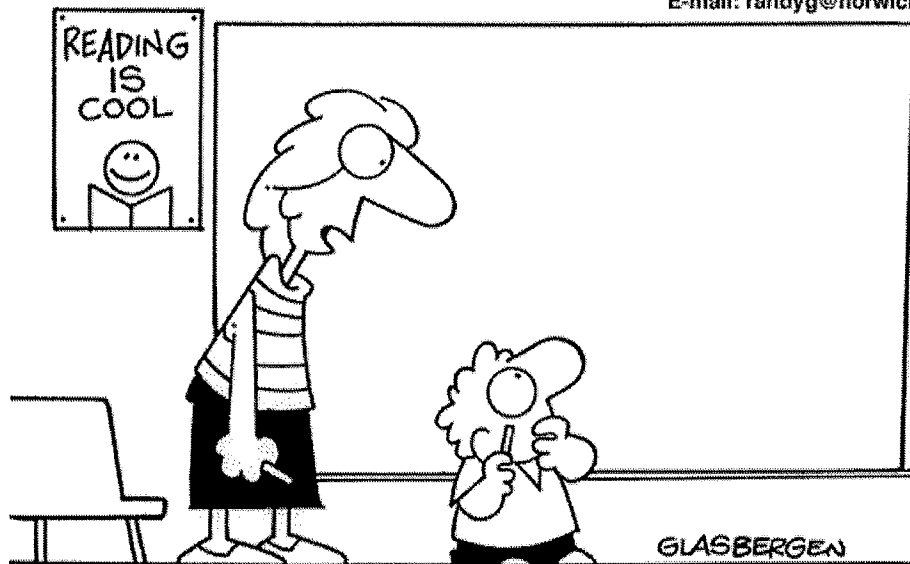


Shake, Rattle & Roll: Motivating the Middle School Student

© 1996 by Randy Glasbergen. <http://www.norwich.net/~randyg/toon.html>
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“There aren’t any icons to click. It’s a chalk board.”

Kim Campbell
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Do you have high behavior expectations for all your students?

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On a scale of 0-5, rate yourself on completing the following tasks. 0 = this is not a part of your classroom. 5 = this is always a part of your classroom.

1. _____ I start class on time. Bell rings and I am ready to begin class.
(I send a clear message that this class is so important that we start on time)
2. _____ I redirect students who blurt, talk when someone else is, or speak in a tone that would be considered disrespectful. (Nonverbal, Verbal Warning, Consequence)
3. _____ I do not use "sh" to quiet or redirect class. Instead I use the student's name, proximity, and "I need" statements.
4. _____ I teach appropriate behavior instead of using, "knock it off," "stop that." (For example, eyes on me, pencils down, mouths closed, knees facing me)
5. _____ I am deliberate in building relationships with all my students.
(For example, greet students at door, smile, laugh, share personal tidbits, ask students about things they have shared)
6. _____ I walk around the classroom, monitoring students as they work in groups or work independently.
7. _____ I recognize that managing a classroom is my number one priority, and I am willing to make changes to ensure all students have an opportunity to learn.
8. _____ I do not allow students to sleep in my class and redirect when necessary.

9. _____ I recognize that students of all ages need to move around at times during the lesson. (Research says, students can only listen for as many minutes as their age)
10. _____ I avoid power struggles with students. I choose my battles wisely. I use "You can do _____ now, or if not, _____ is going to happen."
11. _____ I am willing to discuss classroom issues with my colleagues to gather advice, support, and encouragement.
12. _____ I follow through with what I say I am going to do with my students and colleagues.
13. _____ I create ways to involve and communicate with the parents of my students. (For example, a weekly email, monthly newsletter, parent volunteers)
14. _____ I follow-up with the student when a major discipline issue has happened and I have had to send the student to the office, etc. (This way the student knows that you still care and want them to be in your class)

We Learn....

- _____ % of what we teach using art, music, physical movement, and/or drama.
- _____ % of what we teach someone else.
- _____ % of what we experience personally.
- _____ % of what is discussed with others.
- _____ % of what we hear and see.
- _____ % of what we see.
- _____ % of what we hear.
- _____ % of what we read.
- _____ % of what we do on a worksheet.

**Copyright
William Glasser**

Key Word Prediction

Purpose: Using predictions to engage the student and spur their curiosity about the text they are about to read.

