

Future Fest- Strategies for Engagement



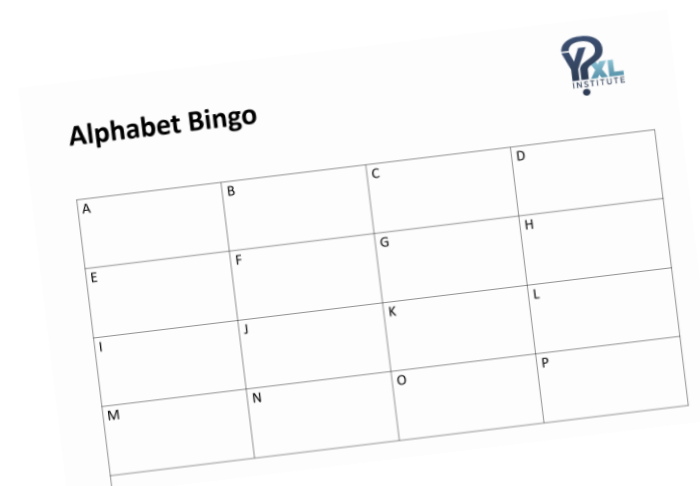
Individual

Write your name on the paddle pop stick as well as your favourite food



Fast Finisher Activity

Answer this question:
How many noses does a slug have?



As a table

Write down **keywords** with the beginning letter that you think will be said in the workshop. Cross off throughout the hour for full bingo and a prize





I'd like to begin by acknowledging the Traditional Owners of the land on which we meet today, and pay my respects to Elders past and present.



Who are We?

- Practitioners not researchers
- Over 6000 lesson observations
- Over 12000 coaching meetings (about practice)



YXL Purpose

At YXL we believe that education is the key factor in building a bright tomorrow for our young people of today. YXL ensures educators understand how to create this future by delivering remarkable learning for the young people they teach.

YXL Mission

To coach educators to discover their "why," in order to deliver meaningful, purposeful, impactful and measurable learning for students in their classrooms.



Must: Shortlist 10, Should: 5 for soon, Could: 1 for tomorrow

Find your WHY to excel



Learning Intentions Template

(use it to achieve 4 big goals in 1)

Learning Intentions:

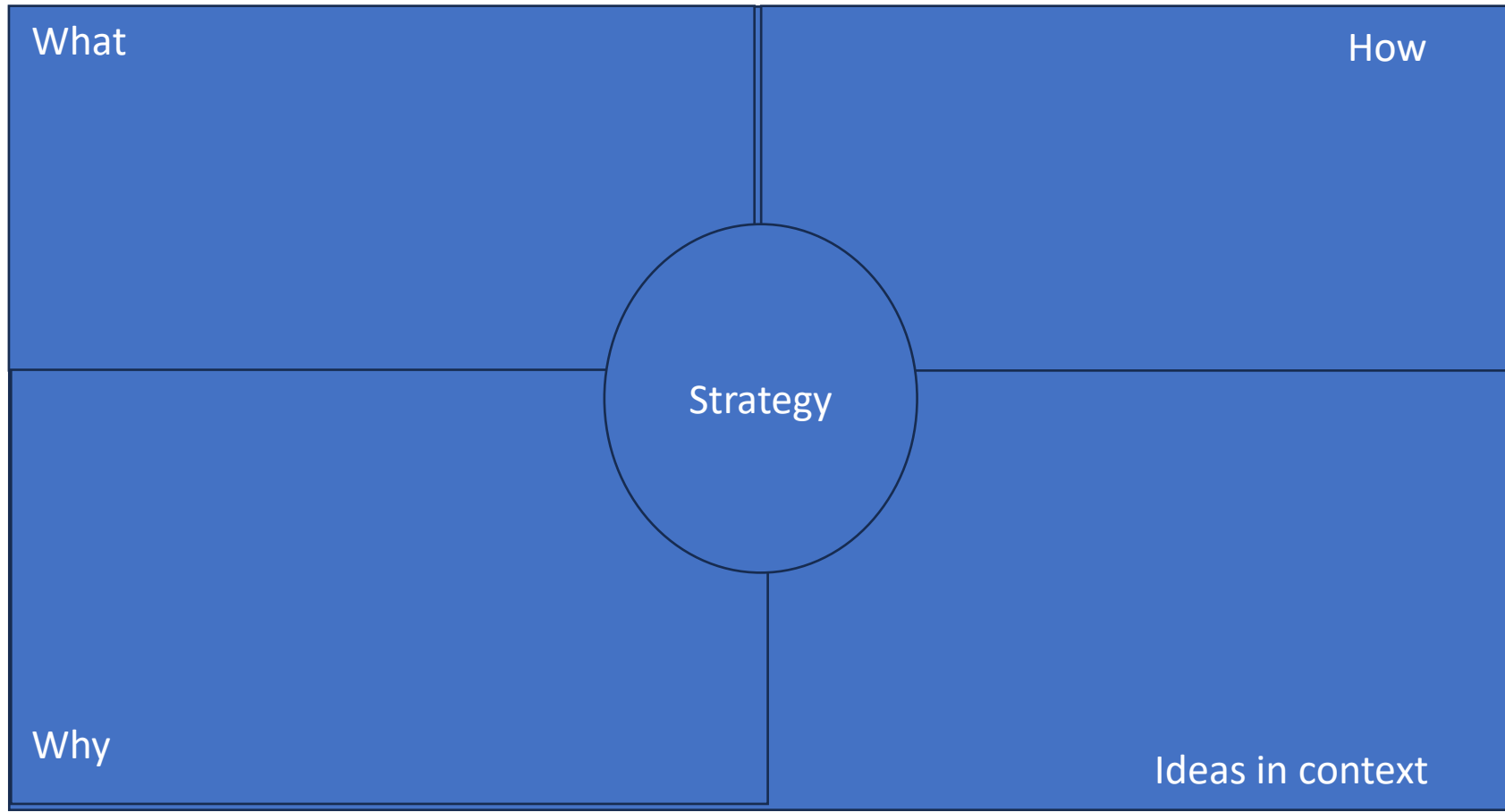
Explore what over 6000 lesson observations can tell us ABOUT developing an engaging teacher toolkit

