

SIMPLE SOLUTIONS

To Common Classroom Problems

Right Brain Strategies



NewManagement.com

HOW TO GET RICK TO YOUR SCHOOL.

DOWNLOAD 14 MINI-POSTERS.

6 HOW-TO GUIDES IN PDF FORMAT.

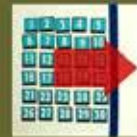
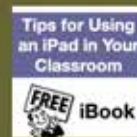
PLAYLISTS, SONGS, AND SUGGESTIONS.

A HOW-TO VIDEO ABOUT THIS GREAT IDEA.

RICK'S RESPONSES BY TOPIC.

Click on the book to take a look inside.

"Thank you again. Using the student number system is soooooo great!"



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Class Cards

How a Simple App Can Put Your Students in the Palm of Your Hand

This app will run on an iPhone, iPod Touch, or iPad. (iOS 4+ required)
4.99

Mobile-friendly user guide: ClassCardsApp.com/mobile



Now available in the Google Play Store for Android devices.

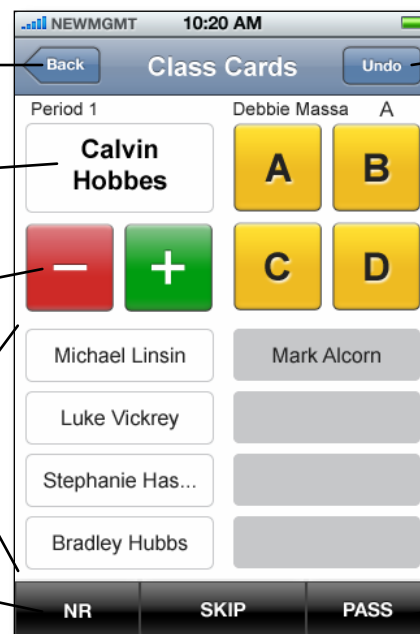
Back
Returns to Start Screen for class selection or to view scores.

Current Student
The student to call upon.

Objective scoring
True/False; Yes/No; Multiple Choice
+ = 100%
- = 12.5%

Next Queue
The next four students to be called upon.

NR/SELECT
NR = no response
SELECT = you choose who to call upon from a roster of names



Undo
Recall previous student in order to change the score.


Subjective scoring
Opinions, observations, etc.
A = 95%
B = 85%
C = 75%
D = 65%

Hold Queue
Current Student's name is tapped if he asks for more time. Later, a tap on the name will return the student to the Current Student spot so that a response can be given. The other five students move down one position.


Pass
Use for calling upon students without scoring responses.

Sign Language in the Classroom


(Excerpted from Tools & Toys: Fifty Fun Ways to Love Your Class)



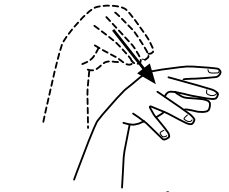
The letter "A"
Used to show that the student has an **answer**.




The letter "I"
Used to show that the student has a **question**.
("I have a question.")



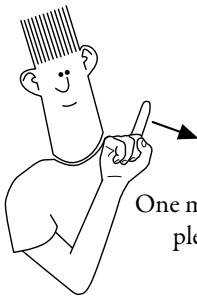
The letter "C"
Used to show that the student has a **comment**.



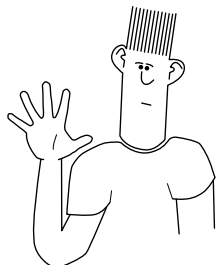
Lights off.



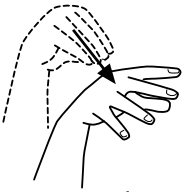
May I use the restroom?



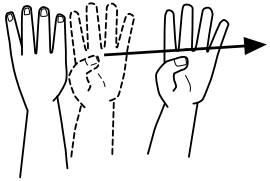
One moment, please.




That was off-topic.




Lights on.



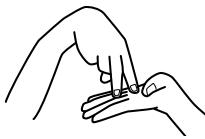
Line up, please.



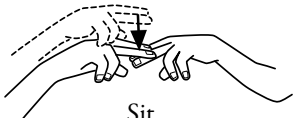
volunteer



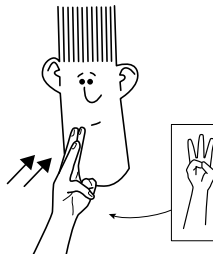
I am ignoring you.
(student-to-student)



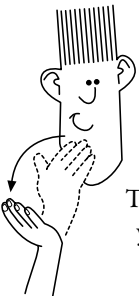
Stand up.




Sit down.



