

Kagan Cooperative Learning Structures

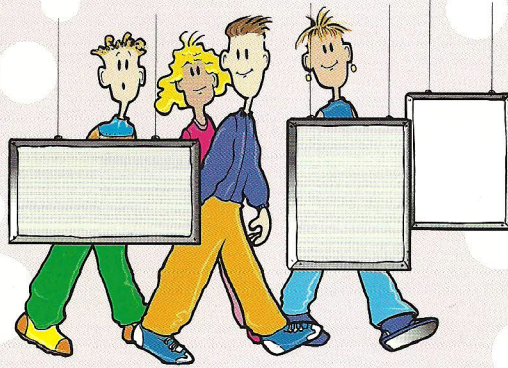
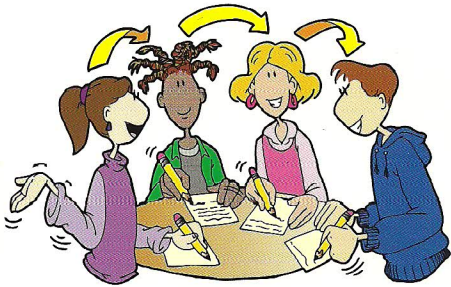
for engagement!

Kagan
KCL: TSC

Make teaching and learning more fun and successful with *Kagan Structures for Engagement!* This SmartCard includes 27 illustrated Kagan Structures to make cooperative learning a success in your classroom.

AllWrite RoundRobin

In teams, students take turns responding orally. All students write each response on their own paper.



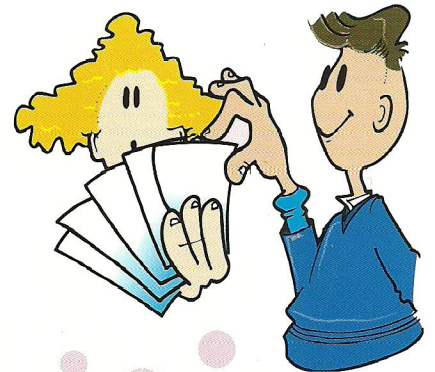
Carousel Feedback

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.

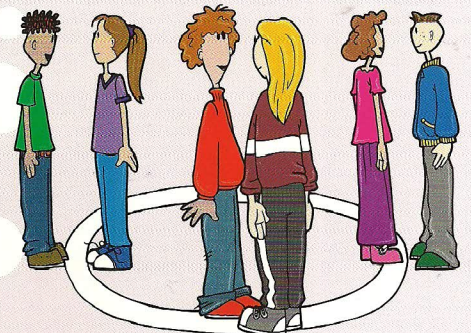


Find-the-Fiction



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

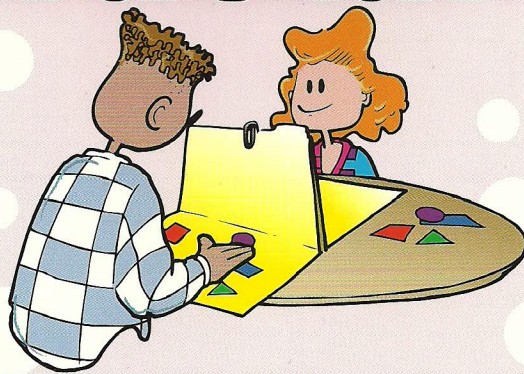
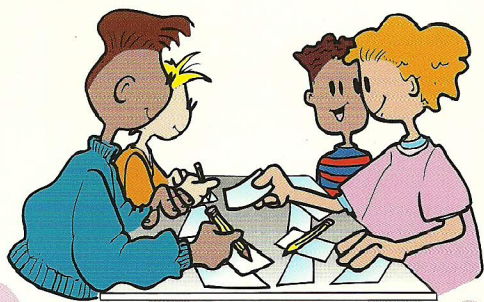


In concentric circles, students rotate to face new partners and then answer or discuss teacher questions.

Kagan Structures *for engagement!*

Jot Thoughts

Students brainstorm in teams. Teammates write an idea on a slip of paper, announce it to the team, and place it on the team table. The team tries to cover the table with ideas.