MUST	SHOULD	COULD
I must list 5 strategies that I can use in my context	I could elaborate on my favourite strategy in a note taking format of my choice	I could think about how I can communicate these strategies to other teachers at my school

LEARNING ARTEFACT: WISH LIST- YOUR WAY

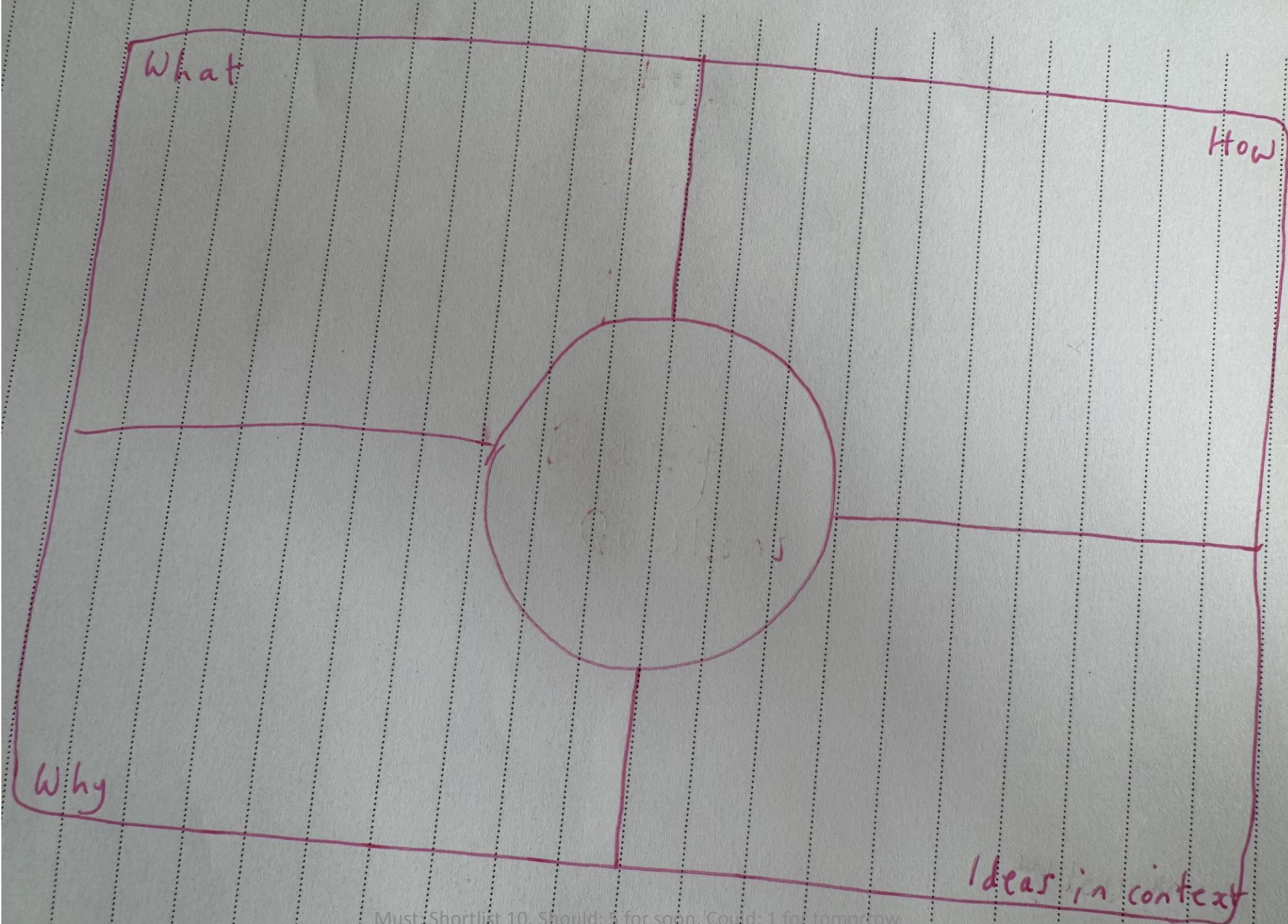


Wish List- Your Way Frayer Model

