

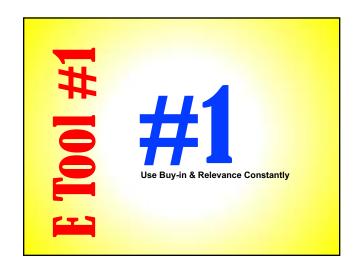


What's the Best Way to Open Your Class (first 3 min.) Each Day?

- a) Challenge posted up to solve... better to keep students busy
- b) Give students a choice of tasks
- c) Influence student mindsets & states; emotional, cognitive and physical?
- d)Pre-reading or problem-solving; give them seatwork

Debrief with Neighbor: What Tools Can You Recall that Were Used to 1st Engage You?
3

Strategies for Engagement What have you noticed? 1. 2. 3. 4. 5.





Buy-in Must Be Layered

- ☐ HOOK: gets initial attention, interest and curiosity
- □ AROUSAL: Physical buy-in (the body is taking action) plus emotional buy-in (I care and I feel like doing it)
- RELEVANCE: values are activated (meaning I understand WHY and I choose to use this)

Morel, et al. (2014). Brain activity and functional coupling changes associated with self-reference effect during both encoding and retrieval. PLoS One. 9(3):e90488. 21

Step #1: Initial Hook

Goal: get attention or curiosity

- ✓ Make a strong claim
- ✓ Cite a compelling statistic
- ✓ Offer a quick benefit

Starter "Hooks" 1

Use compelling questions...

- √"How many of you would like a simple tool that helps you remember more of what you learn and still have fun doing it?"
- √"Who would like a simple easy to use strategy that can bump up your reading scores by 11% or more?"
- ✓ "Got a question for you...How many would like...?"

24

Step #2: Arousal

Goal: wake up mind/body

- √ Get physical
- √ Use music
- ✓ Engage emotionally

Energizers Themes

- ✓ Follow the leader (me!)
- ✓ Simon Says, Head-shoulders, etc.
- ✓ Play a sport; others mimic moves
- ✓ Dance moves (you know the classics)
- ✓ Clapping/marching routines
- ✓ Circle 3 tables, give 2 affirmations and have one seat

Step #3: Relevance

Goal: tie learning to values

- ✓ Tie the learning to values
- ✓ Make it important AND urgent
- ✓ Connect it to something learners care about

Elementary Social Hooks

Use the next grade level as a "step up" challenge, get a privilege, have fun, quick success, raw teacher enthusiasm, deep curiosity, positive affirmation, it is really gross, friendship-maker, physical activity and a cool mystery!

Secondary Social Hooks

Be edgy/risky, use peer pressure, give choice, a strong challenge, stair-step the activity, work with peers, predictions, more control, gain peer status, be experimental, help students find their voice, solve local problems, work for something huge, get into college, peer competition, a quick success and make content relevant!

Link Behavior to a Goal...

- Link the behavior to something you did in the past so you have a reason to do it again.
- ➤ Link the behavior to *a probable future outcome*, so you have a strong reason to do today's behavior.

HINT: When you do this, the effect size is huge.



If I did use this idea, what's the next step I need to do to make it happen?



- 1. Rewrite a quote in your own words 17 Content
- 2. Team writing: discuss & peer edit
- 3. Reflection: "How do I feel about this upcoming test?"
- 4. Summarize the content: 1 para.
- 5. Make content connections
- 6. Response to a story heard
- 7. Heroes in the world who and why?
- 8. Personal story about your past
- 9. Predictions about content
- 10. Opinion wanted then justify it



Ideas for

Quick

Writes

How to Get Students to Write

- 11. Start small, daily, and build ("Summarize your last 24 hrs. of life in 7 words.")
- 12. Ask them to write out a Tweet in 140-280 characters about something they did to help a friend or that was a lot of fun
- 13. Students write a 1-page persuasion flyer to post up to sell something they own
- 14. Ask them write a Tweet of gratitude

How to Get Students to Write

- 15. Ask them what problems in the world should be solved. Then they pick one they are most passionate about. This is their "voice." Allow them to express it in class.
- 16. Ask them to write about, "5 things to do before I die", then expand on why they chose each.
- 17. Ask them to write a letter to an elected official about: 1) a problem and 2) a solution to the problem.

In Teaching, Always Connect Their Work, Values and Goals ...



The "ends" that
"connect the dots"
are their rare
chance to express
their feelings,
dreams and create
a voice.

The writing is not the end product; it's only a means to an end. Connect what kids really care about and the effort flows naturally. How?

Reflective Writing 4X/yr., Connecting Effort with Values Raises Grades

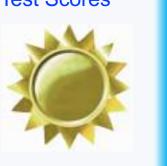


African-American students completed four writing exercises about how their values mattered to them and had helped in their lives. This thought process helped increase the GPA of these 7th/8th graders.

