

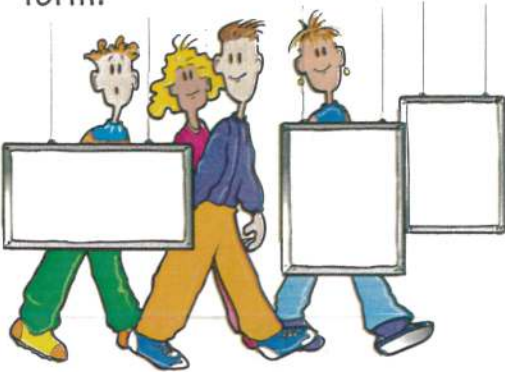
# Kagan Cooperative Learning Structures for success!



Make teaching and learning more fun and successful with *Kagan Structures for Success!* This SmartCard includes 28 illustrated Kagan structures to make cooperative learning a success in your classroom.

## Carousel Feedback

Teams rotate from project to project to provide feedback to other teams on a feedback form.



## Fan-N-Pick

Teammates play a card game to respond to questions. Each teammate has a role that rotates with each new question:

- Student 1: Fans the cards
- Student 2: Picks and reads
- Student 3: Answers
- Student 4: Tutors or praises

## Find Someone Who

Students mix about the room finding others who help them learn content or skills, or who have certain characteristics.



## Find the Fiction

In teams, each student writes three statements: Two true, one false. Students take turns sharing their statements. Teammates try to identify the fictitious statement.



## Inside-Outside Circle



In concentric circles, students rotate to face new partners and then answer or discuss teacher questions.



## Match Mine

Partners are on opposite sides of a barrier. The Sender arranges gamepieces on a gameboard and attempts to direct the Receiver to match the arrangement.



# Kagan Structures *for success!*

## Mix Freeze Group

The teacher asks a question to which the answer is a number. Students rush to form groups based on the answer, hoping not to land in the "Lost in Found."



## Mix-N-Match

Students mix, repeatedly quizzing new partners and trading cards. Afterwards, they rush to find a partner with the card that matches theirs.



## Mix Pair Share

The class "mixes" until the teacher calls, "pair." Students find a new partner to discuss the teacher's question.



## RallyRobin

In pairs, students alternate generating oral responses.

## RallyTable

In pairs, students alternate generating written responses or solving problems.



## RoundRobin

In teams, students take turns responding orally.



# Numbered Heads Together

After writing their own answer to a question, teammates put their "heads together" to ensure all members can answer. The teacher then calls a number and students with that number share their answers.



## One Stray



On each team, one teammate "strays" from his or her team to a new team to share information.

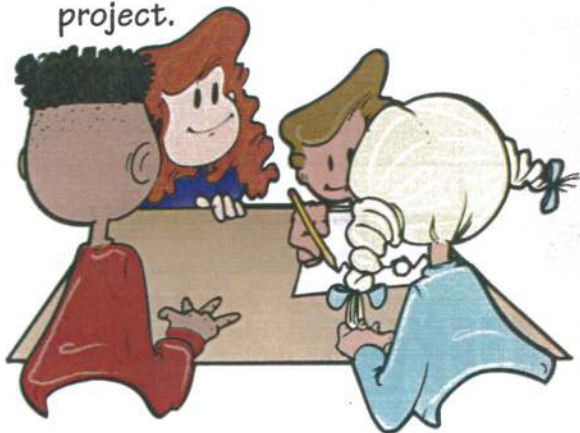
## Pairs Check

One partner solves a problem while the other coaches. Then they switch roles. After every two problems pairs check their answers with another pair and celebrate.



## RoundTable

In teams, students take turns generating written responses, solving problems, or making a contribution to the team project.