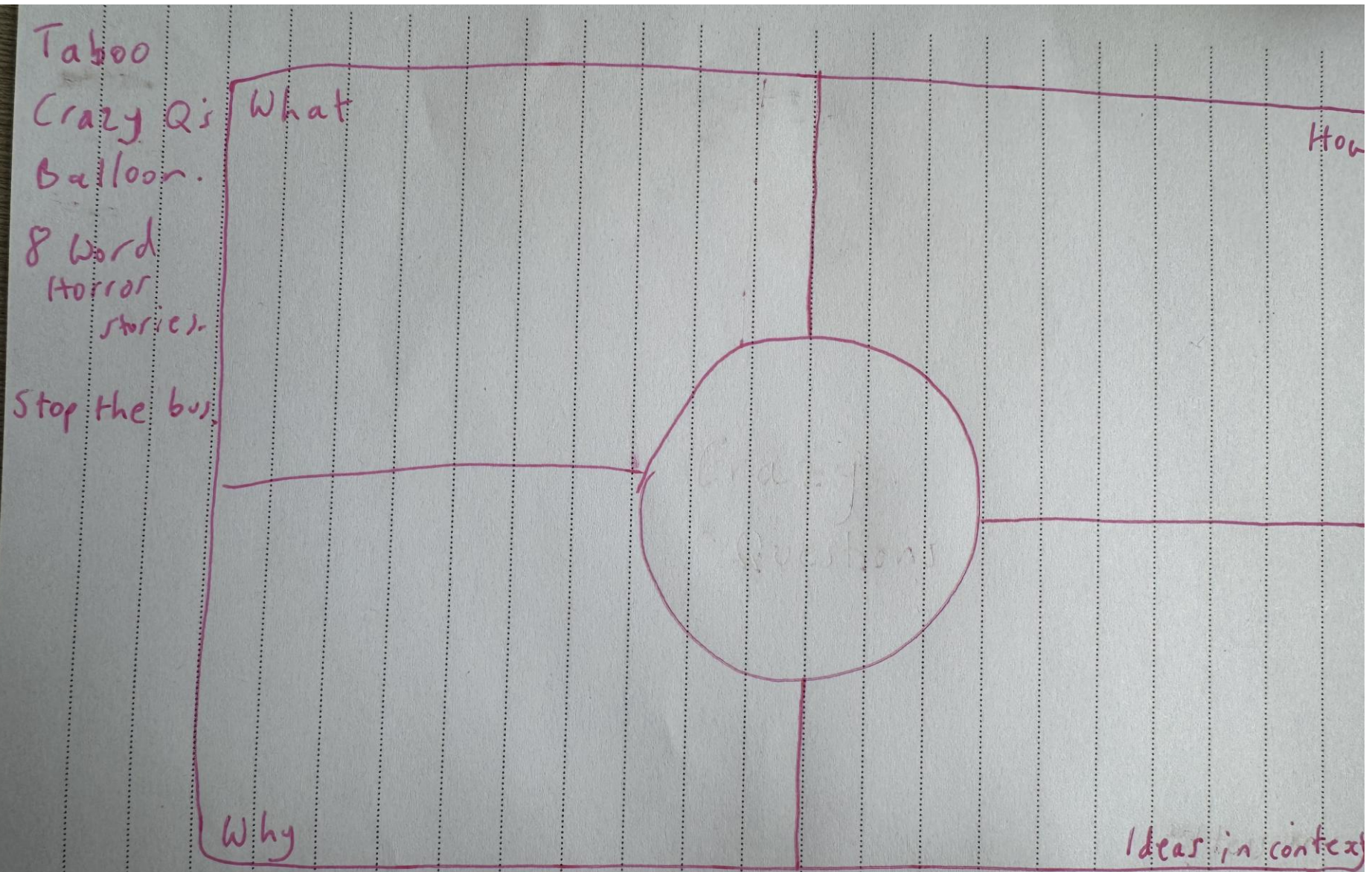


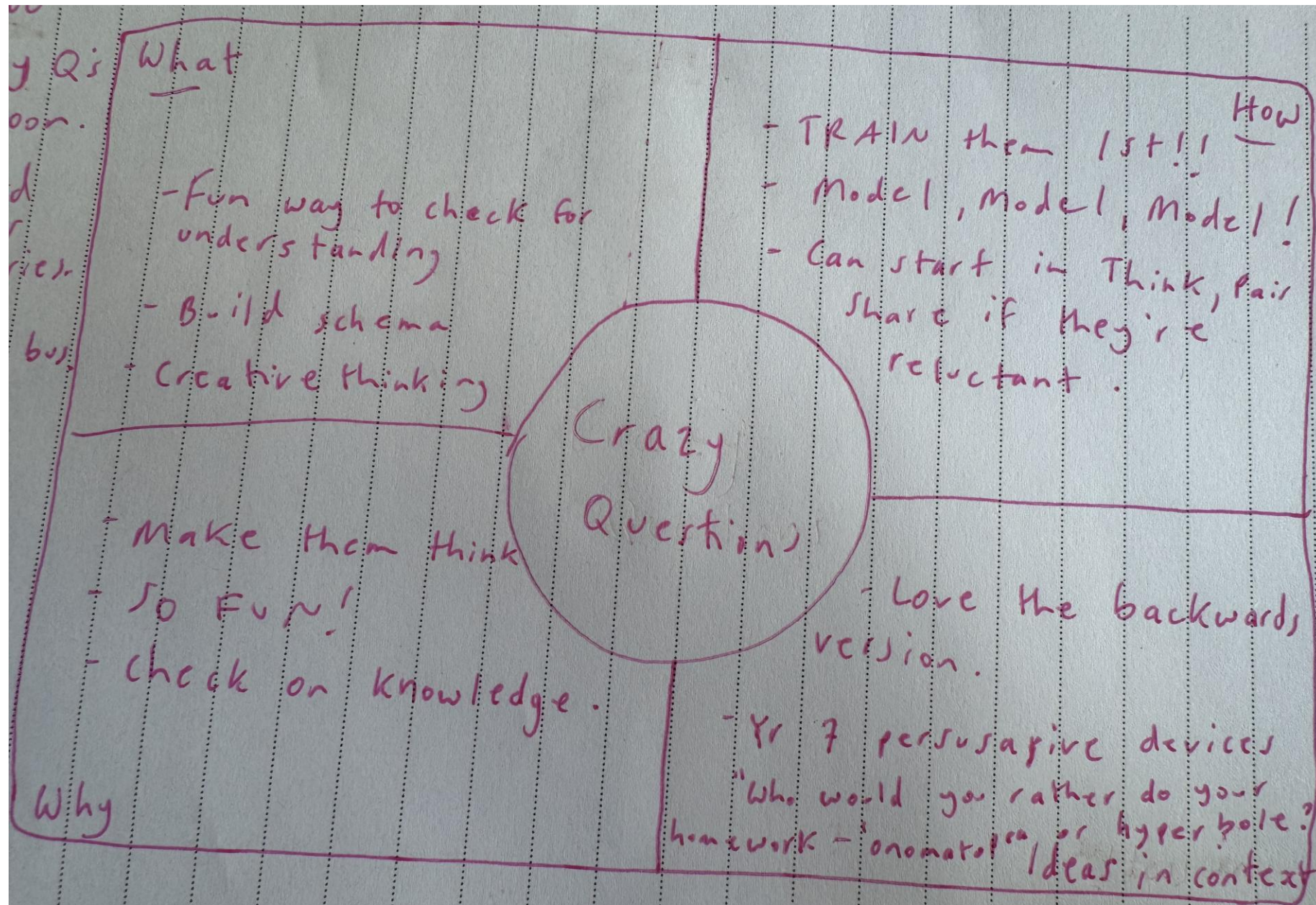
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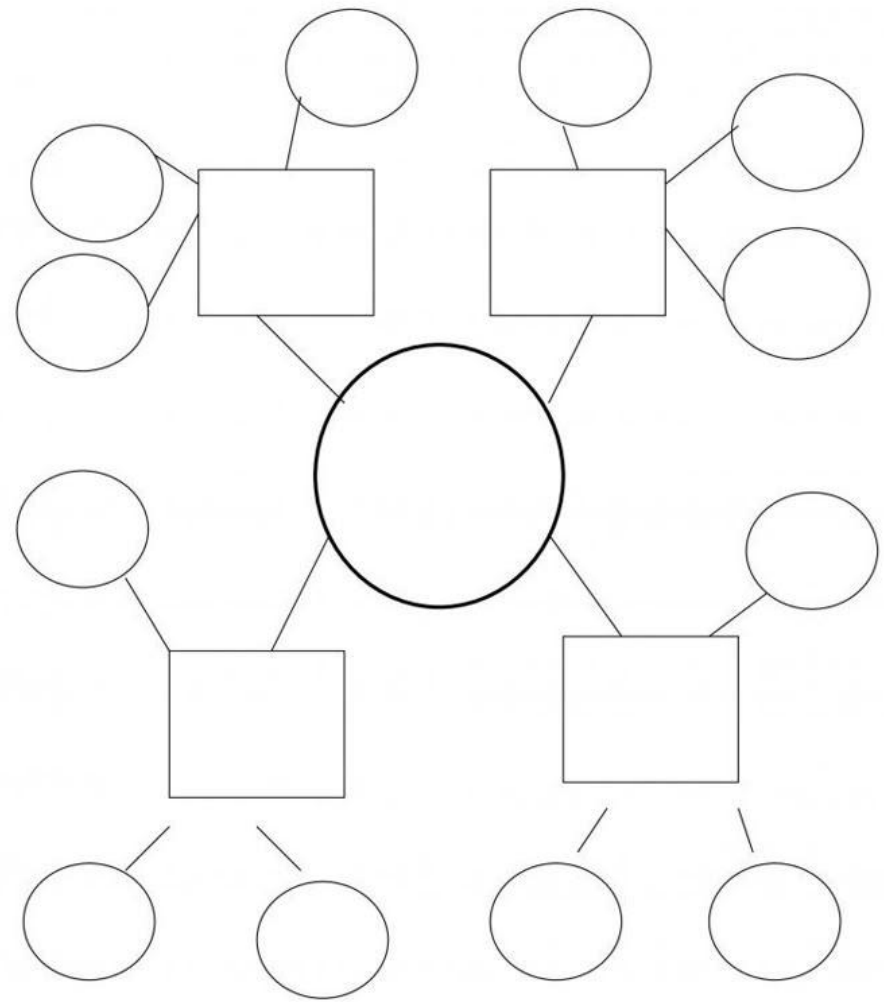




