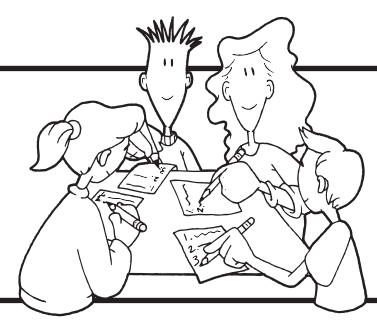


# Instructional Leadership

## Day 1 Agenda



**A) Welcome**

- 1) TakeOff-TouchDown

**B) Classbuilder**

- 1) Trading Cards

**C) Teambuilder**

- 1) Continuous RoundRobin

**D) Qualities of Leadership**

- 1) Jot Thoughts, Find-A-Frame, Carousel Discuss

**E) Law of Initiative Fatigue**

- 1) Share-N-Switch, Timed RoundRobin

**F) Prioritizing**

- 1) AllWrite RoundRobin

**G) Forced Consensus Grid**

- 1) Solo

**H) Impact of Programs**

- 1) RallyRobin, GiveOne-GetOne, AllRecord RoundRobin

**I) Simplicity**

**J) Personal Focus**

- 1) StandUp-HandUp-PairUp

**K) Definition of Engagement**

- 1) Timed Pair Share

**L) Teacher A, B, C Role Play (Q & A)**

- 1) Timed RoundRobin

**M) Video Analysis (Secondary Video)**

- 1) Talking Chips

**N) Video Analysis (Elementary Video)**

- 1) Talking Chips

**O) PIES**

- 1) Partner Expert Group Jigsaw, PairUp Review

**P) Brain Break**

- 1) Silly Sports & Goofy Games
  - a) Knock, Knock

**Q) Video Analyses (Structures)**

- 1) RallyRobin

**R) Reflection (Rubric)**

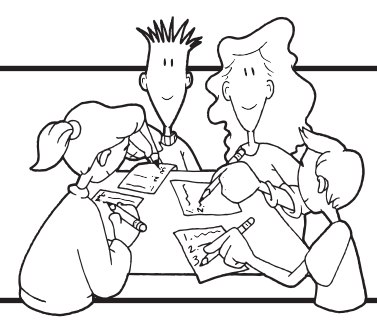
- 1) Solo, StandUp-HandUp-PairUp

**S) Team Cheer**



# Instructional Leadership

## Day 2 Agenda



**A) Welcome Back**

**B) Classbuilder**

- 1) Picking Stickies

**C) Teambuilder**

- 1) Single RoundRobin, Sharing Secrets

**D) Leadership Principle #2**

- 1) RallyRobin

**E) Training**

- 1) Solo, Timed RoundRobin, Find Your Number

**F) Coaching**

**G) Skills Sets**

- 1) Pair Share

**H) Making Meetings Meaningful**

- 1) Talking Chips, Timed Pair Share

**I) Elements of a SAM Club**

**J) Brain Break**

- 1) Silly Sports & Goofy Games
  - a) Blind Caterpillar

**K) Adult Teams**

**L) Model Planning a SAM Club Meeting**

**M) Lead Mock SAM Club**

- 1) Timed Pair Share

**N) Participants Plan a SAM Club Meeting**

- 1) Dot-the-Wall, AllWrite Consensus, One Stray, Timed RoundRobin

**O) Personal Planning**

- 1) Stoll-Pair-Share

**P) Benefits of SAM Clubs**

**Q) Formal and Informal Methods**

- 1) Three-Step Interview

**R) Reflection**

- 1) Solo, Find A Different Number

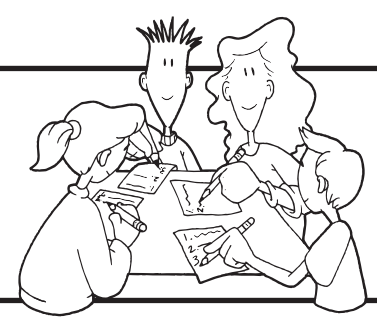
**S) Team Cheer**

**NOTE:** A session will be held at the conclusion of the day to do an overview of Kagan Coaching for those who may not be familiar with the model.