Materials Needed:

- Text/article
- List of words for students to see
- Picture relating to article/text

Pre-Game:

- Choose 5-15 words from the text that could be put together in a variety of ways. Choose words that students are familiar with as well as a few words they may not know. It is also helpful if a few words have multiple meanings.

Game Time:

- Write the words on the board or display them on your PowerPoint.
- In small groups, have students discuss what they think the story is going to be about based on the words.
- Briefly share their predictions with the class.
- Students could also write a story using the words...let them be creative. It's OK for students to play with words even if they do not use them correctly.
- Optional: After students predict what the article is about; show them a picture that relates to the story. Use: "What do you notice/wonder?" Ask students to go back to their words and see if their prediction changes based on the picture they saw.

Adapted from D. Nessel and J. Baltas, Thinking Strategies, Skylight, 2000.

LOOPING (Vocab Game)

Copyright: Unknown

Materials:

Index cards or slips of paper
List of vocab words

Pre-Game:

You will need to comprise a list of vocab words...you will need as many vocab words as you have students.

Each student will need one index card that will have a vocab word and a definition (the definition on the card will NOT match the vocab word).

When creating the index cards begin with the vocab word LOOPING. The final definition you create should be the definition of LOOPING (vocab game we are playing).

EXAMPLE OF INDEX CARDS

Vocab: LOOPING
Definition: Greatest job on Earth.
Vocab: Teaching
Definition: Place kids love to go.

Vocab: School
Definition: Weird middle people teachers love.
Vocab: Adolescent
Definition: Vocab game we are playing.

Game Time:

1. Tell students that you are going to play a game called LOOPING. The goal of the game is to review vocab words, work cooperatively by listening, and to work as quickly as you can as a class.
2. Point out to the students that on their index card they will find a vocab word and a definition. The two do NOT go together.
3. The game begins with the person who has the vocab LOOPING.
4. That student begins the game by saying, "LOOPING" and then gives the definition he/she has written on his/her card. The other students listen to the definition being given and if it matches their vocab word they respond by saying the vocab word and then reading the definition on their cards. The object is to get around the room as fast as they can.

5. The game ends when the definition of LOOPING is read and the student with the LOOPING vocab word their card says, "LOOPING."

Strategy Suggestions:

- The first time let the class practice.
- Depending on time give each class 2-3 times to try to get the best time. Have a competition between classes as to who can do it the fastest.
- If you have more cards than students give your brighter students more than one vocab word. Make sure all cards are in play.

Get a Clue (Vocab Review)

Copyright: Unknown

Materials:

Index Cards or Powerpoint cards
Partners (good to group according to ability)

Time:

15-20 minutes

Pre Game:

Teacher makes a classroom set of review cards (30 students=15 sets of cards).

On each review card are 4-5 clues about the vocab word students are trying to guess based on the clues.

Each clue is worth a certain number of points. The more difficult the clue, the more points it is worth.

The goal is for each partner to try to guess the vocab word by the clues his/her partner gives them.

EXAMPLE of REVIEW CARDS

<p>PENNISULA Clue #1: A physical feature (4pts) Clue #2 : Found in the southeast part of USA (3pts) Clue #3: Water is found on 3 sides (2pts) Clue #4 : Florida is considered this (1pt)</p>
--

If the student guesses on the first clue, they get 4pts, second clue, 2pts, etc.

**Students are allowed only 2 guesses per clue

Strategy Suggestions:

- Keep track of which partner wins and the next day, have the winners play each other, etc.
- You could create a mini tournament.

Geograboo (Vocab Review)

****Play game just like the game Taboo****

Materials:

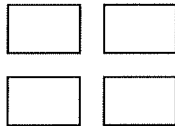
Game cards (you will need to make)
 Groups of 4
 Clock with minute hand

Time:

15-25 minutes

Pre-Game:

1. Have groups of 4 put their desks in a square, with partners sitting diagonally from one another



2. Create Geograboo cards (like Taboo cards)
3. Give each group an envelope with cards. Teams should divide up the cards.

EXAMPLE of TABOO CARDS

President Bush
Leader
Man
Powerful
Vice

****Object of the game is to have students try to guess the vocab word or term (bold) WITHOUT using the words listed below****

D³: Draw It! Describe It! Do It!