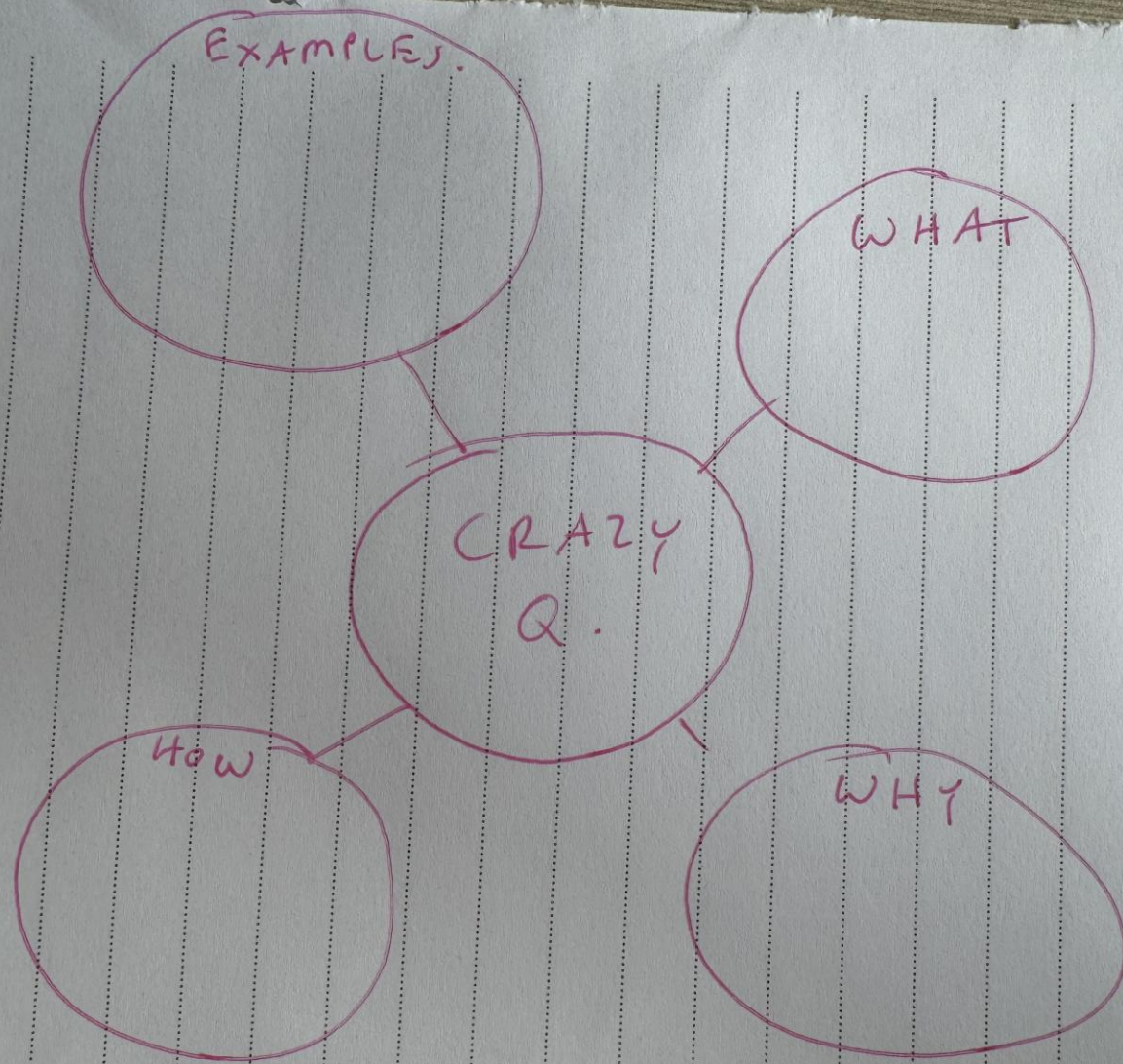


Wish List- Your Way

Mind Map



Taboo
Crazy Q
Balloon
S Word
Horror Story
Stop the bus.

