

47 KAGAN CARDS



COOPERATIVE LEARNING





Kagan Cooperative Learning Structures

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Rally Table {Pairs Writing}

1. Teacher provides a task to which there are multiple possible responses.
2. In pairs, students take turns passing a paper and pencil (answer board) or a team project, each writing one answer or making a contribution.

RallyRobin



Rally Robin {Pairs Talking}

1. Teacher poses a problem to which there are multiple possible responses.
2. In pairs, students take turns stating responses or solutions.



Round Table {Team Writing}

1. Team shares one piece of paper
2. Each person adds own idea to one list - passing around the paper many times

[GOOD FOR BRAINSTORMING]

SUHUPU

Stand Up, Hand Up,
Pair Up



1. Teacher says, "Stand Up, Hand Up, Pair Up"
2. Students stand up and keep one hand high in the air until they find the closest partner who's not a teammate. Students do a 'high five' and put their hands down.
3. Teacher asks a question/gives a problem and provides think time.
4. Partners interact using: pair discussion, RallyRobin, Timed Pair Share.

RallyCoach



Rally Coach

- Partners take turns, one solving a problem while the other coaches.
- Then partners switch roles.
- Useful for any process or procedure with a definite right/wrong.

Show Down



1. Teams each have a set of question cards.
2. Teacher selects one student on each team to be the Showdown Captain for the first round.
3. The Showdown Captain draws the top card, reads the question, and provides think time.
4. All students work alone to solve/respond
5. When finished, teammates signal they're ready
6. Showdown Captain calls, "Showdown"
7. Teammates show and discuss their answers.
8. Showdown Captain leads the checking.
9. If correct, the team celebrates; if not, teammates tutor, then celebrate.
10. The person on the left of the Showdown Captain becomes the Showdown Captain for the next round.

RoundRobin



Round Robin

{Team Talking}

1. Teacher assigns a topic or question with multiple possible answers
2. In teams, students respond orally, each in turn taking about the same amount of time. (30 seconds each)

CORNERS



1. Identify 4 "labels", one for each corner.
2. Have students select the corner that best represents themselves or their position.



Line Ups

1. The leader describes the line by height, birthdays, alphabetical by name, number of pets, distance to vacation spot, length of last name, length of hair, color of eyes, amount of jewelry, number of hours of sleep, middle initial, etc.
2. Participants line up.
3. The line is split or folded to form pairs.
4. Pairs discuss.

Draw-What-I-Say

1. Students working in pairs make a picture but they don't let the other pair on the team see the picture.
2. Students return to their team and attempt to communicate their picture with the other pair so well that the other pair can draw it.

Draw-What-I-Write

1. Each student on a team of four makes a picture making sure the other teammates cannot see the picture.
2. Students then take time to describe their figure in writing as clearly as possible.
3. Students return to their teams and work in pairs exchanging written descriptions without showing the original drawings.
4. Teammates attempt to produce the figure from the description.
5. Afterwards, pairs compare the originals with the attempts.

Jot Thoughts



1. Students each have multiple slips of paper/post-its.
2. Teacher names a topic, sets a time limit, and provides think time. ("In three minutes how many questions can you write that have the answer 17?" "What are ways we can reduce poverty?")
3. Students write and announce as many ideas as they can in allotted time, one idea per slip of paper.
4. Each slip of paper is placed in the center of the table; students attempt to 'cover the table'.

Show Me!

1. Teacher poses question
2. All students write on whiteboards
3. Teacher says "Show Me!"
4. All students hold up boards

Team Show Me!

1. Teacher poses question
2. All students in groups discuss the answer
3. Team Lead writes the final answer on behalf of the group
4. Teacher says "Show Me!"
5. Team Lead holds up board

Fan-N-Pick

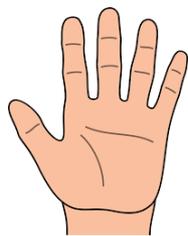


1. Each team receives a set of question cards, about 8 cards per team.
2. Student #1 holds question cards in a fan and says, "Pick a card"
3. Student #2 picks a card, reads the question out loud and allows five seconds of Think Time
4. Student #3 answers the question
5. Student #4 paraphrases the answer that student #3 just gave
6. Group praises or coaches 7. Students switch roles, one person clockwise for each new round

Mind Mapping

1. Teacher announces topic.
2. Each student is given a different color pen or marker and the team is given one large poster sized piece of paper where they write the topic in the center in a rectangle. (i.e. Family)
3. RoundTable on the core concepts (i.e., Pets, Kids, Mom, Dad, Vacation) in ovals.
4. Add to the word web with additional rounds or RoundTable or a free-for-all.

Fist-to-Five



1. Leader poses a statement.
2. Participants raise fingers from one to five to indicate their position.

Give-One, Get-One



Setup: give students a sheet of paper with two columns - Give-One and Get-One

1. Students individually brainstorm to fill up their Give-One column.
2. When done, students stand.
3. Students mix and find others. They Give-One idea/application to their partner and Get-One in return. Students write their partners idea/application in the Get-One column.
4. Students move on to find new partners.