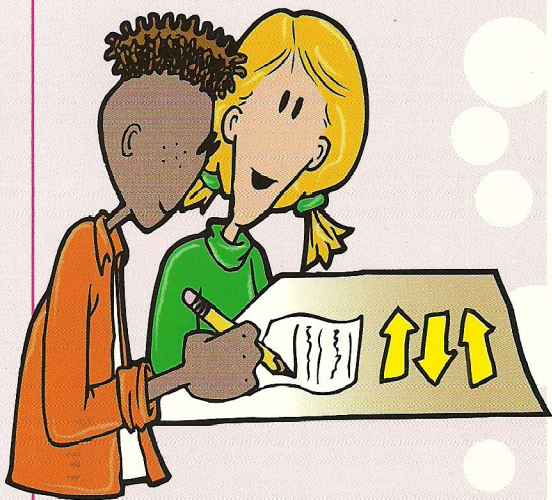


Match Mine

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.

Mix-Pair-Share

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

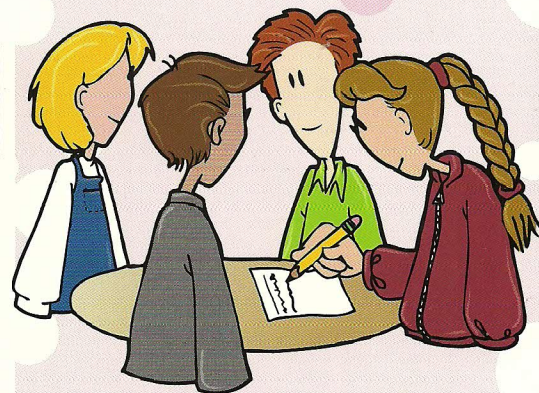


RoundRobin

In teams, students take turns responding orally.

Related Structures

- AllWrite RoundRobin
- Continuous RoundRobin
- Single RoundRobin
- Think-Write-RoundRobin
- Timed RoundRobin



RallyTable

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



RoundTable

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

Related Structures

- Continuous RoundTable
- RoundTable Consensus
- Simultaneous RoundTable
- Single RoundTable



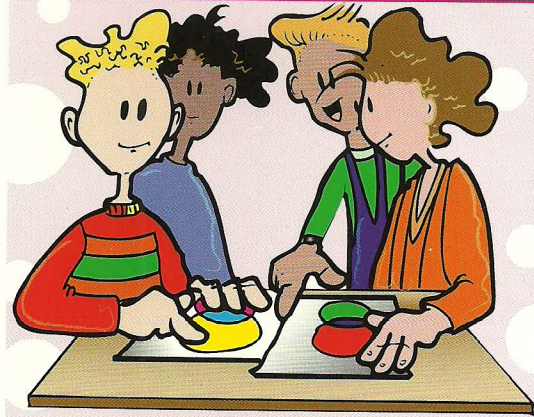
Numbered Heads Together

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.

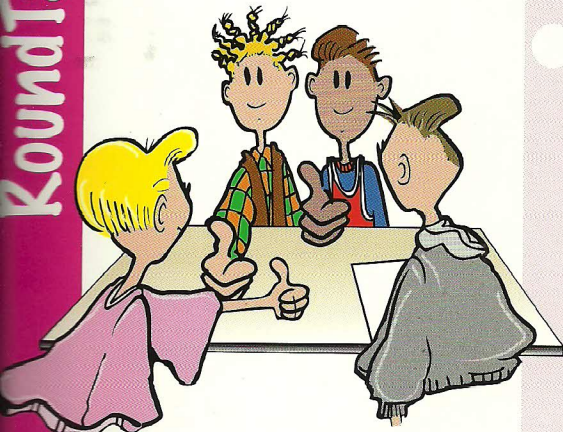


Pairs Compare

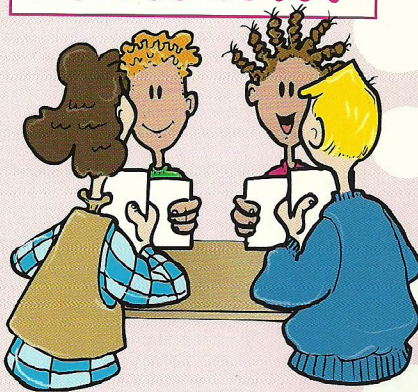
Pairs generate multiple responses to a question, then compare their answers with another pair. Finally, they team up to create additional solutions.

