

Kagan

Kagan Lesson Planning

Day 1



A) Introduction

B) Classbuilding

C) Teambuilding

D) Planning for Classbuilding/
TeambuildingE) Share: Find Your Number,
RallyRobin

F) Silly Sports & Goofy Games

—Break—

G) Interpersonal Functions

H) Academic Functions

I) Application Time

J) Adding Structures

K) Silly Sports & Goofy Games

—Lunch—

L) Lesson Design

M) Application: Lesson Design

—Break—

N) Additional Planning Time

O) Silly Sports & Goofy Games

P) Management

Q) Bonus: Structure Sequences

R) Wrap-Closure