Mix-Pair-Share

1. Students mix around room
2. Teacher calls "Freeze", "Pair", or stops music, students pair up with the person closest to them and do a high five. Those that haven't found a partner raise their hand.
3. Teacher asks a question / gives a problem / gives vocabulary word / etc. and gives think time
4. Students group according to the number of the answer
5. Remaining students go to "Lost" and "Found"

Numbered Heads Together

1. Teacher prepares questions
2. Students number off
3. Teacher poses a problem/asks a question and gives think time
4. Students think and privately write their answers (paper, answer boards)
5. Students lift up from their chairs to put their heads together, show answers, and discuss and teach
6. Students sit down when everyone knows the answer or has something to share and erase their boards.
7. Teacher calls a number. The student with that number from each team answer

Pairs Check ✓

1. Partner A solves the first problem/question
2. Partner B watches and listens, checks, coaches and praises
3. Switch roles for another problem/question.
4. Partner B solves another problem/question
5. Partner A watches and listens, checks, coaches and praises
6. Both pairs (all four students in the group) reunite and compare their answers. If they disagree and are unable to figure why, four hands go up. Otherwise, the team celebrates.

Quiz-Quiz-Trade

1. Teacher, or students, generate question/problem cards
2. Stand up, hand up, pair up. Exchange greetings.
3. Partner A quizzes
4. Partner B answers
5. Partner A coaches or praises
6. Switch roles
7. Partners trade cards & mix again





Spend-A-Buck

1. Each person needs 10 play dollars. Options to be voted on are written on separate cards or slips of paper. These can be supplied by the teacher or written out by the students.
2. Students put a dollar on each alternative.
3. Students spend remaining dollars any way they want.
4. Teams count the results to determine the team decision.

Stand-N-Share

1. Teacher poses an issue.
2. Teams discuss ideas.
3. Students stand and share with the large group.
4. Students sit when all their team ideas have been shared.

Sum-the-Ranks

1. Participants are provided with, or have created, a list of alternatives.
2. Each team member ranks the items from the top choice to the last choice. (The top choice gets the highest number)
3. In teams, ranks are summed for each alternative.
4. Representatives from each team post their sums. Team scores are totaled and the item with the highest score is selected.

Take Off-Touch Down

(Take Off if...)

1. Students stand (Take Off) when they agree with a statement.
2. Students sit (Touch Down) when they don't agree/or it doesn't apply to them.



Talking Chips

1. Teams have chips (two per person)
2. Teacher provides a discussion topic and provides think time.
3. Any student begins the discussion, placing one of his/her chips in the center of the table.
4. Any student with a chip continues discussing, using his/her chip.
5. When all chips are used, teammates each collect their own chips and continue the discussion using their talking chips. Teams are never finished (until teacher says/timer).

Pairs Compare

1. Teacher provides a question that has multiple possible responses and provides think time.
2. Rally Table: Shoulder partners Rally Table answers. They 'keep it a secret' from the other pair.
3. Teacher calls time.
4. Pairs Compare: Pairs pair to Round Robin their answers. For each answer, the face partner in the other pair adds their answer to that pair's list, or checks it off if they already had it.
5. Team Challenge: As a team, students generate new answers, taking turns within pairs recording answers on their pair lists.

Timed-Pair-Share

1. Problem/Question is posed
2. Students think alone for a specified time
3. Student A shares (30 seconds), then B Shares (3 seconds)
4. Each team share with the class



Find Someone Who

Setup: Teacher prepares a worksheet or problems, or questions for students.

1. Students mix in the class, keeping a hand raised until they find a partner
2. In pairs, A asks B a question/problem, B responds. A records answer on answer sheet, expresses appreciation.
3. B checks and initials.
4. Partners switch, and repeat
5. Partners shake hands, part, raise their hand and find another partner to repeat the process until worksheet is complete.

Gambits!

GREETING

- Hello!
- How are you?
- Good morning!
- Good to see you!

PRAISING

- Nice work!
- You tried really hard!
- That was a great idea.
- You did an excellent job.
- You never gave up!

SAYING BYE

- I'm glad I got to work with you.
- Keep up the great work.
- See ya later!



Find-the-Fiction

1. Teammates write three statements/problems etc.: two true and one false.
2. One student on each team stands and reads statements to teammates.
3. Without consulting teammates, each student writes down his/her own best guess which statement is false.
4. Teammates Round Robin (show guesses) and defend their 'best guess'.
5. Teammates announce their guess(es), or write them down.
6. Standing student announces the false statement.
7. Students celebrate & Repeat process with another teammate.

Ways to Coach

- "I really like how you..."
- "What if you tried..."
- "Why did you..."
- "How did you..."
- "You did a fantastic job..."
- "What do you think about..."