RoundTable Consensus

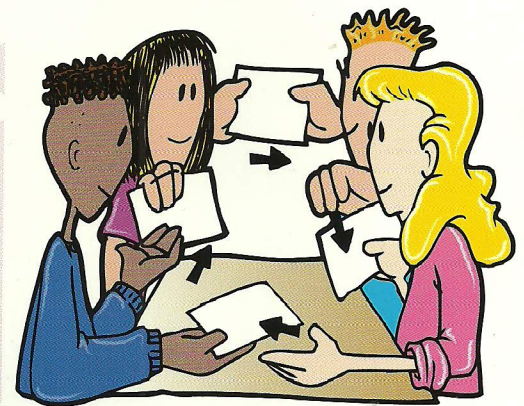
Students must first check with teammates for consensus before they take their turn to write or make a contribution to the team project.



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.

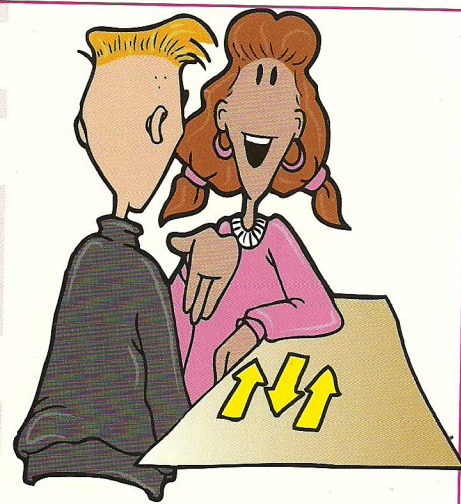
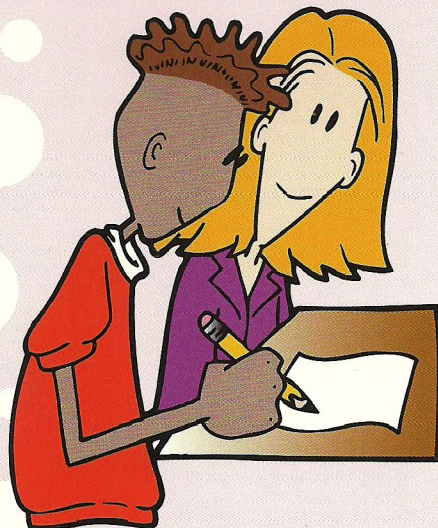


Quiz-Quiz-Trade

Using question cards, students quiz a partner, get quizzed by a partner, and then trade cards to repeat the process with a new partner.

RallyCoach

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



RallyRobin

In pairs, students alternate generating oral responses.

Related Structures

- RallyCoach
- RallyTable
- Simultaneous RallyTable

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.



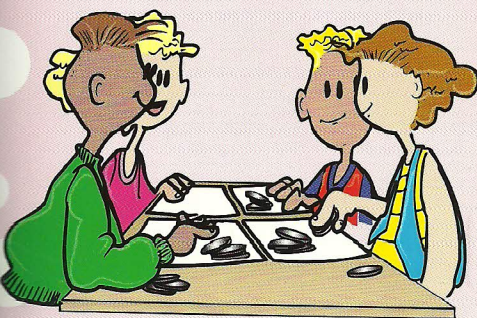
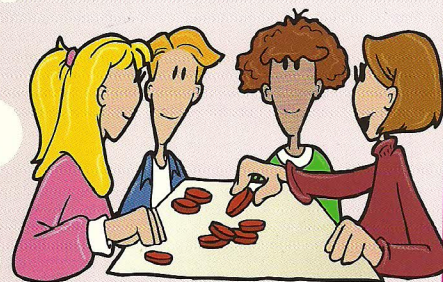
StandUp-HandUp-PairUp

Students stand up, put their hands up, and quickly find a

partner closest to them who is not a teammate. Students share information with their new partners.

