TMC #14 GWWG – Activity Structures for Group Work (from Shell Centre; Bills²+Watson+Mason; MTBoS)

"Classifying" structures (to uncover and organize knowledge) BENEFITS: spark discussion, analysis, justification	☐ odd one out ☐ matching ☐ interpreting multiple repr's ☐ concept map	□ A / S / N with justification □ matching (incl. red herrings) □ placemat proble followed by class	☐ create your own definition(s) ☐ creating categories (using, refining, organizing categ's into a system) ems, essifications of problems
"Problem-Solving" structures (for initial learning & transfer; for generalizing; for reaching a shared goal by using both existing & new knowledge)	□ placemat problems with classification afterwards (levels & checkpts) □ creating a problem for others/other groups to solve □ poster to show two different solution paths □ debate structures		
"Practice Activity" structures (for achieving fluency with metacognitive self-monitoring)	☐ debate ☐ placemat ☐ "speed dating" Takes students through the 3 Stages of Fluency (How People Learn): 1- takes effort → 2- relatively effortless → 3- automatic		
"Developing Dissatisfaction" structures (Dan Meyer's/ Guershon Harel's INTELLECTUAL NEED)	"Demand Creation" for new knowledge (activating intellectual need) such as: 3-Acts		