Copyright: Todd Roudabush

Materials:

Envelopes with D³ dice rolling directions taped to the front
 Index cards with vocab words or phrases on each card
 Scratch paper for drawing
 Clock with a second hand/stopwatch
 Dice for each group

Time:

30-45 minutes

Pre-Game:

Divide class into teams of 2, and match-up pairs for many individual games (a “game” consists of a group of 4)

Before class, you will need to prepare enough envelopes for each individual game

Each group of 4 will need an envelope containing index cards with vocab words and/or phrases, a copy of the rules, scratch paper, stopwatch, and a die

SAMPLE OF DICE ROLLING DIRECTIONS

D³

1 or 2 = DRAW IT

3 or 4 = DESCRIBE IT

5 or 6 = DO IT

INDEX CARD

subduction weathering heat and pressure

Game Time:

1. You will be in a team of 2 competing against another team. The goal is to get your teammate to say the word/phrase you are drawing, describing, or doing (acting out). If your teammate doesn't successfully guess the word in the time provided, your opponents can “steal” by guessing the correct word/phrase.
2. When it is your turn
 - 1) Draw a card from the envelope, and
 - 2) Roll the die to see whether you will draw, describe, or do
 - (1 or 2) DRAW IT**
 - On a piece of paper, draw a picture to represent your word/phrase.
 - You may not speak.
 - You may not write words down unless your teammate says it first.
 - (3 or 4) DESCRIBE IT**
 - Verbally describe your word/phrase.
 - You may not say the word
 - You may not say “The word begins...” (ex. “begins with m” for magma)
 - You may not act out the word
 - You may not say “rhymes with...” (ex. “rhymes with schlagma”)
 - (5 or 6) DO IT**
 - Act out your word/phrase
 - You may not speak
3. Alternate turns with your opponents...AND, with your teammate every time it is your team's turn again.
4. While guessing:
 - If your team guesses the correct word/phrase...keep the card
 - If your opponent steals the word/phrase...they keep the card
 - If no one successfully guesses the word/phrase...it goes back into envelope

THE TEAM WITH THE MOST CARDS AT THE END OF THE GAME WINS!

Strategy Suggestions:

- It is ok (encouraged) to have teams consisting of different ability levels, but make sure that the teams you have going against each other are relatively even.

•Complete 2-3 rounds as a whole class with you acting as a timekeeper. This usually addresses questions and concerns and makes a positive game experience.

•Start out with 45 seconds as the time for each round, and adjust from there. You may need to adjust your time depending on the words/phrases you have chosen (another reason why doing 2-3 rounds together is important).

Cuma Lata Vista
(A version of a fun camp song)

Vee (repeat)
Vee vay (repeat)
Vee Vay vo (repeat)

Cuma lata
Cuma lata
Cuma la Vista (repeat)

Oh no no no
Not la Vista (repeat)

Eenie meenie deci meenie
Sali meenie whadda meenie (repeat)

Deci meenie Sali meenie
Ooh wah ooh wah (repeat)

Bib biddily oaten doaten
Bo bo bo deeten doaten (repeat)

Bo bo bo deeten doaten
Tssssssss (repeat)

Pass to Pass, Please
Copyright: Kim Campbell

Materials:

Copies for all students in class.
Prizes (extra credit points, suckers, etc.)

Time: First day of quarter and last day of quarter

Pre-Game:

1. Run off copies of passes for all students in your class.

EXAMPLE of PASS:

Pass to Pass, Please
1st Quarter
Pass for Ms. Campbell's room ONLY!!
This pass may be used to leave Ms. C's classroom. I must also give Ms. C a pass for any late work I turn in for Geography Class.
Expires end of quarter 1
Game Time:

2. Explain to your students that at the beginning of each quarter they will receive 3 Passes to be used to leave your classroom.
3. Tell students that these passes will also be used to accept late work. Once their passes are gone for the quarter they are not allowed to leave class unless it is an emergency.

Passes that are left over are also eligible to win prizes.

Strategy Suggestions:

- At the end of each quarter have students put their name on each pass and place in a box for random drawings for prizes.
- Prizes that I have created are as follows: Extra Credit Points, Sucker, another set of Pass to Pass, and surprise prize.
- The surprise prize can be anything from a paper clip to a candy bar.