## Showdown



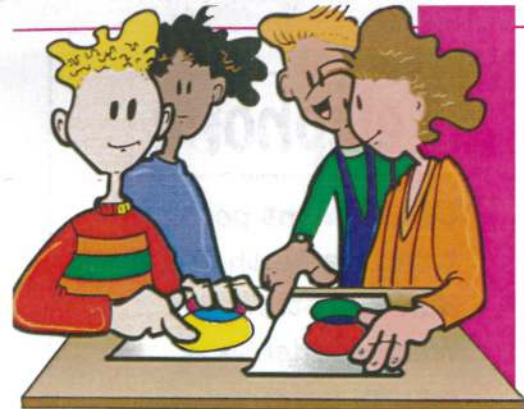
One teammate reads a question aloud. Students work independently to solve the problem, then show their answers when a teammate calls, "Showdown!" They then celebrate or coach.



## Simultaneous RoundTable

In teams, students each write a response on their own piece of paper. Students then pass their papers clockwise so each teammate can add to the prior responses.



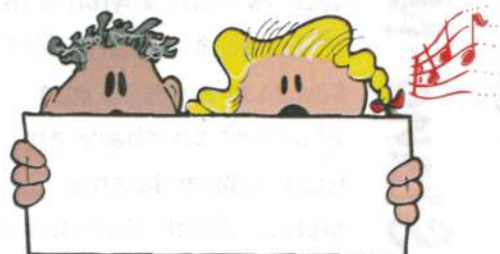


Pairs generate multiple responses to a question, then compare their answers with another pair. Finally, they team up to create additional solutions.

## Pairs Compare

## Poems for Two Voices

Partners create and/or present a poem. Some lines are read by one partner, others by the second partner, and some lines are read by both.



## RallyCoach

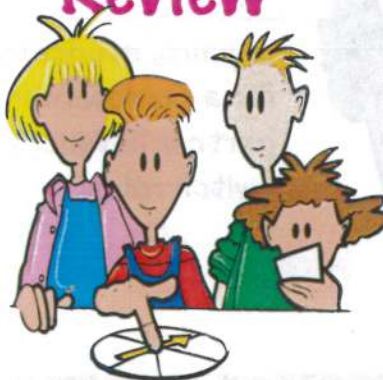
Partners take turns, one solving a problem while the other coaches.

## Spend A Buck

When faced with a team decision, students use imaginary coins to vote on their favorite option. The option with the most coins is deemed the team decision.



## Spin-N-Review



Students play a game to review content; for each step of each round, the spinner determines who will ask, answer, check, coach or praise.



Students play a game to think about and discuss the content; for each step of each round, the spinner determines who will ask, answer, paraphrase and praise.

## Spin-N-Think



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The Kagan Structures have many uses.  
Just plug in new content to create activities for...

Structures	Domains						
	Classbuilding	Teambuilding	Mastery	Thinking Skills	Communication Skills	Information Sharing	Size
Carousel Feedback					●	●	C
Fan-N-Pick		●	●	●	●		T
Find Someone Who	●		●				C
Find the Fiction		●	●	●			T
Inside-Outside Circle	●		●	●		●	C
Match Mine			●	●	●		P/T
Mix Freeze Group	●		●				C
Mix-N-Match	●		●				C
Mix Pair Share	●			●		●	C
Numbered Heads Together			●	●			T
One Stray						●	C
Pairs Check			●		●		T
Pairs Compare		●	●	●			T
Poems for Two Voices			●				C
RallyCoach			●	●	●		P
RallyRobin			●	●	●		P
RallyTable			●	●	●		P
RoundRobin		●	●	●	●	●	T
RoundTable		●	●	●	●	●	T
Showdown			●				T
Simultaneous RoundTable		●	●	●	●	●	T
Spend A Buck					●		T
Spin-N-Review			●		●		T
Spin-N-Think		●		●	●		T
Talking Chips					●		T
Team Stand-N-Share					●	●	C
Telephone			●		●		T
Timed Pair Share				●	●	●	P

Key: C = Class; T = Team; P = Pair





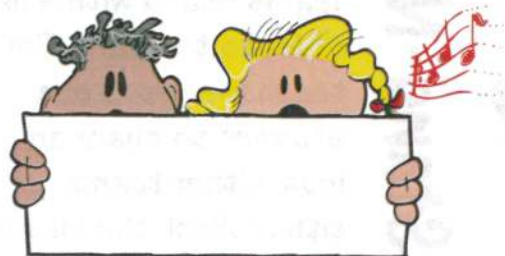


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