Cohen, G. L., Garcia, J., Purdie-Vaughns, V., Apfel, N., & Brzustoski, P. (2009). Recursive processes in self-affirmation: Intervening to close the minority achievement gap. Science, 324, 400–403.

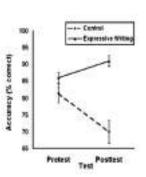
Quick Writes Can Influence Test Scores

- √ They may serve as an outlet of stress
- ✓ Or, a place to sort out issues
- ✓ Maybe, a way to feel more in control

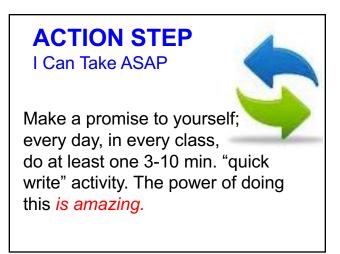


10 Minute Pre-Test Quick Write Activity Boosts Scores 5-17%



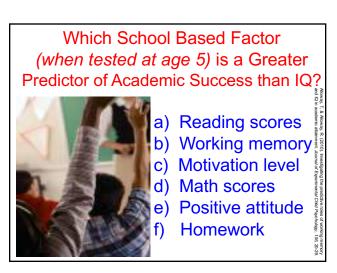


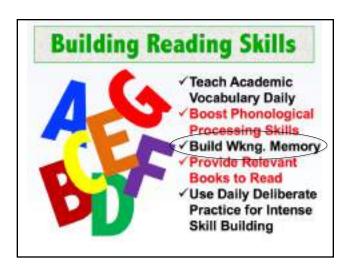
What are some things I have learned about engagement that I can write now? How might I use this idea with my students?

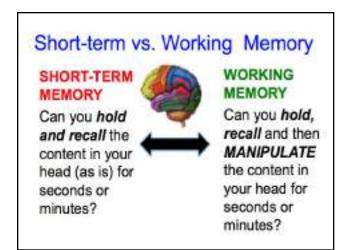


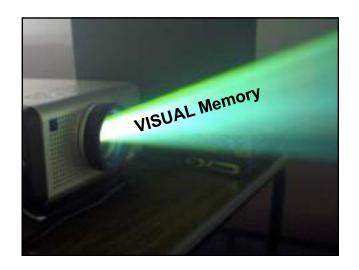














Working Memory

- ✓ The driver of cognition
- ✓ It is required for every higher order thinking process
- ✓ Students in poverty have weaker working memory
- ✓ It is teachable and you can do
 it.

Know Your Effect on Students

Effect size is a standardized measure of the *relative size of the gain (or loss)* of an intervention.

0.00 - 0.20 = Negligible, unclear effects

0.20 - 0.40 = Small-moderate effects

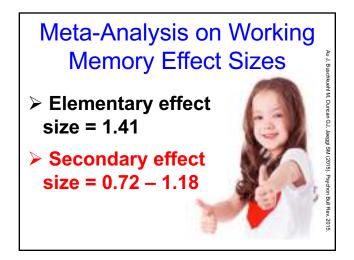
0.40 - 0.50 = Typical one year effects

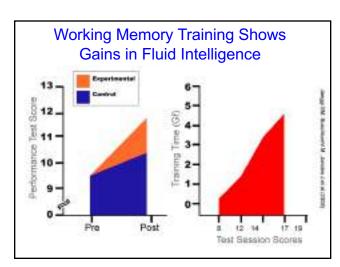
0.50 – 0.75 = Moderately strong effects

0.75 – 2.00 = Extreme positive effects

Your work is the aggregate of all your effect sizes.

These are just one way of understanding the value of specific classroom factors.





Temporary "Workarounds" for NOT Teaching Working Memory

- 1. Notes/Pause
- 2. Gesturing
- 3. Chunk
- 4. Prime
- **5.** Do a quick, fun physical **activity**

Core Brain-Changing Factors



- ☐ Buy-in/Relevance
- Meaningful Goals/Evidence of Learning
- ☐ Interdependency
- **☐** Quick Initial Learning Curve
- ☐ Increasing Challenge & Complexity
- Quality Feedback
- □ 10 14 min. per day/ 3-5X per wk. for 8 12 weeks

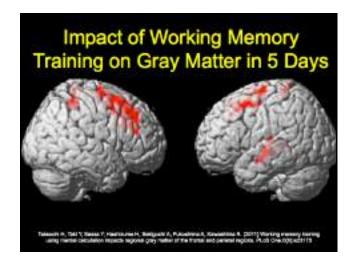
Buy-In Strategies

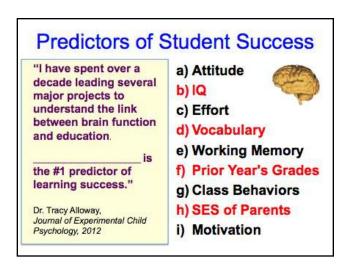
K-5 STUDENTS:

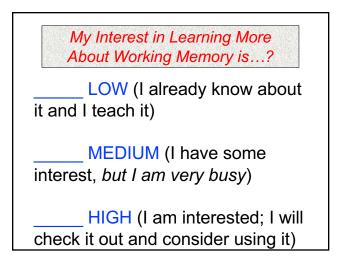
The "bigger kid" challenge, fun, teacher enthusiasm, curiosity, be gross, friendshipmaker and mystery.