How to Get Them Talking...Even About the Subject Matter😊😊

T.A.P. Think Aloud, Problem Solve **(Strategy taken from National Urban Alliance)**

This is a strategy to implement when you are conducting a pair/share activity.

Have students find a partner and label themselves letter A or letter B.

Letter A will speak first for 30 seconds on the question you pose. Letter B can only listen, nod, and smile.

At the end of 30 seconds pose a different question to Letter B and follow the same format.

**Something I like to do after letter A has spoken is to have letter B summarize what letter A just said. This teaches them to listen to what their partner was saying.

Depending on grade level and question you can increase the time as needed.

Roll Em (Copyright: Sharroky Hollie, Culturally and Linguistically Responsive Teaching and Learning)

Materials:

Put students into groups of 4 or 6.

Prepare questions to ask groups prior to activity.

Number cubes or dice (1 set)

Game Time:

Teacher poses question to entire class.

Each group discusses answer within their group.

Teacher rolls dice: One number cube represents the group number and the other cube represents the seat number of the student. The student sitting in the seat represented by the rolled cubes answers the question for the group.

Post It Note Madness

Copyright: Unknown

Materials:

Post-it Notes

Tape (in case Post-its fall off)

Possible Vocabulary List (Not necessary)

Time:

15-20 minutes

Game Time:

1. You should play this game once students understand the vocab and concepts of the unit you are presenting
2. Tell students to write down a word, place, event, or person that relates to the unit they are studying

3. Don't show anyone
4. Tell students to find a partner and place their word on the back of their partner's shirt
5. Everyone take a notebook and walk around asking each different person 3 yes or no questions. Each student is trying to figure out what is on his or her own back. Once they ask 3 questions to one person, they should move to a new person (I have students carry notebook to write down clues).
6. Once each student guesses what is on his/her back, he/she should return to his/her seats and you can give the new topic.

Math Songs

Scale Factor: Sung to “3 Blind Mice”

Scale Factor
Scale Factor
We use it to shrink
We use it to stretch
To make things bigger it's more than one
To make things smaller it's less than one
To find the area, square it, it is fun!
Scale Factor

Solving Equations: Sung to “Wheels on the Bus”

Copyright Deb Lindstrom

1. The goal is to get x by itself, x by itself, x by itself.
The goal is to get x by itself
All by itself.
2. If there's add, undo with subtract.
3. If subtract, undo with add.
4. If there's times, undo with divide.
5. If divide, undo it with times.
6. The goal is to get x by itself, x by itself, x by itself.
7. The goal is to get x by itself, all by itself.

Brain Breaks

<http://www.watchknowlearn.org/Category.aspx?CategoryID=17404>

If you understand this point, stand up.

If you can think of an example in your life, come to the board and write “yes/your name”

If you agree or disagree with this statement, stand up and switch seats with someone.

Agree...Disagree...Somewhat Agree...Somewhat Disagree...in corners...

If you know the answer

Book: Energizing Brain Breaks
David Sladkey

53 WAYS

To Check for Understanding

1. Summary Poem Activity:

- List 10 key words from an assigned text.
- Do a free verse poem with the words you highlighted.
- Write a summary of the reading based on the words you highlighted.

2. Invent the Quiz

- Write 10 higher-order text questions related to the content.
- Pick 2 and answer them in half a page.

3. The 411

- Describe the author's objective.

4. Opinion Chart

- List opinions about the content in one half of a T-chart, and support your opinions in the right column.

5. So What? Journal

- Identify the main idea of the lesson. Why is it important?

6. Rate Understanding

7. Clickers (Response System)

8. Teacher Observation Checklist

9. Explaining

- Explain the main idea using an analogy.

10. Evaluate

- What is the author's main point? What are the arguments for and against this idea?

11. Describe

- What are the important characteristics or features of the main concept or idea of the reading?

12. Define

- Pick out an important word or phrase that the author introduces. What does this word or phrase mean?

13. Compare & Contrast

- Identify the theory or idea the author is advancing. Then identify an opposite theory. What are the similarities and differences between these ideas?

14. Question Stems

- I believe that because

- I am confused by.....

15. Mind Map

- Create a mind map that represents a concept using a diagram-making tool (like Gliffy). Provide your teacher /classmates with the link to your mind map.