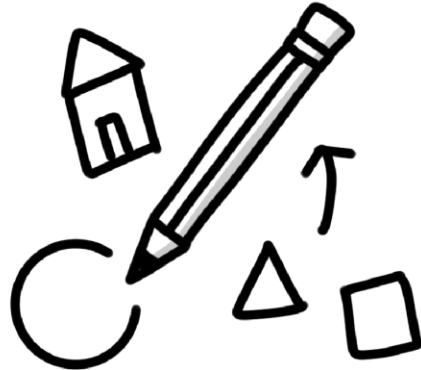


Wish List- Your Way

Sketch notes



handwriting



visual elements



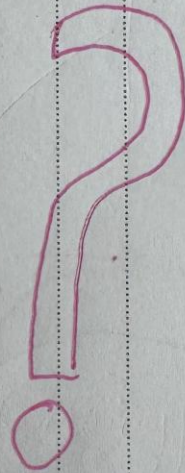
Sketchnotes

Practice Recall of terms!
Check Comprehension of book!

FUN!



Crazy



Questions!

EXAMPLES

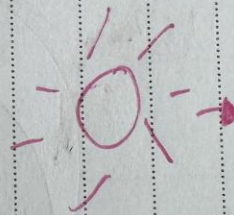
- Who's happier?
- Which one is stronger?
- Who would you rather do your H.W.?



- think!



- creative.



- metaphorical thinking.



- make connections.



Engagement and Cognitive Benefits	Engagement and Motivation	Engagement and Social Emotional Benefits	Engagement Killers!
<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>
<u>200</u>	<u>200</u>	<u>200</u>	<u>200</u>
<u>300</u>	<u>300</u>	<u>300</u>	<u>300</u>



100

Engagement and Cognitive Benefits

True or False:

Fun, interactive learning activities enhance memory retention by encouraging deeper cognitive processing

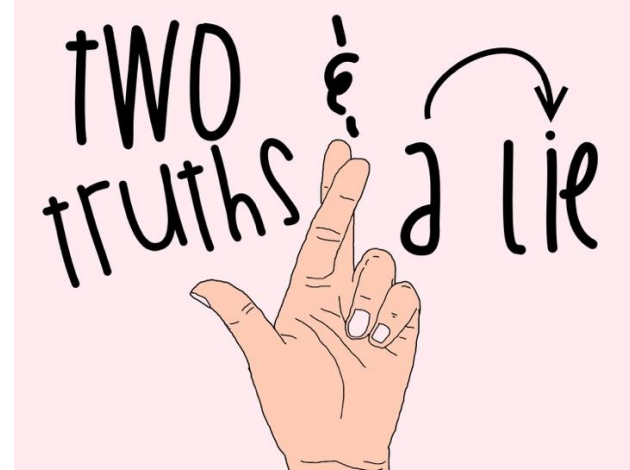


TRUE!

Fun, active learning helps improve long-term memory retention by engaging students more deeply

(Roediger & Butler, 2011).

2 Truths and a Lie



- Students come up with 3 facts about the content-but one of them must be a lie.
- One student tells the class their truths and lie, and the class tries to guess which 'fact' is the lie.



- **Let's play!**

- **1.** The Sun is a planet in our solar system
- **2.** All living things need water, air, and sunlight to survive
- **3.** Pluto used to be a planet
- **The Lie:** The Sun is actually a star, not a planet.



200

Engagement and Cognitive Benefits

True or False:

Studies show that ONLY the spacing effect with enjoyable learning activities spaced over time leads to better recall



FALSE!

We know that MANY things aid in recall, including spaced practice, and **ESPECIALLY** retrieval practice. ([Weinstein Y](#), [Sumeracki M](#), [Caviglioli O](#) 2019) Combining these sessions with novelty and fun further reinforces learning. (Cepeda et al., 2006).



Stop the Bus



- Low stakes competition designed to help students practice knowledge as well as help the teacher assess what students know about a topic. Can be used as a rapport building strategy between students if played in teams.
- Students to write up categories and as fast as they can, retrieve the correct content according to the teachers' letter.

Let's play!

Word game

Write up your categories

- Person
- Place
- Animal
- Landmark



STOP THE BUS- Letter Spaced Retrieval

Knowledge Game- PE

Write up your categories

- Bone
- Muscle
- Exercise
- Body process

Food and Nutrition

- Fruit
- Dish
- Utensil
- Something you would find in a recipe

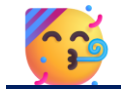
STOP THE BUS- Terms Spaced Retrieval

English

- Verb
- Noun
- Adjective
- Adverb

Legal Studies

- Legal Term
- Law
- A defence
- Something you would see in court





300

Engagement and Cognitive Benefits

True or False:

Educational games do not foster problem-solving skills as they primarily focus on entertainment.



FALSE!

Educational games require strategic thinking and decision-making, which fosters problem-solving skills

(Gee, 2003).

8 WORD SUMMARIES

Teenagers fell in love. Adults ruined everything. Typical!!'



Romeo proposed. Juliet said yes. Family said 'noooooo!'

- **Must** be 8 words
- Fit generally into the category picked
- Have some fun with it!