GRADE 6-12 STUDENTS:

Be edgy/risky, use peer pressure, create a big challenge, embed student interests, stair-step the activity or work with friends.











"Engage Like Crazy"

Shira Fishman, a math teacher at McKinley High School in DC Public Schools.



Shira was the district's 2011 Teacher of the Year, and the only teacher in the district to earn a perfect score from observations under the district's rigorous IMPACT evaluation system.

CORE BELIEFS: Keep the challenge sky high (even vs. th

sky high (even vs. the teacher), engage, provide the resources (esp. teamwork, high accountability.

CORE STRATEGIES:

First 5 min. is critical! Her kids call their own parents in class when homework's not done, and engage every minute!



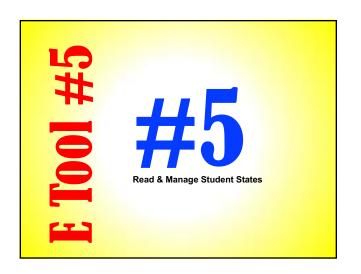
Kids asked to physically gesture their math problems are nearly three times more likely than nongesturers to remember what they've learned. In the study, 90% of students who had learned algebraic concepts using gestures remembered them 3 weeks later vs. 33% of speech-only students. And 90% of students who had learned by gesture alone with NO speech at all recalled what they'd been taught.

ACTION STEP

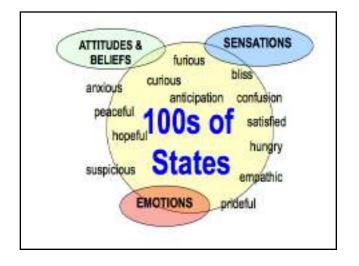
I Can Take ASAP

Today, make a promise to engage with at least one new gesturing activity. The power of doing this *is amazing*.

If I did use this idea what's the next







Understanding States

- States usually last for s_____ or minutes, moods last for hours or days.
- 2. We experience 1____ of states every day.
- 3. More states i_____ learning than help it.

Why are States So Critical?



Complex
Learning Requires
Background
Knowledge,
Working Memory,
Processing Skills,
Long-term Retrieval
and Risk-Taking.
These all Require
Positive Learning
States.

Qualities of States

- 1. States usually "run a course" and one state will often I____ to another state.
- 2. States are self-_____; the longer you're in a state, the more comfortable it becomes and feels normal.
- 3. Your students range from being very fl_____ to very inflexible with changing states; that's typical.

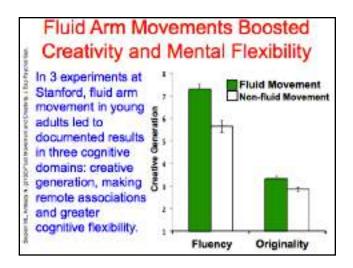


Why Go For Walks?

- Many students will talk more while walking than seated
- It gives students a chance to socialize and bond
- Many students get restless from too much sitting
- Memory improves when walking
- Walking releases useful brain chemicals for learning



Schaefer, S., Lovden, M., Wieckhorst, B., & Lindenberger, U. (2010). Cognitive performance is improved while walking: Differences in cognitive-sensorimotor couplings between children and young adults.



Energy Management Strategies: ES = 1.51 Destressing = slower movements, stretch, purposeful breathing, tense & release Energizing = faster movement, walk, mimic, dance and

move quickly

lective visual attentic rt Psychol.11, 575.

5 Easy Energizers

- ✓ Follow the leader on a quick walk
- √ Simon Says
- ✓ Play a sport, others mimic, rotate
- ✓ Dance moves (you know the classics)
- ✓ Circle 3 tables quickly or do jumping jacks, and then torso twists

#1 RULE: EVERYBODY MOVES

12 Min. Free Energizer Improves Attention & Reading Scores

- ✓ Low-income adolescents who received an aerobic exercise intervention (12') did much better than the control group.
- ✓ Exercise raised visual attention and reading comprehension for a higher combined average.
- ✓ The experimental group raised reading comprehension scores to 90%, fully comparable to their high-income peers.



There's no such thing as an unmotivated student... only students in *unmotivated states* for classroom learning...

Elite teachers will engage students constantly in ways that put them in those rare states that foster rapid, quality learning.