Ask Questions/Call on Student INSTEAD USE

- Round Table
- Rally Table
- Rally Robin
- Talking Chips
- All-Write Round Robin

Complete a Worksheet INSTEAD USE

- Rally Coach
- Show Down
- Numbered Heads Together
- Use Task Cards for Fan-N-Pick

Reviewing for a Quiz TRY USING

- Pairs Compare
- Quiz-Quiz Trade
- Numbered Heads Together
- Show Down
- Find Someone Who

After/During Lecture TRY USING

- Talking Chips
- Round Robin
- Timed Pair Share
- Rally Robin

Get Students Up & Moving TRY USING

- SUHUPU
- Mix-Pair-Share
- Line Ups
- Find Someone Who

Decision Making TRY USING

- Spend-A-Buck
- Sum-the-Ranks
- Fist-to-Five
- Corners

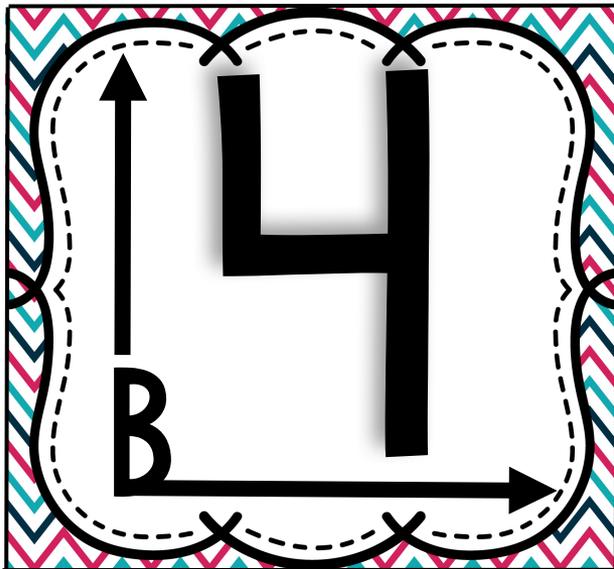
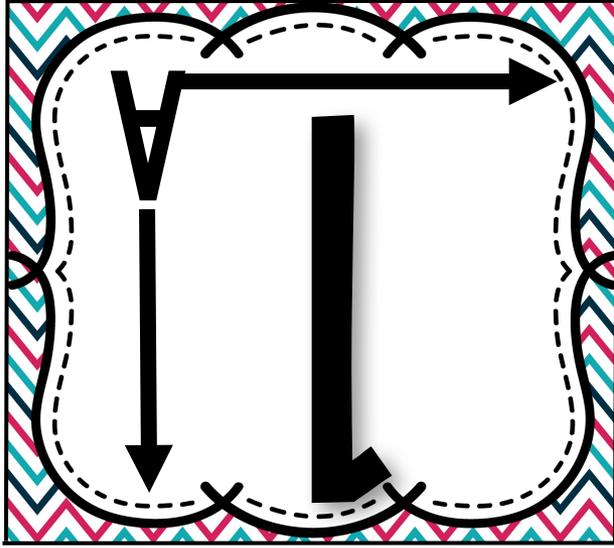
How to Teach a Structure

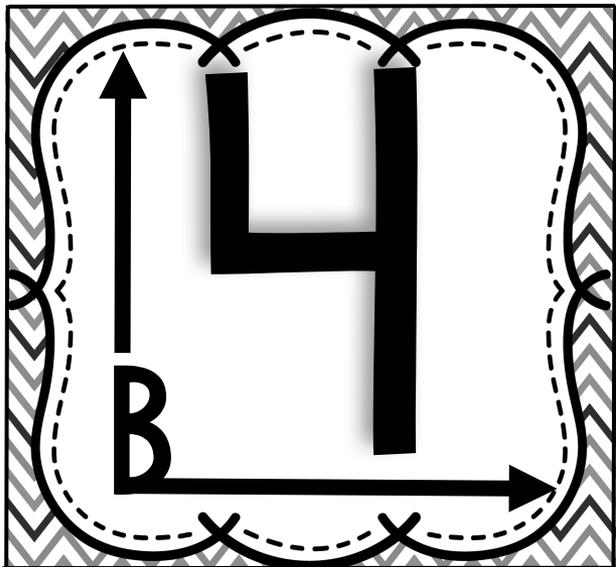
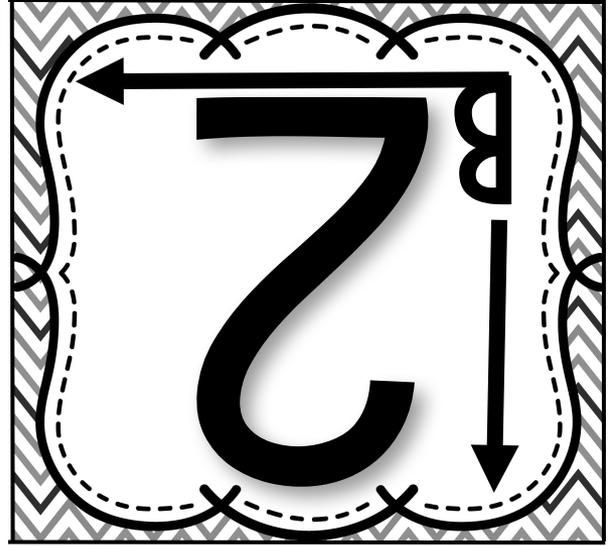
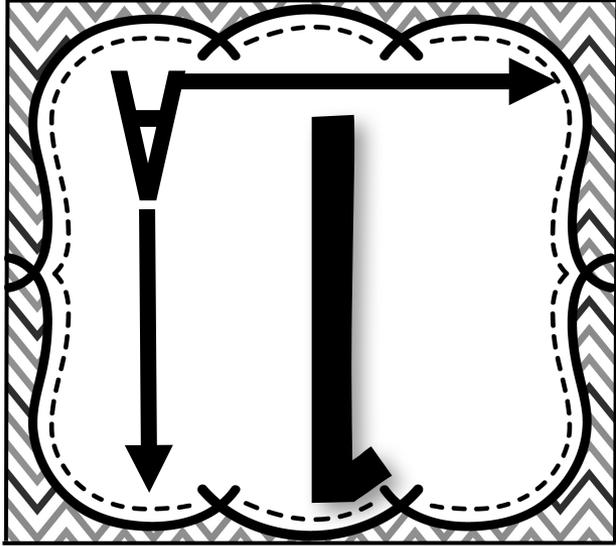
- Refer to it by name, so students become familiar with the different structures
- Post a visual of the steps
- Explain the steps
- Model with a group
- Have students practice & check for understanding
- Then officially begin

