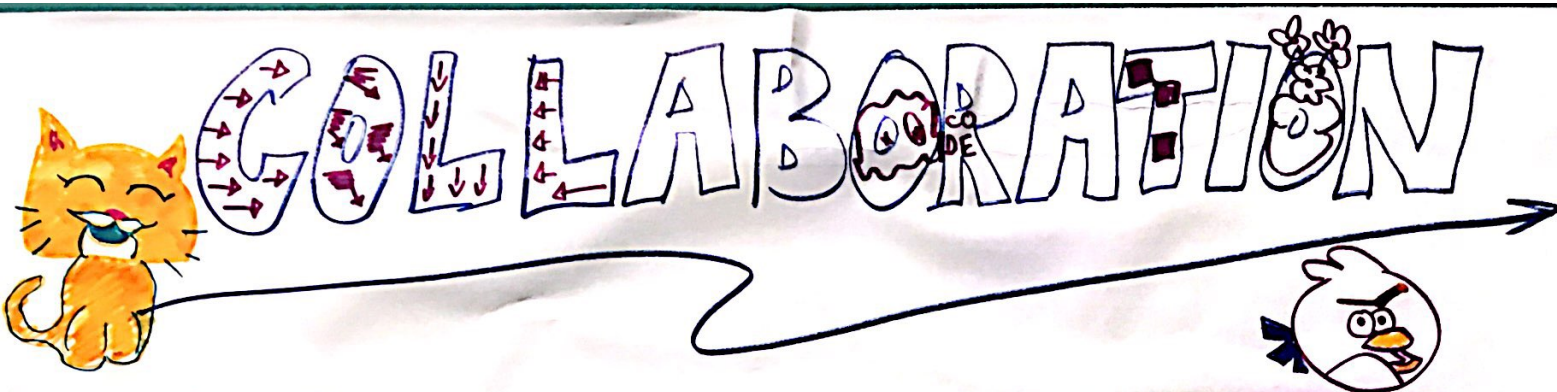


# COLLABORATION



Students will:

- Practice communicating ideas through codes & symbols
- Use teamwork to complete a task
- Verify the work of their teammates to ensure a successful lesson

## Examples

- Navigator & Driver - Pair Programming
- Sequencing Instructions
- **LOOPY**
- Algorithms
- Debugging
- Relay Races

# How to use Vocabulary in the classroom

- looping (games, physical movement, reinforcing skills already taught)  
repetition
- Sequence (routines, classroom procedures, math word problems, sequencing reading text, math algorithms)
- algorithm (following steps to complete a specific outcome)  
• could be used in all subjects/topics
- binary (opposites, on/off, True/False, Yes/No)
- condition (If then..... statements, moving on if task is completed, flow charts, math problems, rewards, incentives)

# Creativity

choices

process  
product

diorama

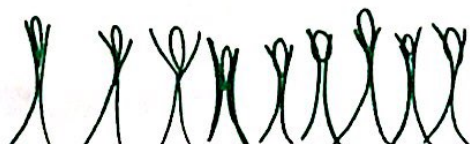
foldable

mobile

poster

collaboration

open  
ended



Problem solvers

self-sufficient

DIFFERENTIATION

perseverance

communication

# Persistence

engaging

RIGOR

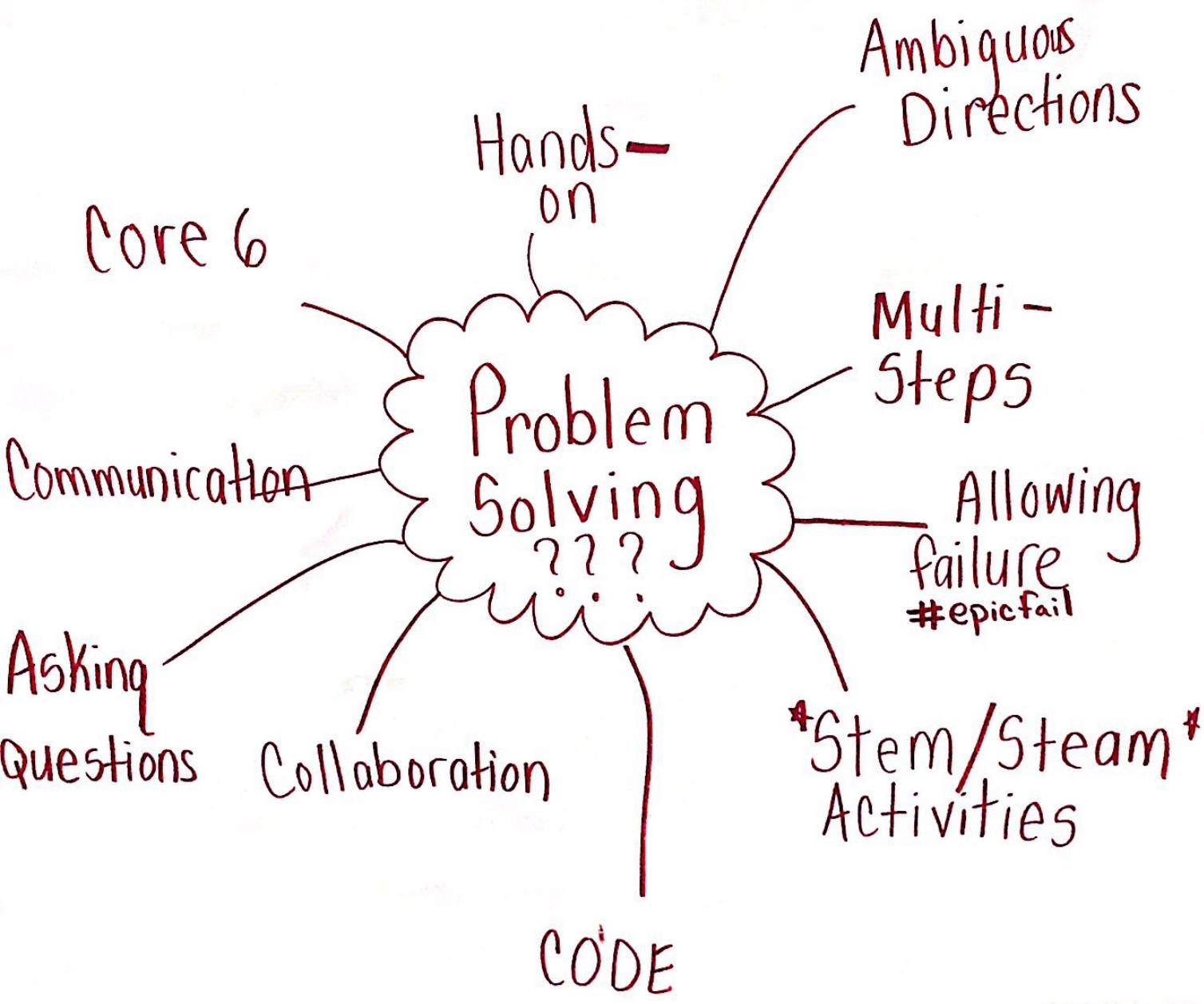
Practice

modeling

independence

SCAFFOLDING

motivating





# Communication

## Engagement

- Manners (model, practice, <sup>direct</sup> instruction)
  - ↳ what/how to say
  - ↳ what to do
  - ↳ apply in real life scenarios

## Application

- class meetings
- peer conferences
- rules and procedures
- teacher modeling indirectly (other staff, students, parents, etc.)

## Types

- listening
  - oral (voice level, tone)
  - written (formal/informal)
  - language (audience)