# Kagan

# English Language Learners Day 1 Agenda

# A) Introduction

- 1) Welcome
- 2) Housekeeping
- 3) Goals
- 4) Management
  - a) Kinesthetic Symbols

#### B) Classbuilding and Teambuilding

- 1) Classbuilder—Traveling Pair Share
- 2) Into Teams
- 3) Teambuilder—Choose-A-Chip
  - —Draw-A-Chip
- 4) Process
  - a) Traveling Pair Share
  - b) Choose-A-Chip
  - c) Draw-A-Chip

-Break-

## C) Critical Variables for Language Acquisition

- 1) AllRecord RoundRobin
- 2) AllRecord Consensus
- 3) Comprehensible Input
- 4) Frequency of Practice
- 5) Social Support
- 6) RallyRobin—Progressive RallyRobin

## D) Line-Ups

- 1) Team Line-Ups
- 2) Class Line-Ups
- 3) Process

#### E) Silly Sports & Goofy Games— What Are You Doing?

#### —Lunch—

#### F) Stages of Oral Acquisition

- 1) Fill-A-Frame
- 2) RoundTable Consensus
- G) Silly Sports & Goofy Games— Cat in the Corner
- H) Charting
- I) How Do Students Engage with Each Other?—Echoing, Choral Response, Answer Back
  - 1) Traditional
  - 2) Group Work
  - 3) Kagan CL Structures
  - 4) Sage-N-Scribea) Process
- -Break-
- J) Same-Different
  - 1) Process
- K) Charting
- L) Wrap