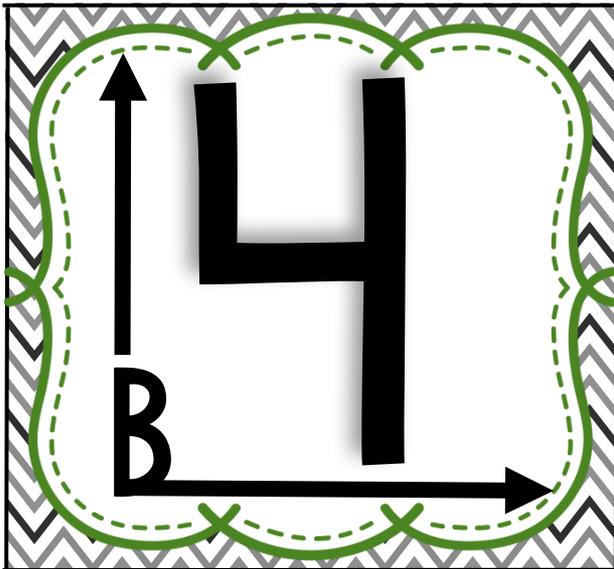
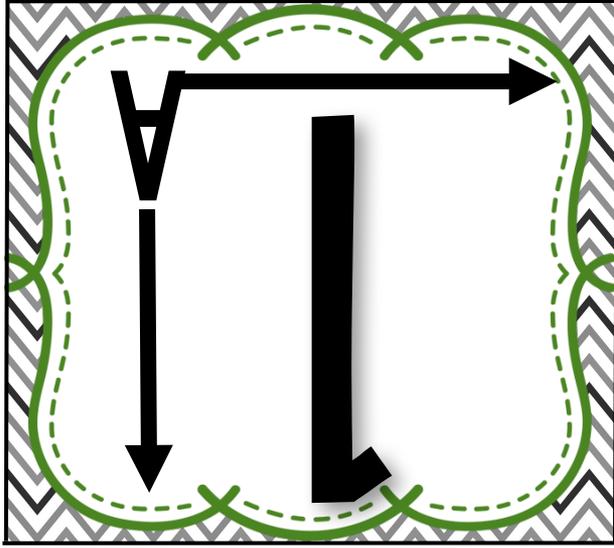
Principles - PIES