- **Examples**
- **Summary of Frankenstein (Chapter 1)**
- *"A tragic family. An obsession. Creation led to destruction."*
- **Explain Acute Angles**
- *"Sharp angles sliced. Less than ninety, but deadly."*
- **Encapsulate World War 1**
- *"A shot fired. Empires crumbled. Millions lay silent."*

As a table: Create an 8 Word Horror Story about the recent 'cyclone'.

Top 2 win a point

8 WORD SUMMARY



- The Dylan William twist:
- 'Memory is the residue of thoughts'
- We MUST have 'desirable difficulties' in order to move from performance to learning
- Have a go:
- Create an 8 word sentence with 'atom' as the third word
-  



100

Engagement and Motivation

True or False:

Incorporating fun elements into learning decreases intrinsic motivation by making the task seem less important



FALSE!

Fun activities boost intrinsic motivation and make students more engaged with the content

(Deci & Ryan, 2000).



FLY SWAT

Checking for Understanding

- Version 1 Teams can call out the response
- Version 2 Teams can't call out the response
- Grid with answers, typically the same topic.
- Pose the question
- Students slap, throw at the correct answer
- EASY

FLY SWAT

Checking for Understanding

The correct way to spell “_____”

Onamatopeia

Onomatopoeia

Mozart

Beethoven

Photosynthesis

Respiration

FLY SWAT

Checking for Understanding

The process green plants use to synthesis nutrients'		
Onamatopeia	Onomatopoeia	Mozart
Beethoven	Photosynthesis	Respiration

FLY SWAT

Checking for Understanding



Who composed Sonata No 11?		
Onamatopeia	Onomatopoeia	Mozart
Beethoven	Photosynthesis	Respiration

True or False:

Making learning activities more fun/novel have no effect on students' ability to persist through challenging tasks. It's better to use growth mindset language.



FALSE!

Studies show making learning tasks engaging and enjoyable helps students persist through challenges, improving their resilience

(Fredricks et al., 2004).



CRAZY QUESTIONS

- Using crazy questions encourages students to apply their knowledge in an abstract manner. It provides scope for creativity and engagement.

Tips

- Ensure students work individually and then build on their ideas in pairs and groups
- Always have students share their responses with the class to demonstrate their thinking



CRAZY QUESTIONS

- **Who would be better at playing football?**
- **What would one say to the other if they were siblings?**
- **Which one is happier?**
- **Who would you prefer to take to a dance?**
- **Which one sleeps better at night?**
- **Who would win the next election?**
- **Who would you rather have complete your homework?**



CRAZY QUESTIONS

What would the states of matter say to the other if they were siblings arguing who's the best?

Solid, 'I am the dependable and stable one.' Liquid, 'I am the flexible one, I take on the shape of my surroundings.' Gas, 'You won't even know I'm there! I'm invisible and light as air!'

CRAZY QUESTIONS

- **Who would be better at playing football?** Romeo or Juliet
- Obviously Juliet! Juliet= commitment Romeo = flip flopper
- **What would one say to the other if they were siblings?** Profit to Revenue
- Revenue, 'I am the eldest child. Profit, 'I'm the favourite.'
- **Who would you prefer to take to a dance?** Igneous or Metamorphic rocks?

CRAZY QUESTIONS IN REVERSE

- **Which one is happier?** Red blood cells or white blood cells?

White Blood Cells

- **Diversity:** White blood cells come in various types, each with unique functions in the immune system, such as fighting pathogens and regulating immune responses.
- **Lifespan:** Lifespan varies by type, with neutrophils having a short lifespan of hours to days, while lymphocytes can live for weeks to years, allowing for rapid responses to infections and long-term immunity.
- **Immune Defence:** White blood cells are essential for detecting and destroying pathogens and abnormal cells, as well as playing a role in inflammation and tissue repair.

Red Blood Cells

- **Abundance:** Red blood cells (erythrocytes) are the most abundant type of blood cell in the human body, responsible for carrying oxygen from the lungs to all tissues and removing carbon dioxide for exhalation.
- **Structure:** Red blood cells are unique in their structure, lacking a nucleus and most organelles. This design maximizes their capacity to carry haemoglobin, a protein that binds to oxygen molecules.
- **Lifespan:** Red blood cells have a lifespan of about 120 days before they are removed from circulation by the spleen and liver. This turnover ensures a constant supply of functional red blood cells in the bloodstream.

CRAZY QUESTIONS- YOUR CONTEXT

- **Who would be better at playing football?**
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CRAZY QUESTIONS- YOUR TURN

Pick a question and topic

Table with most creative/fun question and answer win extra points





300

Engagement and Motivation

True or False:

Educational games and creative thinking are especially beneficial for students with low motivation.



TRUE!

Educational games are especially beneficial for students with low motivation as they often include low stakes competition. Fun/novel activities can improve students' sense of accomplishment and belief in their abilities, fostering motivation

(Bandura, 1997).



Metaphorical Thinking

- Metaphorical thinking is the ability to make connections between two unlike things through comparison
- Students might recognise an inherent similarity/common trait or a relationship that exists between 2 sets of items that would normally not be put together.