# Instructional Leadership

## Day 3 Agenda



**A) Welcome Back**

**B) Classbuilder**

- 1) Celebrity Circuit

**C) Teambuilder**

- 1) Single RoundRobin, Team Word Web

**D) Leadership Principle #3**

**E) Leadership vs. Management**

- 1) Timed Pair Share

**F) Power vs. Authority**

- 1) Timed Pair Share

**G) Student Performance Data**

- 1) AllWrite RoundRobin, Find A Different Number, RallyRobin

**H) Frequency of Monitoring**

**I) Monitoring Adult Action**

- 1) Agreement Circle, Timed Pair Share

**J) Purpose of Walk-Throughs**

- 1) Partner Repeat

**K) Introduction of Forms**

**L) Practice—PIES Analysis**

- 1) Solo, RallyRobin, RoundRobin

**M) Brain Break**

- 1) Silly Sports & Goofy Games
  - a) Bark, Nose, Hop

**N) Practice—Academics**

- 1) Solo, Pair Share

**O) Practice—Cooperative Learning**

- 1) Solo, RoundRobin

**P) Value of Rubrics**

- 1) Think Tank

**Q) Peer Influence**

**R) Early Indicators Checklist**

- 1) Single RoundRobin

**S) Implementation Rubric**

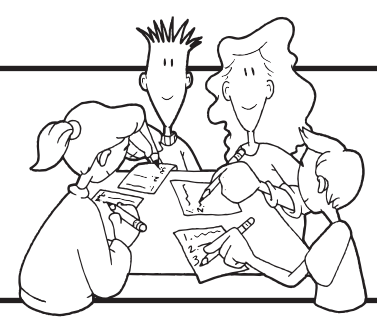
- 1) Solo, Within Team Jigsaw

**T) Team Cheer**



# Instructional Leadership

## Day 4 Agenda



**A) Welcome Back**

**B) Classbuilder**

- 1) Timed Travelers

**C) Teambuilder**

- 1) Single RoundRobin, Continuous RoundRobin, All Around the Clock

**D) Leadership Principle #4**

**E) Defining Servant Leadership**

- 1) Talking Chips

**F) Academic Functions**

- 1) Single RoundRobin, Show Me

**G) Lesson Plan Analysis**

- 1) Solo, Pair Share

**H) Brain Break**

- 1) Silly Sports & Goofy Games
  - a) Magic 11

**I) Textbook Analysis**

- 1) Solo, Pair Share

**J) Reflection on Lesson Planning**

- 1) All Around the Clock, Timed Pair Share

**K) Supporting New Teachers**

- 1) Idea Roundup, Continuous RoundRobin

**L) Classroom Management**

- 1) All Around the Clock, RallyRobin

**M) Chapter 8**

- 1) Sages Share

**N) Board Members' Impact**

- 1) RoundTable Consensus, Team Stand-N-Share

**O) Influencing Board Members**

- 1) Opinion Sages, RoundRobin

**P) NSBA Characteristics**

**Q) Board Policies**

- 1) Team Statements, All Around the Clock

**R) Parent Opposition**

- 1) Single RoundRobin

**S) Parent Education**

- 1) Talking Chips

**T) Supporting Classified Staff**

**U) School-Wide Goals**

**V) Reflections**

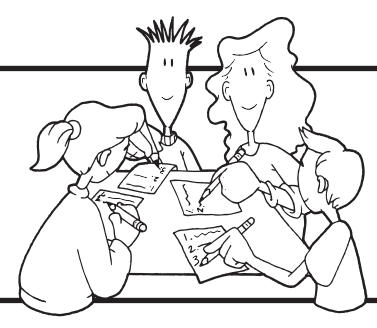
- 1) All Around the Clock, Timed Pair Share

**W) Team Cheer**



# Instructional Leadership

## Day 5 Agenda



**A) Welcome Back**

**B) Classbuilder**

- 1) Puzzled People, Timed RoundRobin

**C) Teambuilder**

- 1) Continuous RoundRobin

**D) Leadership Principle #5**

**E) Inertia**

- 1) Primary Interview

**F) Three Step Change Process**

**G) Force Field Analysis**

- 1) RoundTable Consensus, Team Reps Present

**H) Barriers to Implementation**

- 1) CenterPiece, Popcorn

**I) Brain Break**

- 1) Silly Sports & Goofy Games
  - a) Sculpture Garden

**J) Guiding Documents**

- 1) Continuous RoundRobin

**K) Sense of Mission**

- 1) Pair Share, Solo, RoundTable Consensus, Carousel Discuss

**L) Sense of Vision**

- 1) Pair Share, Switch or Trade, AllWrite Consensus, One Stray, Timed RoundRobin

**M) Collective Commitments**

- 1) Continuous RoundRobin, Timed Pair Share, Think-Write-RoundRobin

**N) Personal Application**

- 1) Talking Chips

**O) Implementation Rubric**

- 1) Solo

**P) Action Plan**

- 1) Solo, Three-Pair Share

**Q) Ted Talk (Simon Sinek)**

**R) Leadership Principle #6**

