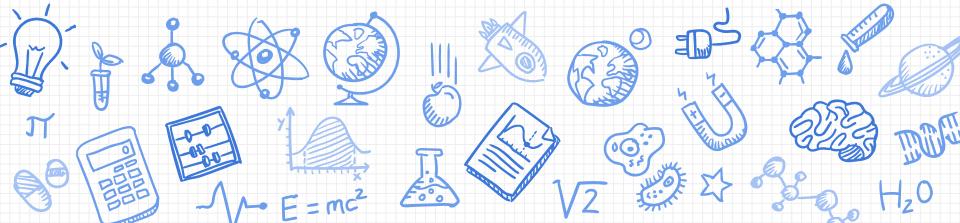
Hello & Welcome

Let's Warm-Up with a Game!!



Tower Building

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....

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.





Change It Up!!!!

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!!!!

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?!?!?!?!?



Why did we do that?

- -Before one can monitor groups one must create groups that are designed for success.
 - How should we group our students?
 - Interests
 - The way the students learn
 - Ones who take initiative vs those that are better at listening to others
- Use Games and Activities to observe how students work with one another and create groups that you feel will find the most success for all students.



Roles In A Group

- -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

- 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

- 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?!?!?

What other strategies have you tried?

Are there any other questions?