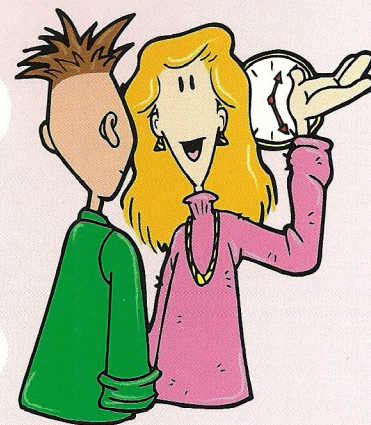
Talking Chips

During a discussion, teammates place their chip in the center each time they talk. They cannot talk again until all teammembers have placed a chip.



Think-Write-RoundRobin

The teacher asks a question or provides a task and gives think time. Students think, then respond independently in writing. Finally, students do a RoundRobin, each teammate taking a turn to share his/her response.



Timed Pair Share

In pairs, students share with a partner for a predetermined time while the partner listens. Then partners switch roles.

Team Stand-N-Share

Teams stand with a list of ideas to share. The teacher selects one student to share an idea. Other teams either check the idea off their list or add it. Each team sits when all items on its list are shared.

A Cooperative Learning Structure ...

1. Organizes Classroom Instruction.

A structure is an instructional strategy that describes how the teachers and students interact with the curriculum.

2. Is Content-free and Repeatable.

Structures are used to explore the curriculum, but are not tied to any specific curriculum. They can be used repeatedly with different curriculum, creating new learning experiences.

3. Implements the Basic Principles of Cooperative Learning (PIES).

There are four basic principles of cooperative learning symbolized by the acronym PIES: Positive Interdependence, Individual Accountability, Equal Participation, and Simultaneous Interaction. Cooperative Learning Structures have PIES built in. Without PIES, cooperative work is unstructured and achievement gains are questionable. The inclusion of PIES is what makes cooperative learning truly effective.

The Fundamental Formulas

Content + Structure = Activity

(The WHAT
of teaching)

(The HOW
of teaching)

(A learning
experience)

Activity + Activity + Activity = Lesson

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Structure Functions

This dot chart illustrates recommended uses for the structures featured in this SmartCard. The structures here represent a subset of the over 200 Kagan Structures.

KEY
 ★ Highly Recommended
 • Recommended

Structures

Structures	Interpersonal					Academic				
	Classbuilding	Teambuilding	Social Skills	Communication Skills	Decision-Making	Knowledgebuilding	Procedure Learning	Processing Info	Thinking Skills	Presenting Info
AllWrite RoundRobin		★	★	•		★	•	•	★	
Carousel Feedback			★	•		•		•	★	•
Fan-N-Pick		★	★	•		★	•		★	
Find Someone Who	★		★			★	•			
Find-the-Fiction		★	★	•	★	★			★	
Inside-Outside Circle	★		★			★		•	★	
Jot Thoughts		★	★			•		•	★	
Match Mine		•	★	★		★	•		★	
Mix-Pair-Share	★		★	•		•		★	★	
Numbered Heads Together		•	★	•	•	★	★	★	★	•
One Stray	•		★			•	•	•	•	★
Pairs Compare		★	★	•		★			★	
Quiz-Quiz-Trade	★		★	•		★	★	•	•	
RallyCoach			★	•		•	★		•	
RallyRobin			★	•		★	•	★	★	
RallyTable			★	•		★	•		★	
RoundRobin		★	★	•		★	•	★	★	★
RoundTable		★	★	•		★	•	•	★	
RoundTable Consensus		★	★	★	•	★	•	★	★	
Showdown			★			★				
Simultaneous RoundTable		★	★	•		★	•	•	•	
Spend-A-Buck			★	•	★				•	
StandUp-HandUp-PairUp	★		★	•		★	•	★	★	
Talking Chips		★	★	★		•		★		
Team Stand-N-Share			★	•		•		•		★
Think-Write-RoundRobin		★	★	•		★	★	★	★	
Timed Pair Share			★	★		•	•	★	★	•



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