

# Hello & Welcome

## Let's Warm-Up with a Game!!



# Tower Building

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In groups of 3 build the highest marshmallow tower you can.

In your groups, everyone needs a number 1, 2, or 3. No repeats.

You have a 1:30 to discuss

**Do Not Start Building Until I Say GO :)**



## Ready, Set, Oh Wait...

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Extra Rules:

1. Is the only person who can talk.
2. Is the only person who can touch the marshmallows.
3. Is the only person who can touch the toothpicks.

# GO!!!



## Change It Up!!!!

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Extra Rules:

3. Is the only person who can talk.
1. Is the only person who can touch the marshmallows.
2. Is the only person who can touch the toothpicks.

# KEEP GOING!!!



## Change It Up!!!!

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Extra Rules:

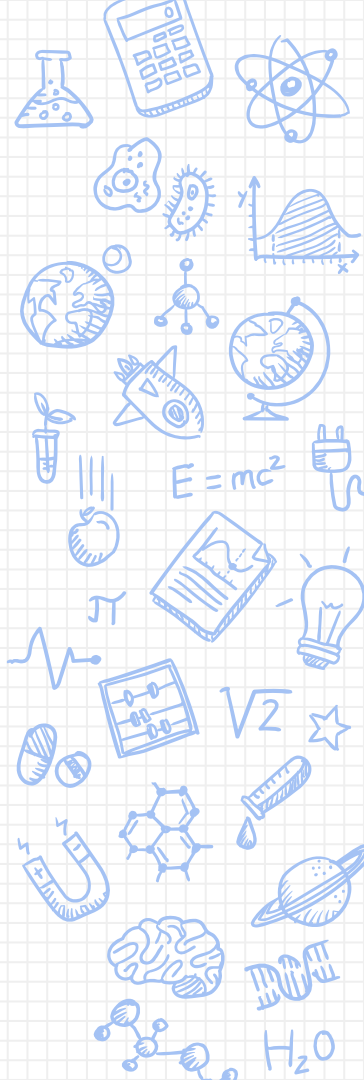
2. Is the only person who can talk.
3. Is the only person who can touch the marshmallows.
1. Is the only person who can touch the toothpicks.

# ALMOST DONE!!!



# WHO WON?!?!?!?!?!?

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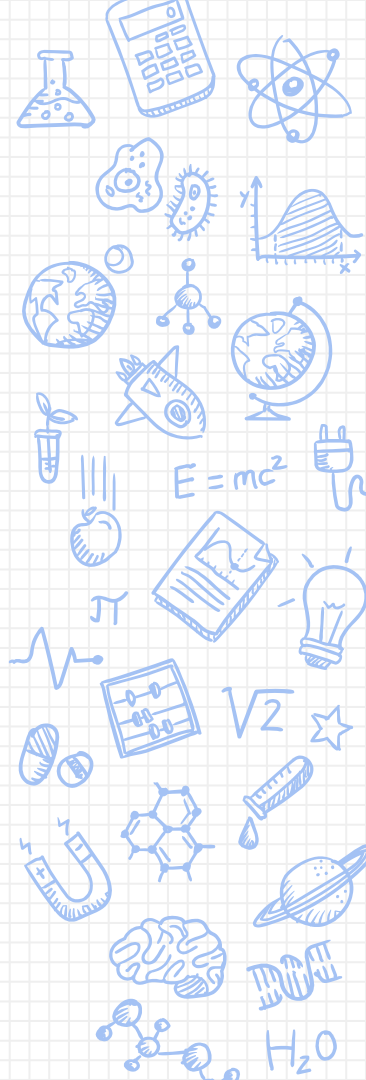




## Roles In A Group

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- Helps students get organized, spreads responsibility
- Empowers students to step up
- Roles could include:
  - Reporter
  - Manager
  - Post Master
  - What else?!?!







## Journal Entries for Each Group

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- Help you know what each group does each day.
- Helps with differentiating and providing supports
- Organize students for future meetings

[Link to template](#)



## Self and Peer Evaluations for Each Group

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- Allows for all voices to be heard.
- Ensures accountability.
- Can lead conversations with students.
- Assessment tool?

[Peer Evaluation Survey](#)

[Link to template](#)

## Ideas or Questions?!?!?

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What other strategies have you tried?

Are there any other questions?

