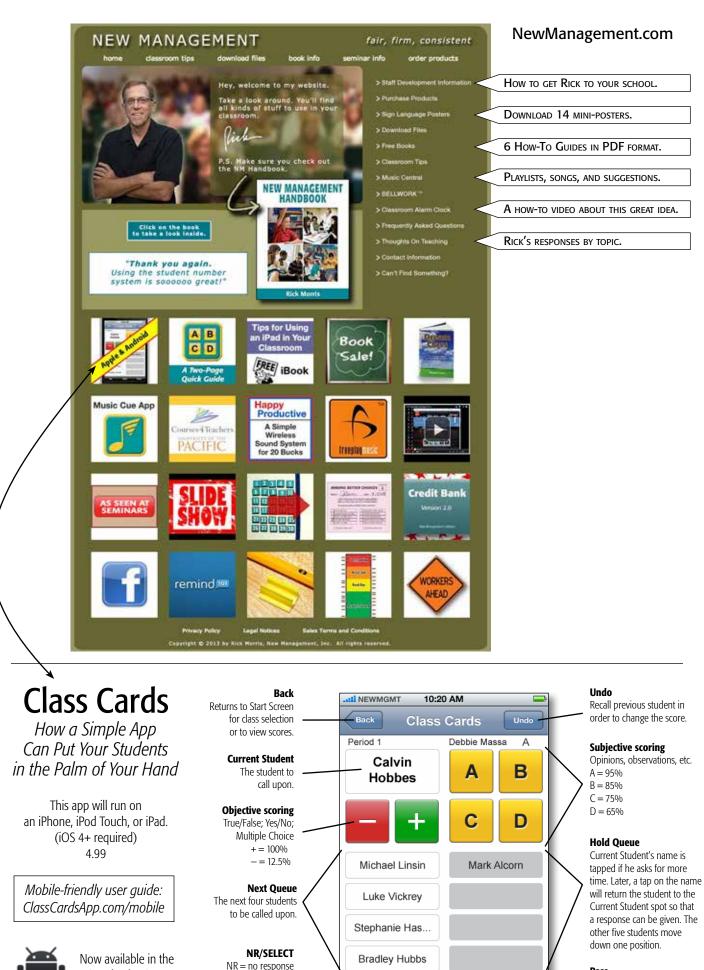


Student Engagement

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Google Play Store

for Android devices.

SELECT = you choose

who to call upon from

a roster of names

Pass

SKIP

NR

PASS

Use for calling upon students without scoring responses.

Student Engagement 2.0

(Excerpted from Eight Great Ideas: Simple Ways to Transform Your Teaching)

It took me about fifteen years of teaching before I began to realize that I was doing most of the talking during lessons and discussions. (Research indicates that the teacher's voice accounts for 80% of the words being spoken.)

Furthermore, when I pondered the fact that a lot of my words were nothing more than a repetition of what a student had just said—an Old School behavior called *echoing*—I decided to try something new.

Echoing (the teacher repeating what a student had just said)

- Good & Brophy, "Equal Opportunities in the Classroom"
- TESA (Teacher Expectations and Student Achievement)

The benefits of not echoing

- a significant reduction in how much talking you do
- you won't have to validate everything
- no more "Match Game"

The challenge of not echoing

- it takes time to recondition yourself
- you'll need to ensure that students are listening to each other

Dealing with overuse

- let the novelty wear off
- allow them to become comfortable with the power of saying "echo"
- counsel the abusers

Make it manageable

- start using the technique in a controlled environment
- slowly expand it to other areas of your day

Saying "echo" to the teacher

- a safe way to have the teacher repeat something

One last reason to stop echoing

- gives students practice at speaking
- takes the focus off of the teacher
- provides for reciprocal teaching
- promotes active listening
- helps to foster an environment of "shared ownership"

The Match Game occurs whenever a teacher poses an open-ended guestion and then listens for one particular response.

Class Cards

(From the book, Class Cards: How to Put Your Students in the Palm of Your Hand.)

Level 1

When you begin to use a set of Class Cards with your students, it will be important to patiently teach and reinforce the concept of having an answer or opinion ready. You will need to state this expectation quite clearly and then be prepared to encourage and nurture its development.

Your expectations can be stated in many ways.

"Have an answer ready, please." "Don't wait for me to call your name before you begin to think."

Level 2

Once your students have become comfortable with the idea of being called upon randomly—which may require more time than you would have thought—you'll be able to take Class Cards to the next level: recording the quality of their responses on their cards with a pencil. Keeping a record of responses will enable you to hold your students more accountable during lessons and discussions.

Safety: Since responses are now being scored, you might want to allow your students the option of asking for more time. When someone does make this request, merely set the card aside so that you'll remember to get back to him after a couple of other students have been called upon.

Level 3

With the Class Cards app—iPhone, iPod Touch, iPad, and Android devices—you'll be able to kick things up a notch.

This app, which can be purchased from the Apple app store for \$4.99, will do it all.

- 1. Generates a randomized list of students to call upon or you can select students yourself.
- 2. Provides you with a preview of the next four students.
- 3. Allows you to place a student in the holding area—gray boxes—for more time. A tap on the name sends it the holding area; a second tap returns it to the top.
- 4. Displays scores as a percentage. Can be viewed in the app or on-line if you've archived them to our secure server. You can also email the data to yourself if you prefer.