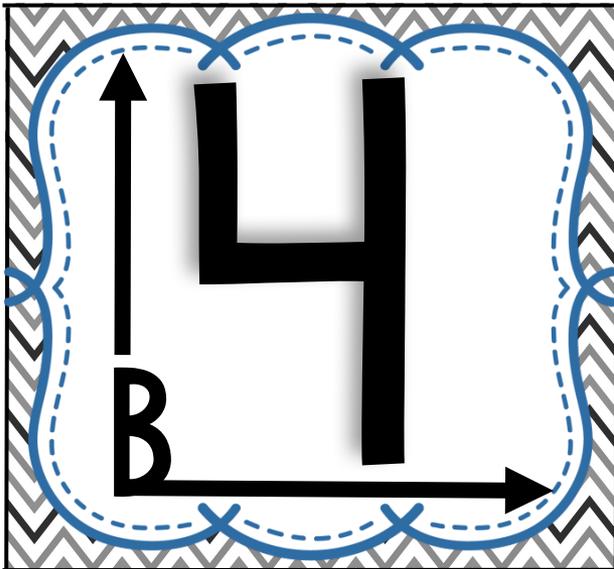
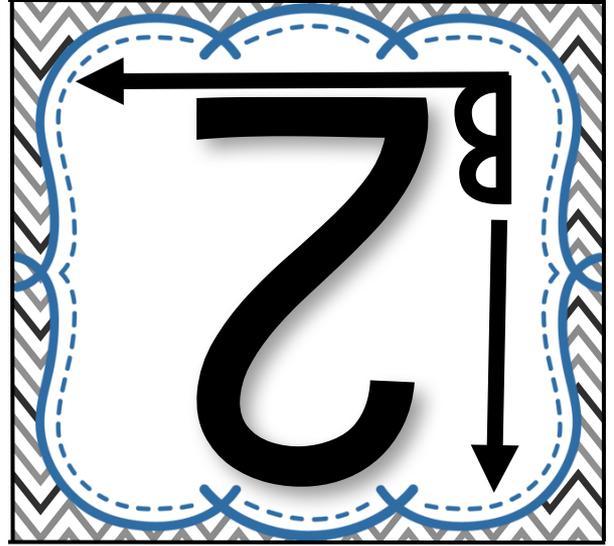
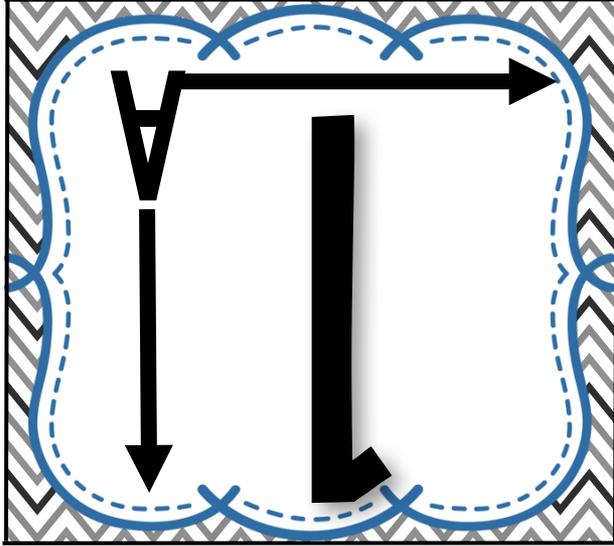
- Positive Interdependence
 - (Does a gain for one student benefit another?)
- Individual Accountability
 - Each student must perform in front of someone else.
- Equal Participation
 - Same turns/timed
- Simultaneous Interaction
 - Students feel engaged.

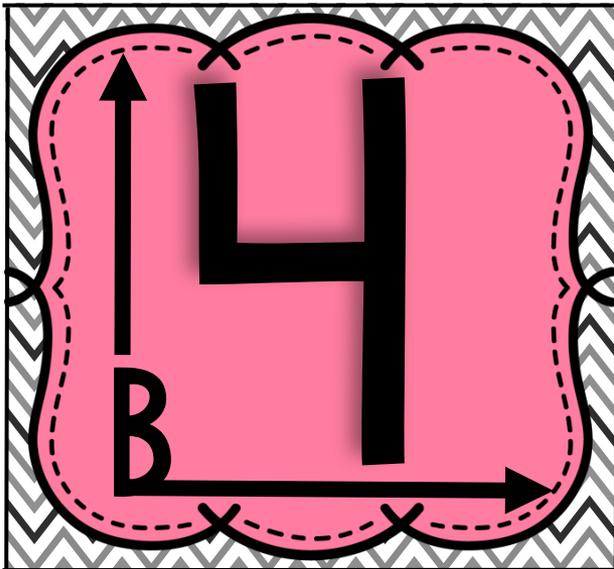
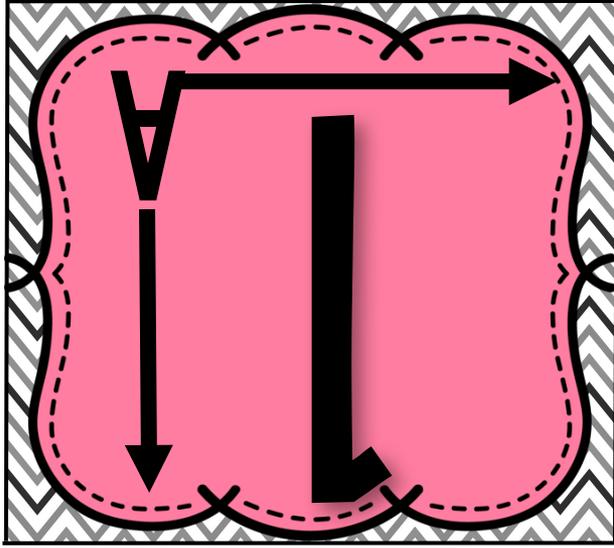


