

Cooperative Learning Techniques

Technique	Process
Think-Ink-Pair-Share	<ol style="list-style-type: none"> 1. Teacher poses a question related to the lesson 2. Students have sufficient time to think and ink (could be writing or drawing depending on course content) 3. Students pair to discuss responses 4. Students share their responses with the team or class <p><u>Variations:</u></p> <p>Think-Pair-Share</p>
Rally Coach	<ol style="list-style-type: none"> 1. Teacher asks one student from each pair of students to take out a sheet of paper (or worksheet, lab report...) and a pencil/pen 2. Partner A works the first problem while Partner B watches, listens, coaches, and praises 3. Partner B solves the next problem while Partner A watches, listens, coaches, and praises 4. Partners take turns until the task is complete
Round Robin	<ol style="list-style-type: none"> 1. Teacher poses a question or problem 2. Students take turns responding orally to the question (Student 1, 2, 3 & 4) <p><u>Variations:</u></p> <p>All Write Round Robin: Each student responds orally. If all teammates agree, all students record the answer on their own paper</p> <p>Timed Round Robin: Each student contributes for a designated amount of time</p> <p>Ready, Set, Recall: Each student lists everything they can remember about a topic. Groups round robin and generate a shared list. All students stand. Each group is in until they run out of items to share and must sit down.</p>

Round Table	<ol style="list-style-type: none"> 1. Teacher asks one student from each group to take out necessary materials. 2. Teacher poses a project, question with multiple answers, a topic to write about, or a task that has many possible solutions, steps or procedures 3. In teams, students take turns passing the paper/project, each making one contribution <p><u>Variations:</u></p> <p>Round Table Consensus:</p> <ol style="list-style-type: none"> 1. Each student gives a verbal answer. Teammates show thumbs up/down. 2. If there is disagreement, the team discusses the answer until there is consensus. 3. When agreement is reached, the answer is written down.
Simultaneous Rally Table (Teams of 4)	<ol style="list-style-type: none"> 1. All students take out paper/pencil 2. Students write one thing about their topic on the top of the paper and pass the paper to their partner 3. Partner then writes about the other topic 4. Continue passing papers back and forth until the teacher says to stop 5. Students share their responses with the team or class
Simultaneous Round Table (Teams of 4)	<ol style="list-style-type: none"> 1. Teacher assigns a topic or question. 2. All four students respond simultaneously by writing or drawing. 3. Teacher signals time, or students place papers/pens down thumbs up when they are done with the problem. 4. Students pass papers one person clockwise. 5. Students continue writing or drawing, adding to what was already on the paper. 6. Continue, starting at step 3. <p><u>Variation:</u> Students may build their responses with manipulatives rather than drawing or writing.</p>

Paired Heads Together	<ol style="list-style-type: none"> 1. Teacher asks a question and gives think time 2. Students record their answers 3. Students pair up with their shoulder partner and share their answers 4. Students record their partner's answer 5. Students pair up with their face partner and share their answers 6. The teacher calls a number and students with that number share their answers <p><u>Variation:</u> Students could Round Table share their answers</p>
Pairs Check	<ol style="list-style-type: none"> 1. Teacher poses a problem 2. One partner solves the problem while the other coaches; additions or changes are discussed 3. Students switch roles for the next problem 4. After every two problems, the pairs check their answers with another pair
Stand up-Hand up-Pair up	<ol style="list-style-type: none"> 1. Teacher poses a question or problem and gives think time 2. Teacher calls, "Stand up, hand up, pair up." 3. Students stand, put their hand up, and pair up with a student from a different table. 4. Pairs discuss the question/problem 5. Students share their responses with the team or class
Give one - Get one	<ol style="list-style-type: none"> 1. Students fold paper in half lengthwise (hot dog style). Then they open the paper and draw a line down the crease. At the top of the left column students write "Give One." At the top of the right column students write "Get One." 2. The teacher poses a question or topic with multiple answers and gives a time limit. 3. Students list as many things as they know in the "Give One" column. 4. Teacher directs students to "Stand up, hand up, pair up." 5. Partners greet and share responses. If they already have that response, they check it off. If it

	<p>is a new answer, they write it in the "Get One" column.</p> <ol style="list-style-type: none"> 6. Partners say "Thank you!" put hand up and find a new partner. 7. Continue until the teacher says to stop.
Mix-Freeze-Pair	<ol style="list-style-type: none"> 1. Students circulate through the classroom without speaking. 2. When the teacher calls "Freeze," they stop. 3. When the teacher calls "Pair," they form pairs with the person closest to them. Students without a partner rush to another person without a partner. Partners choose to be 1 or 2. 4. The teacher announces the topic or discussion question and gives "think time." 5. The teacher directs which partner goes first (1 or 2) 6. Pairs discuss the topic. 7. When they are finished, they face the teacher. 8. The teacher announces "Mix" and students repeat the activity with the same or a different question. <p><u>Variation:</u></p> <p>Mix-Freeze-Group: Teacher asks a question to which the answer is a number or corresponds to a key with a number. (Examples: How many planets are there in our solar system? What direction is Washington from California? Key: North=2, South=3, East=4, West=5). Students group according to the number.</p>
Showdown	<ol style="list-style-type: none"> 1. Task cards are placed face down in the center of the team. 2. Each team member needs a piece of paper or a small chalkboard or whiteboard. 3. One person becomes the first leader and picks up a card. Without showing it to the others, he or she reads the sentence aloud. The others write the appropriate answer on their chalkboards/paper. 4. As each person finishes, they place their chalkboard/ paper face down.

	<ol style="list-style-type: none"> 5. When all boards are down, the leader says "Showdown!" and everyone shows their answer. 6. The leader checks the answers according to the task card. 7. For the next round, a different student on the team becomes the leader. 8. The teacher moves about the room, monitoring the activity and making sure students are getting the correct answers. <p><u>Variation:</u> Teams may keep score. If all in group have the correct answer, the team gets 5 points. Teams receive time to coach their team member so that they understand WHY they missed the answer. If they can do this, the team receives 1 point.</p>
Mix-N-Match	<ol style="list-style-type: none"> 1. Students mix, repeatedly quizzing new partners and trading cards. 2. Afterwards, they rush to find a new partner with the card that matches theirs. <p><u>Variation:</u> Use cards at centers or for small group activities</p>
Corners	<ol style="list-style-type: none"> 1. The teacher marks each corner of the classroom to represent a view ("For," "Against," "Undecided") or choice ("Which character do you identify with the most?" or "Which problem did you think was the easiest?/most difficult?") 2. The teacher calls "Corners." 3. Students are then given silent think time to make a choice. (Many teachers have students write down their choice). 4. Students move to the corner that represents that viewpoint. 5. Students in each corner discuss their opinion or respond to a question/comment in each corner. (This can be done in pairs first). 6. Groups summarize their discussion and share with the class. <p><u>Variation:</u> Students are selected from each corner to go to another corner to share their corner's viewpoint.</p>

Inside-Outside Circle	<ol style="list-style-type: none">1. Students stand in two concentric circles, facing a partner. The inside circle faces out; the outside circle faces in.2. Students in the outside circle use flash cards to ask questions of their partner. They listen, praise and coach.3. Partners switch roles: inside circle students ask, listen, then praise or coach.4. After each question or set of questions, students in the outer or inner circle rotate to the next partner. (<p><u>Variation:</u> Teacher may call rotation numbers: "Rotate three ahead.")</p>
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