

Sample Instructional Strategies:

1. **Buzz Groups:** 3-6 students discuss an assigned topic or solve a problem
2. **Concept Mapping:** students are asked to produce a graphical representation that illustrates relationships between concepts.
3. **Graffiti:** an issue/question/problem is indicated on flipchart paper and there may be many in the room on tables. As individuals or groups (with different colored markers) the students visit each station and write their opinions/answers/questions.
4. **U-Shaped Debate-** students stand/sit in a U-shape with the ends of the U being the extreme opinions on an issue and as the debate continues, people move along the continuum
5. **Question Generation-** students are asked to create five types of questions from a reading assignment, with each question moving to a higher level of thinking. Place the questions on notecards to be passed and discussed or handed in
6. **One Minute Paper/Exit slip** – free write on a topic allowing them to explore it before discussion or as feedback to instructor on muddiest point or questions
Topics:useful info/new info/unresolved question
7. **3-2-1:** Presenter instructs students to jot down and share with a partner or small group:
 - 3 ideas/issues presented
 - 2 examples or uses of the idea/information covered
 - 1 unresolved/remaining question or area of possible confusion
8. **3-2-1:** 3 key terms, 2 ideas they would like more info on, 1 concept they have mastered.
9. **Polling** – using clickers, thumbs up or down, show of hands
10. **Learning Partners:** discuss a document, interview each other for reactions to a document or presentation, critique or edit each others work, recap a lesson, develop a test question together, compare notes, stump your partner
11. **Send a Problem** – each group begins with a folder/envelope with a stated problem on the outside. They place a solution inside the folder or envelope and pass it on, receiving a new problem. They don't look at the solutions, only come up with their own. Keep passing depending on number of problems til the original one gets back to them. Then that group reads all the solutions and selects the best one to report.
12. **Paper Slam** – for a term paper, each student or group develops one ppt slide depicting the main point of their paper/research and they are given 60 seconds to present that one slide. This can be done in class the day the papers are due. This shares briefly what everyone has been up to.
13. **Webquest** – design a web-based activity where students must navigate through pre-designated websites to solve a problem or answer a question or complete research
14. **Plead Your Case** – students have to narrow their arguments for or against something to a one-page “plead your case” format (as if they were in court)
15. **Quescussion** – discussion conducted entirely in the form of questions
16. **Mock Press Conference** – coming up with questions and answers very quickly on a topic

- 17. Listening Teams** – prior to the lesson, the class is divided into 4 groups/sectors of the class:
- * **Questioners** – responsible for coming up with 2 questions they have about the topic
 - * **Agreers** – responsible for coming up with 2 points they agree about on the topic
 - * **Nay Sayers** – 2 points about the lecture that they disagree with
 - * **Example Givers** – 2 examples that are applicable to the topic
- 18. Concentric Circles** – small circle forms inside a larger one, smaller circle discusses while the larger circle listens and then roles are reversed
- 19. Snowball** – from pairs to groups of 4 to groups of 8, etc.
- 20. TV commercial** – student groups create a 30 –second tv commercial that illustrates concepts covered
- 21. Bookends** – Pairs discuss what they know prior to the lesson and questions that they have and then they discuss after the lesson to confirm their learning.
- 22. Design an Investigation**
- 23. In-Tray Exercises** – students must prioritize
- 24. Bingo Lecture** – a bingo card is given to the students ahead of the lesson where each square displays a question pertaining to the lesson and they fill in the answers from the lesson.
- 25. Crossword Puzzle** – that incorporates the lesson material to replace a homework assignment or quiz
- 26. Think-Pair-Share** – students are given time to think of the issue on their own and then pair with another to share ideas and then report to the large group
- 27. Study Groups**
- 28. Student –Led Workshops**
- 29. Case Based Learning**
- 30. Keeping a Journal**
- 31. Create a Manual or Instructions**
- 32. Poster Tours**
- 33. Jigsaw** – students are grouped and assigned a topic, chapter, to become experts on and then after they have discussed their expertise they will be assigned to different groups composed of a member from each expert group to teach each other.
- 34. Knowledge Grammy Awards** – near the end of term, students vote on which piece of knowledge was most useful to them.
- 35. Jumbled Equations** – instructor provides a randomly ordered set of lines to an equation and the students must put them in the right order – could work with chronology/historical data as well.
- 36. Idea Spinner** – instructor creates a spinner marked into 4 quadrants and labeled: Predict, Explain, Summarize and Evaluate. After new material is presented, the teacher spins and asks a student to respond accordingly.

- 37. Find the Rule** – students are given sets of examples that demonstrate a single rule and are asked to find and state the rule.
- 38. Corners** – students are asked to select from 4 options which are posted in the corners of the room. Students then defend choices and listen to others.
- 39. Application Cards** – at the end of instruction, students write a real world application for the knowledge on a small card and submit the card to the instructor.
- 40. 10+2** – instructor facilitates the lesson for 10 min and then students share and reflect for 2 minutes and then the cycle repeats.
- 41. A-B-C Summarize** – a form of review in which each student is assigned a different letter of the alphabet and they must select a word starting with that letter that is related to the topic being studied.
- 42. Slam Dunk Review** – Hand out a stack of blank sheets. Students write a review question on the sheet and then scrunch it up and attempt to throw it into something at the front of the room. Instructor picks out a question and the class tries to answer it.
- 43. Deck of Cards** – assign different topics or themes to the suits (review questions, things misunderstood, vocabulary, etc). Hand out a card to each student, group students with similar cards and they come up with, for example- 3 review questions if they drew the 3 of hearts, 4 vocab words if they drew the 4 of spades, etc.