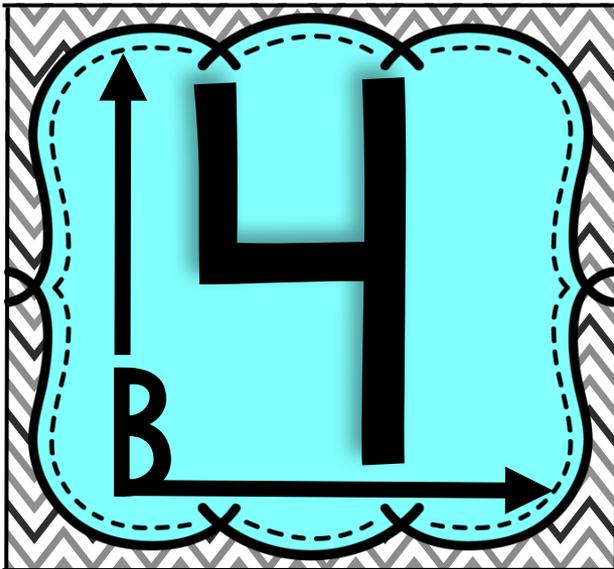
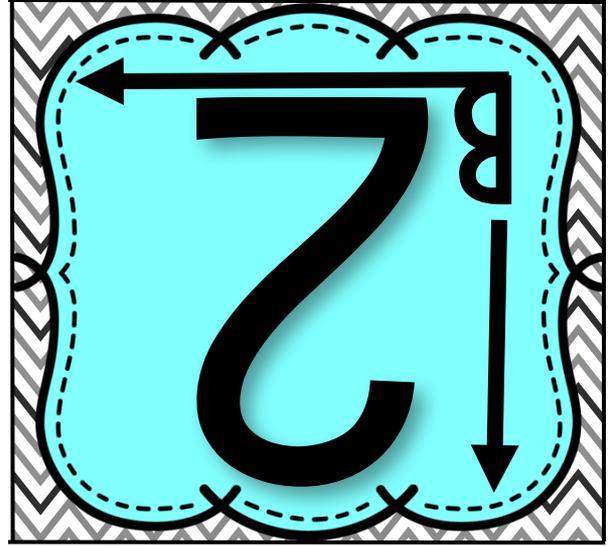
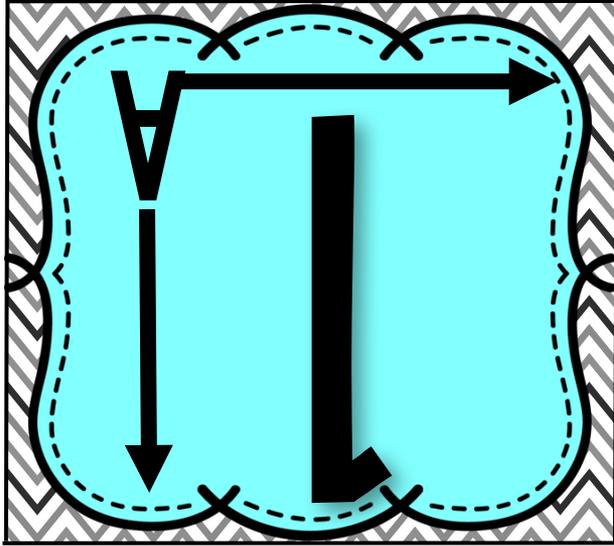


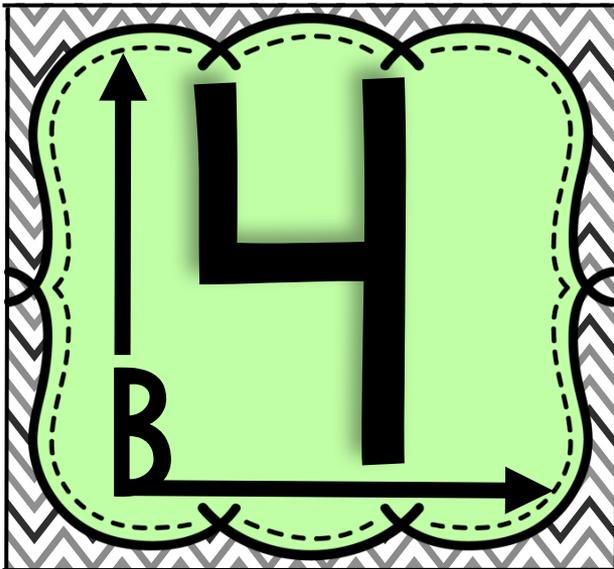
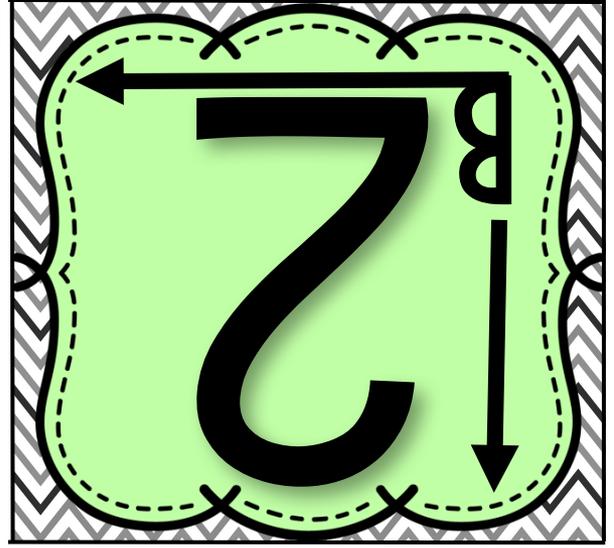
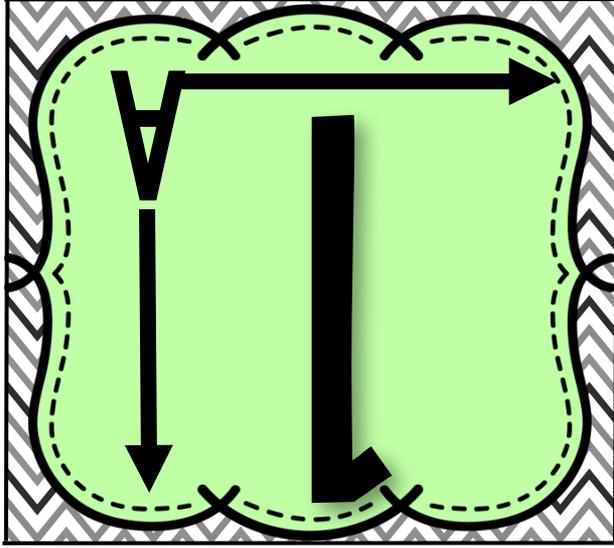