Meanwhile, the average teachers complain that the kids have an "attitude" or are not motivated.

That's why...
There's No
Such Thing as
an Un___
Student... Only
Students in
Un__
States!



A teacher who tried and the students would not participate (3)

- ☐ Did you do a 2-step to get a micro state change 1st?
- □ Did you sell them on the benefits (buy-in) of the energizers (a better brain for learning and have more fun)?
- □ Did you put students in charge of this task, so they had more control and choice of the energizer?
- ☐ Did students get to select the music used?
- ☐ Did you first role model how to do the energizers?
- ☐ Are the students doing the energizers within teams vs. the whole class?

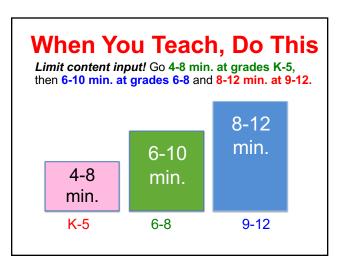
If I did use this idea, what do I need to remember to do to make it happen?

ACTION STEP

I Can Take ASAP

Don't be like other teachers and complain about students. Be like the best version of you every day, using at least one energizer activity every 10- 25 minutes. The power of doing this *is amazing*.





How to Boost Student Responses Strategies 1-3

- 1. Answer a m____ choice
- 2. Break it into smaller ch____ for students to learn and present to peers
- 3. Ask them to work together to fill in the bl

How to Boost Student Responses Strategies 4-6

- 4. Ask students to n____r off in a group and take turns answering Qs or commenting on then
- 5. Rephrase or sum____ the content on the screen
- 6. V____ on a choice and defend it

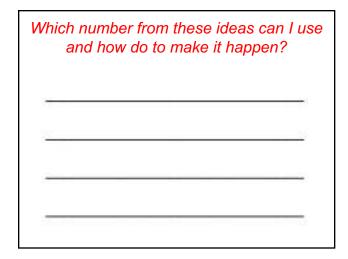
How to Boost Student Responses Strategies 7-9

- 7. Work with a neighbor or team to critique or analyze a qu____
- 8. Problem s____ a situation that is posted with a partner
- Dr____ the learning out and share it with a neighbor

How to Boost Student Responses Strategy 10-12

- 10. Never h____ out papers; let students come get them and do the task
- 11. Stop telling a joke of the day; vet the jokes 1st, then allow st_____ to share them
- 12. Stop doing ene_____ yourself; allow students to come up with and lead them







Let's Simplify...

A - B - C

1. Acquire a clear, smart strategy
2. Buy-in for the value/need of it
3. Clear path for the implementation of 2 strategies and a plan



To Implement a Change, Always Prevent the "Default" Behavior w/ "Plan B" Triggers Researchers found that "action triggers" 62% skyrocketed (nearly tripled) success rates for change from 22% to 62%. This is NOT theory; it is from real world experiments. 22% Research shows strong when just one "Plan B" is set. Success Rates

ACTION STEP

I Can Take ASAP

Today, make a promise to be more honest with yourself. Don't be like others; be *the best version of you*. The power of doing this *is amazing*.

- 7 Tools for Engagement (start with relationships)
- 1. Buy-in/Relevance
- 2. Daily quick-writes
- 3. Foster working memory
- 4. Use gesturing often
- 5. Read & manage student states
- 6. More active teaching
- 7. Make a plan to succeed

Implementation Action Triggers Are, "What Will I Do When "X" Occurs?"

Favorite 1-2 ideas:
When Things (or me) fall apart, I will do this:

Opening Activity Steps

- 1. Teacher enthusiasm with a "why"
- 2. Gave the Directions (one at a time)
- 3. Create curiosity and avoid naming the activity
- 4. Move students as quickly as you can music helps
- 5. Remove common decisions that might lead others astray
- 6. Help students make selection E-Z: ("Point to the person nearest you and say, 'You're it!" Now stand confidently!)
- 7. Give visual and auditory instructions (use gestures)
- 8. Check the body language of your students before you say the trigger word ("When I say, 'Go!")
- 9. Take action if the body language is not right
- 10. Use the same cue (trigger word) to start the activity
- 11. Always give the time length for an activity
- 12. Finish with: 1) the "why" again, and 2) a partner affirmation so that the students remember + feelings from doing it

The Following Tools Were Used

- ☐ Use of "We" NOT "I want" or "I need"
- ☐ Use of specifics to reduce problems (5)
- ☐ Constantly sharing the WHY we do this
- ☐ Reinforce the identity I want to see
- ☐ Be polite in how you ask
- ☐ Clarity in HOW I ask for action (time, steps)
- ☐ Affirm the engagement is easy
- ☐ Make any blame on a 3rd party
- ☐ To arouse curiosity, make it an experiment
- ☐ Use of affirmations and upbeat, fun music