16. Intrigue Journal

- List the five most interesting, controversial, or resonant ideas you found in the readings. Include page #s and a short rationale (100 words) for your selection.

17. Advertisement

- Create an ad, with visuals and text, for the newly learned concept.
- What 5 words would you use to describe ? Explain and justify your choices.

19. Muddy Moment

- What frustrates and confuses you about the text? Why?

20. Collage

- Create a collage around the lesson's themes. Explain your choices in one paragraph.

21. Letter

- Explain in a letter to your best friend.

22. Talk Show Panel

- Have a cast of experts debate the finer points of

23. Study Guide

- What are the main topics, supporting details, important person's contributions, terms, and definitions?

24. Illustration

- Draw a picture that illustrates a relationship between terms in the text. Explain in one paragraph your visual representation.

25. KWL Chart

- What do you know, what do you want to know, what have you learned?

26. Sticky Notes Annotation

- Use sticky notes to describe key passages that are notable or that you have questions about.

27. 3-2-1

- 3 things you found out, 2 interesting things, 1 question you still have.

28. Outline

- Represent the organization of by outlining it. edutopia.org/back-to-school

29. Anticipation Guide

- Establish a purpose for reading and create post-reading reflections and discussion.

30. Simile

- What we learned today is like

31. The Minute Paper

- In 1 minute, describe the most meaningful thing you've learned.

32. Interview You

- You're the guest expert on 60 Minutes. Answer:

- 1) What are component parts of?
- 2) Why does this topic matter?

33. Double Entry Notebook

- Create a two-column table. Use the left column to write down 5–8 important quotations. Use the right column to record reactions to the quotations.

34. Comic Book

- Use a comic book creation tool like Bitstrips to represent understanding.

35. Tagxedo

- What are key words that express the main ideas? Be ready to discuss and explain.

36. Classroom TED Talk**37. Podcast**

- Play the part of a content expert and discuss content related issues on a podcast, using the free Easypodcast.

38. Create a Multimedia Poster**39. Twitter Post**

- Define in under 140 characters.

40. Explain Your Solution

- Describe how you solved and academic solution step-by-step.

41. Dramatic Interpretation

- Dramatize a critical scene from a complex narrative.

42. Ballad

- Summarize a narrative that employs a poem or song structure that uses short stanzas.

43. Pamphlet

- Describe the key features of in a visually and textually compelling pamphlet.

44. Study Guide

- Create a study guide that outlines main ideas.

45. Bio Poem

- To describe a character or a person, write a poem that includes:

Line 1) First Name

Line 2) 3–4 adjectives that describe the person

- Line 3) Important relationship
- Line 4) 2–3 things, people, or ideas that the person loved
- Line 5) 3 feelings the person experienced
- Line 6) 3 fears the person experienced
- Line 7) Accomplishments
- Line 8) 2–3 things the person wanted to see happen or wanted to experience
- Line 9) His or her residence
- Line 10) Last name

46. Sketch

- Visually represent new knowledge.

47. Top 10 List

- What are the most important takeaways, written with humor?

48. Color Cards

- Red = Stop, I need help.
- Green = Keep going, I understand.
- Yellow = I'm a little confused.

49. Quickwrite

- Without stopping, write what most confuses you.

50. Conference

- A short, focused discussion between the teacher and student.

51. Debrief

- Reflect immediately after an activity.

52. Exit Slip

- Have students reflect on lessons learned during class.

53. Misconception Check

- Given a common misconception about a topic, students explain why they agree or disagree with it.

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“5 Whats” Assignment Sheet

(This strategy is great for boys, but girls benefit from it as well. Helps boys focus in on what needs to be done in a simple, to the point manner.)

1. What has to be done? (No more than 3 bullet points)

2. What are examples of successful projects/assignments. (Be able to show examples)
3. What is the timeline for completion?
4. What “mastery checks” will be required? Example of a mastery check:
 - a. Show outline to teacher by Friday.
 - b. Show teacher introductory paragraph before starting body paragraphs.
5. What happens once assignment is completed?
 - a. If successful, you may play video games, board games, etc.
 - b. If not successful, you will use time to make corrections.

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Helping Boys Learn, www.helpingboyslearn.com