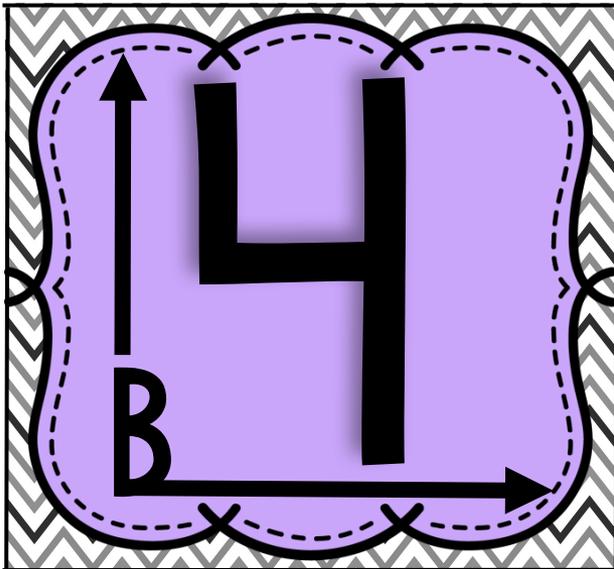
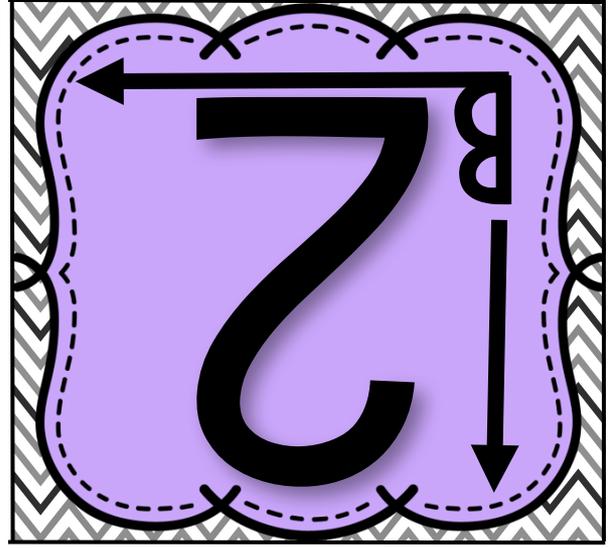
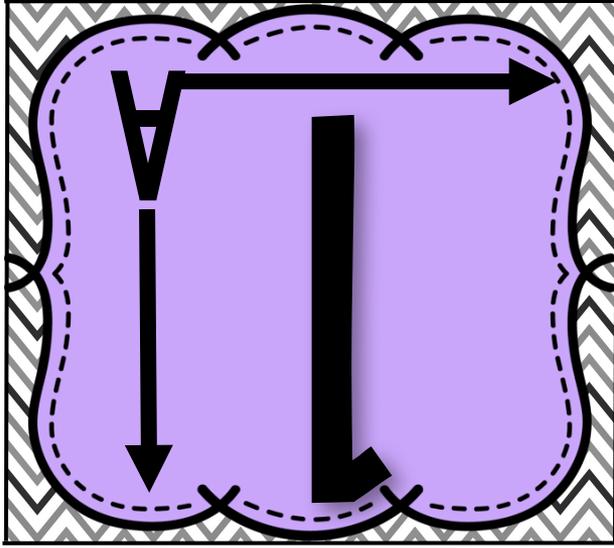


