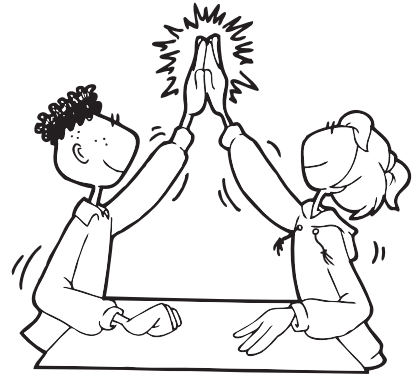


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|--|--|
| <p><b>A) Welcome</b></p> <p><b>B) Housekeeping</b></p> <p><b>C) Goals</b></p> <p><b>E) Management Signals</b></p> <p><b>F) Classbuilding</b></p> <p>1) Traveling Pair Share</p> <p>2) Swap Talk</p> <p><b>G) Folded Folded Line-Ups</b></p> <p><b>H) Forming Teams</b></p> <p>1) Three-Step Interview</p> <p>—BREAK—</p> <p><b>I) Teambuilding</b></p> <p>1) Celebrity Interview</p> | <p><b>J) 5 AIMS of Classbuilding &amp; Teambuilding</b></p> <p>1) Team Identity</p> <p>a) License Plates</p> <p>b) Sum-the-Ranks</p> <p><b>K) Structure Sequences</b></p> <p><b>J) Silly Sports &amp; Goofy Games</b></p> <p>1) Can You?</p> <p><b>L) Process Structures for 5 AIMS</b></p> <p>1) Stroll-Pair-Share</p> <p>—LUNCH—</p> <p><b>M) Review</b></p> <p>1) RallyQuiz</p> <p>2) AllWrite Consensus</p> <p>3) One Stray</p> <p>4) Sages Share</p> <p>5) Jot Thoughts</p> |
|--|--|

**Kagan**

# Advanced Cooperative Learning

## Day 1 Agenda



### **N) Silly Sports & Goofy Games**

- 1) Band-Aid Tag

—BREAK—

### **O) Why Do Brain Breaks**

- 1) Both Record RallyRobin

### **P) The Need for Cooperative Learning**

- 1) Crisis #1 Achievement
- 2) Crisis #2 Achievement Gap
- 3) Crisis #3 Race Relations
- 4) Crisis #4 Social Skills/Character
- 5) PairUp Review

### **Q) Wrap**

- 1) Reflection
- 2) StandUp–HandUp–PairUp
- 3) Pair Share