

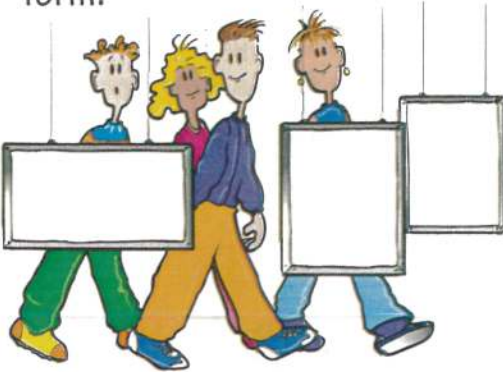
Kagan Cooperative Learning Structures for success!



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

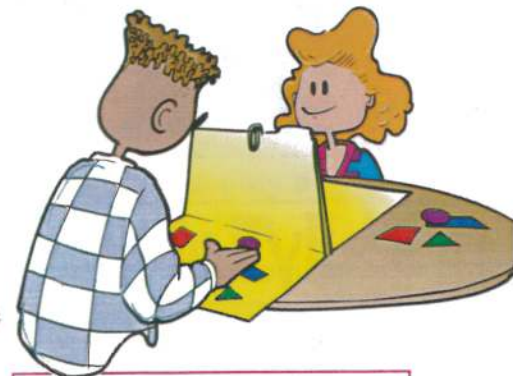
In teams, each student writes three statements: Two true, one false. Students take turns sharing their statements. Teammates try to identify the fictitious statement.



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!*

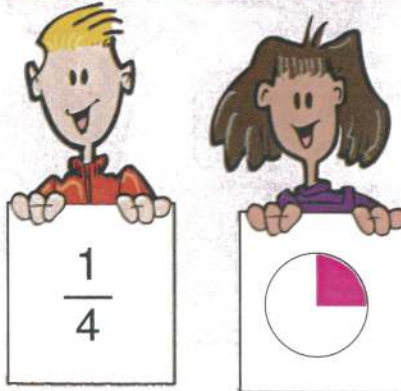
Mix Freeze Group

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.

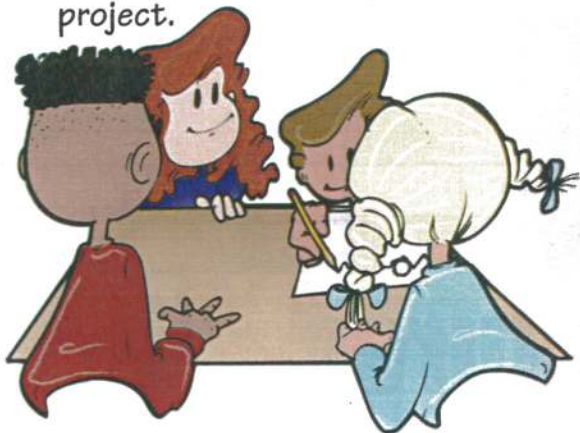
Pairs Check

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

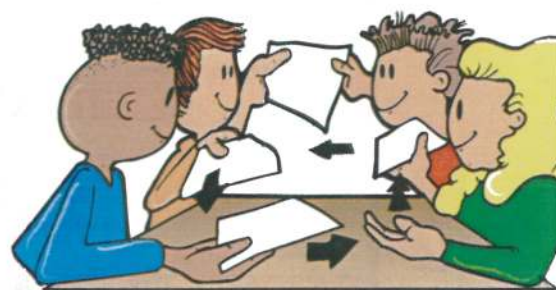
In teams, students take turns generating written responses, solving problems, or making a contribution to the team project.



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.

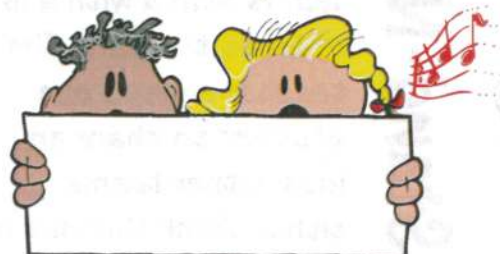


Pairs generate multiple responses to a question, then compare their answers with another pair. Finally, they team up to create additional solutions.

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

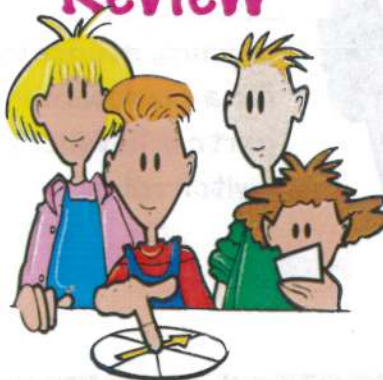
Partners take turns, one solving a problem while the other coaches.

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



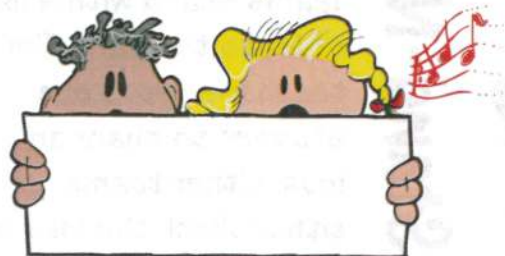


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