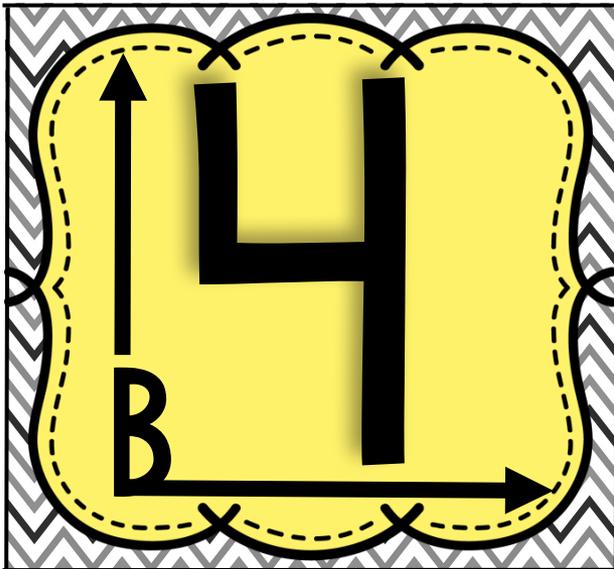
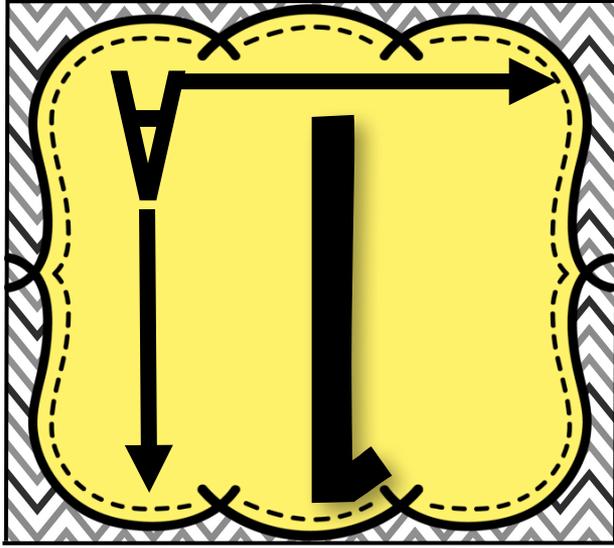


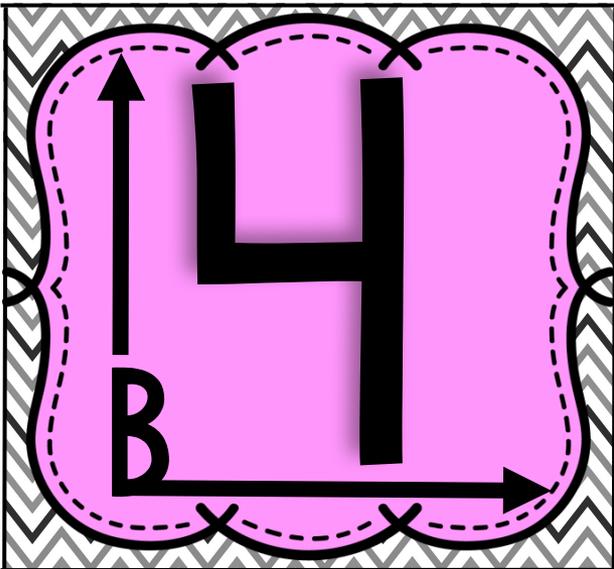
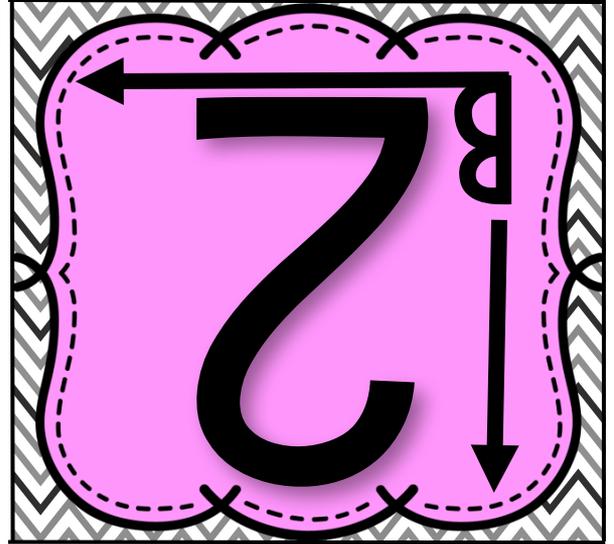
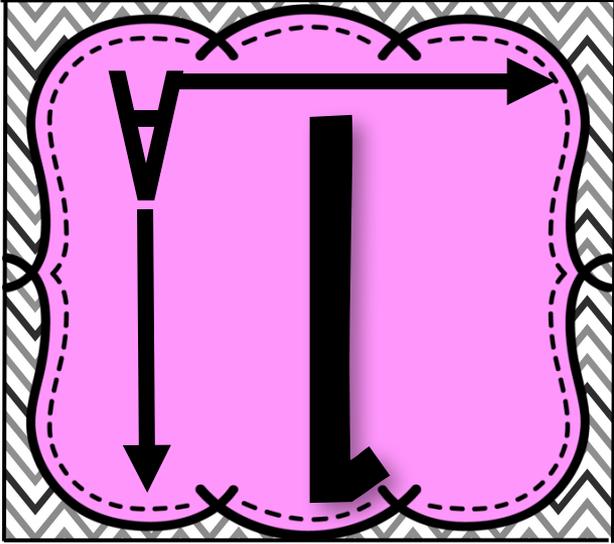












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for your purchase

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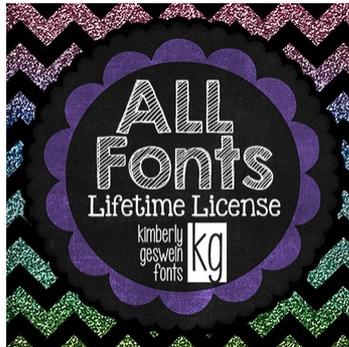
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KG Thinking Out Loud

KG WHY YOU GOTTA BE SO MEAN

KG Two is better than one



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TPT: THE BEHAVIOR BUNCH