May I get a drink?



Thank you.



Pencils down.

Suggested resources:

<http://commtechlab.msu.edu/sites/aslweb/browser.htm>

www.aslpro.com

Download mini-posters of these basic signs from our website and display in your room as a reference guide for your students.

www.NewManagement.com

Timers

(Excerpted from the New Management Handbook: Creating a Happier, More Productive Classroom)

I use a variety of timers—some digital, some analog—to keep track of activities and independent work so that I don't have to worry about things running too long.[†] The problem with an activity running longer than you had said it would is that your students will begin to ignore your stated deadlines. Not good.



My First Timer

1. *Better than the clock on the wall.*
2. *Difficult to set for less than five minutes.*
3. *The one-time ding sound was hard to hear.*



Overhead timers are great. They project an image that is large enough to see from across the room.



You'll have to look around to find a darkroom timer but it will be worth your efforts. Try checking with a high school science department. Since photography has gone digital, you just might discover one collecting dust somewhere.



My Current Favorite (shown in actual size)

1. *Counts up or down.*
2. *Resets automatically to the previously set time.*
3. *The beep is loud enough to be heard by students.*
4. *Time remaining can be seen from twenty feet away.*



Visible from anywhere in the room, this right-brain device will help your students stay on task and finish on time.

[†] Check Lesson 5 in *The New Management Handbook* for the complete run-down on how to effectively use timers and sound makers in the classroom.

Sound Makers

(Excerpted from the New Management Handbook: Creating a Happier, More Productive Classroom)

In certain situations, using a sound maker to communicate with your students can be much more effective than your voice. This is especially true when your students are working on an activity and their left-brains are occupied.[†] Sound makers are right-brain signals that will send an easy-to-hear, easy-to-understand message.



Dog squeak toy
Stop, Look, Listen.



Call bell

1. *Mr. Morris has something he needs to pass out.*
2. *Send a student from your team to request materials.*
3. *Student returns to team and disseminates.*
4. *Everyone writes name, number, and date on paper.*
5. *Pencils are put down and attention is given to Mr. Morris.*

Beyond Two

After a couple of weeks of using just the squeak toy and call bell, I'll begin to introduce additional sound makers. Before too long, we'll be using about a half dozen sounds with each one broadcasting a different message.



Just another "Stop, Look, Listen" sound maker. This one, though, is loud enough to cut through a noisy classroom activity.



The distinctive click will send a clear message to your students. In our room, it means that you need to read a bit louder.



Train whistle

1. *Stand up*
2. *Slide chair to desk.*
3. *Line up outside in two rows.*



In order to use these two sound makers, you need to use two hands. It's not that big of a deal unless you happen to have something—a book, a stack of papers, etc.—in one hand.

[†] According to the research, 95% of independent student work is left-brain dominant. Thus, as they work on an activity, their left-brains are not receptive to left-brain inputs such as spoken words. During this time, though, the doorway to the right-brain will be wide open.

Using Music for Management

(From the book, *Eight Great Ideas: Simple Ways to Transform Your Teaching*)

Although I've found that sounds can be extremely effective in communicating with students, music actually takes the whole interaction to an entirely different level.

Basically, songs can be used to: 1) initiate a procedure; 2) time a transition; or 3) remind your students about something. The list of songs below can be found on the CD of TV theme songs that comes with the book, *Eight Great Ideas*.[†]

1. N-B-C (0:03)

Reminder: don't forget to write your name, number, and date on your paper.

2. Jeopardy (1:03)

Transition: getting ready for a new activity.

3. Andy Griffith (0:13)

Procedure: return to your seat.

Transition: wrap up your partner/group discussion and come to attention.

4. Bill Nye, the Science Guy (0:29)

Procedure: come to the carpet.

5. Mission Impossible (0:49)

Procedure: end-of-the-day pack-up.

6. Cagney & Lacy (0:25)

Transition: get ready for BELLWORK.

7. Card Sharks (0:55)

Procedure: clean-up routine.

8. Password (0:56)

Procedure: discussion timer.

9. Dating Game (0:49)

Procedure: students will be randomly partnered with another student.

10. Bonanza (0:52)

11. The Price is Right (1:03)

12. Sponge Bob Squarepants (0:40)

Check out "Classroom Alarm Clock" on NewManagement.com to learn how to make a song play automatically at the exact time you want to hear it.



Music Cue App (iPad-native \$1.99)

Playing a song is now easier than ever with this simple app. Create your own cues and play them with just a tap-tap.

[†] A great place to find all kinds of theme songs is TelevisionTunes.com. My other favorite site is FreePlayMusic.com.