

Structures & Energizers

Trading Cards/Trading Sticks

1. Distribute cards or sticks to groups. (You can use different colored index cards, cards with numbers on them, or different colored sticks.)
2. Students mix around the room trading cards.
3. Teacher calls freeze.
4. Students stop what they are doing and keep the card they have.
5. Teacher gives instructions for pairing up. (same color of cards, same number etc.)
6. Student finds partner keeping hands up until partner is found.
7. Teacher designates which partner will begin. (person who's head is closest to the ceiling, birthday closest to today etc.)
8. Teacher asks a question and gives think time.
9. Students share with partner.
10. Repeat.

RoundRobin (4 people, oral)

1. Teacher asks the question or poses problem.
2. Designate which student will begin.
3. Student contributes in turn orally.

RallyRobin (2 people, oral)

1. Teacher asks the question or poses problem.
2. Student share ideas back and forth with partner.

RoundTable

1. Teacher asks a question or poses a problem.
2. Student contributes in turn in writing.

Stand Up Hand Up Pair Up

1. Students stand up with hand up in the air.
2. Students pair up with closest person not in their team.
3. Students put hand down once partner is found.
4. Teacher designates which partner will begin.
5. Teacher asks question.
6. Students share with partner.

Stroll Pair Share

1. Students find a partner or a partner is assigned.
2. Teacher provides a topic.

3. Students stroll about the room in pairs, sharing or discussing the topic.

Corners

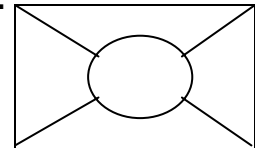
1. Teacher announces three or more corners.
2. Students think about, then write down their corner selection.
3. Students move to their corners.
4. Teacher provides interaction question.
5. Pairs are formed within the corner.
6. Pairs share using Timed Pair Share or RallyRobin.
7. Teacher calls on student from each corner to share reasons or ideas with the class.
8. Students may be asked to paraphrase reasons of those from other corners using RallyRobin.

Jot Thought

1. Teacher names a topic and sets a time limit.
2. Students generate and write as many ideas as they can in allotted time, one idea per slip of paper.
3. Students attempt to cover the area or table with ideas. (no slips or paper are to overlap)

Jigsaw

1. Each student is assigned to read a section of text.
2. Time is given to read assigned text.
3. Teacher designates which person within the team will share first.
4. Each teammate shares information about his/her topic with the team.
5. Remaining teammates share information in turn orally.



Placemat

1. Each team draws (or is provided) a placemat on a large piece of paper. (Placemats contain a space for each team member to write, as well as a central team space.)
2. Teacher provides team with a topic.
3. Teammates all respond simultaneously in their individual space, writing as many items as they can in the time allotted.
4. Teammate 1 announces one item he/she has written.
5. Team discusses the item.
6. If there is a consensus that the item is important, teammate 1 records the idea in the center of the placemat.
7. The process is repeated using RoundRobin so each teammate in the turn suggests an idea and records team consensus.

Ball Toss

1. Players form groups of a dozen or more and stand in a circle.
2. One player tosses the ball to another player while saying his/her name.
3. The player that catches the ball then tosses it to a different player while saying his/her name.
4. This continues until all players have received and tossed the ball.
5. When the last player has received the ball, he/she tosses it back to the player that started and play continues in the same order as in the first round.
6. Once the group has mastered tossing/receiving one ball, start a second ball starting with the original starter again.
7. Group attempts to keep 2 balls going in the original order.

Balloon Bounce

1. Form groups of 4 or more.
2. Each group inflates and ties off two balloons, preferably of different colors.
3. Players hold hands in a circle, holding the balloons in their hands.
4. Players bounce a balloon in the air without letting go of their hands. They use hands, heads, elbows, feet, or any body part to keep the balloon afloat.
5. When the group feels confident, they release the second balloon and try to keep two balloons in the air at once. If a balloon lands on the ground, players must pick it up and get it bouncing again without letting go of their hands.

Balloon Caterpillar

1. Form groups of 4 or more
2. Each group inflates enough balloons so that everyone in the group has one except one player.
3. Groups form lines with balloons in between each player at one end of the room.
4. Groups race to the other end of the room while keeping the balloons in between each player.
5. Players may not touch the balloons with their hands.