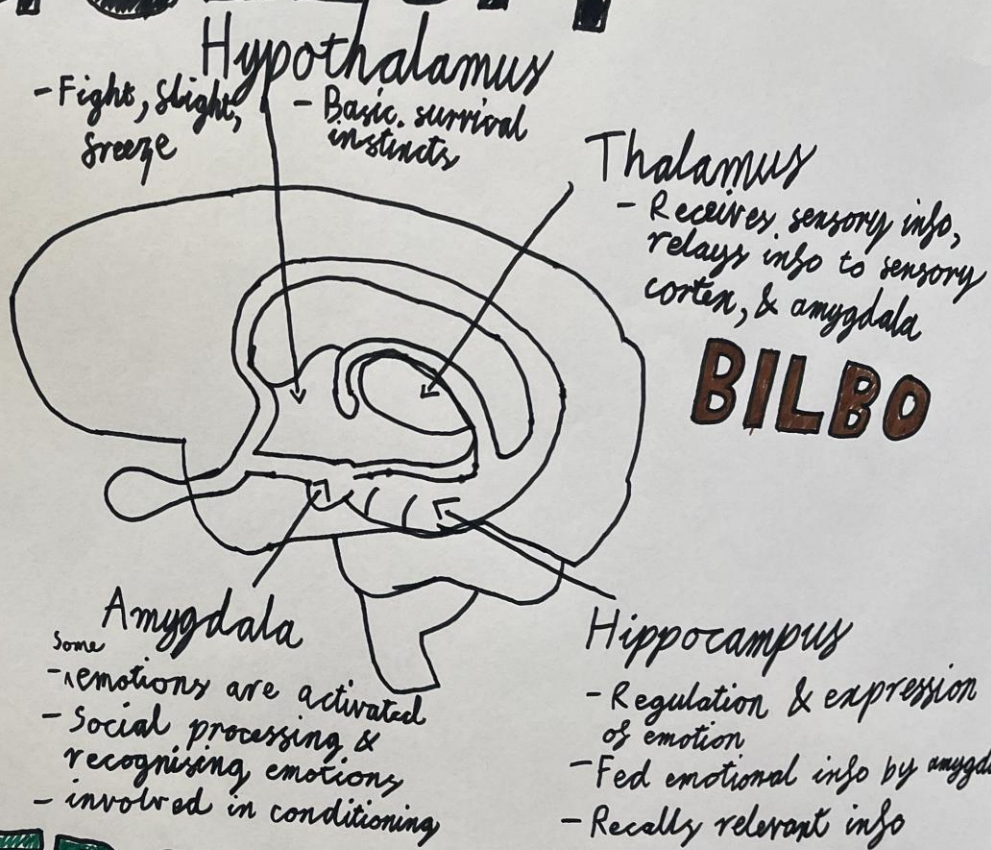
Demonstrate understanding of our unit through a 'world' of your choice. Star Wars, Harry Potter, Whoopi Goldberg, etc. Create a...



Tyson Roser

GOLLUM

THE LIMBIC System (fr. LoTR)



BILBO

FRODO

GANDALF



Musicians.

do all of the work in a band.

like school.

ar.

Instruments.

help the musicians with the music.

working on the phone.

Speakers.

link the music to the listeners.

unhappy.



100

Engagement and Social/Emotional
Benefits

True or False:

Collaborative games do not help students develop teamwork or communication skills.



FALSE!

Collaborative games promote social interaction and help develop important skills like communication and conflict resolution

(Johnson & Johnson, 1994).

Taboo

- Played in pairs
- One looks at the board, the other looks away
- Student looking at the board gives clues.... With some constraints
 - Can't say rhymes with, starts with, sounds like, looks like etc etc
 - Can't say part of the word
 - Can't use proximity clues. Eg Liam just spoke about it! We did it yesterday!
 - Students need to describe the word
- Student looking away tries to guess
- Once guessed move onto the next word



Taboo – have a go!

Routines

Expectations

Brain Break

Engagement

First Fleet

Malcom X

Personification

Number Line

Taboo - Extension

Water Cycle

- Can't Say
 - Rain
 - Dried up
 - Cloud

We want to hear specific terminology like

- Precipitation
- Evaporation
- Different types of clouds etc Cumulo
Nimbus

Reptile

- Can't Say
 - Snake
 - Crocodile

We want to hear specific terminology like

- Scales
- Eggs
- Cold Blooded

- 





200

Engagement and Social/Emotional
Benefits

True or False:

Engaging in fun activities in the classroom can reduce students' anxiety and promote positive emotions that support learning.



TRUE!

Enjoyable learning experiences can help reduce stress, foster positive emotions about school and self, and enhance learning.

(Pekrun et al., 2002).

I Have.... Who Has....

- A collaborative game where the class works together to try to beat their time!
- Students are given pre-prepared cards about content, they look at their question and prepare their answer. They cheer on and support their classmates.

Let's play! Year 4 Geography Terms – Easy!





300

Engagement and Social/Emotional
Benefits

True or False:

Fun learning activities have no effect on students' attitudes toward school.



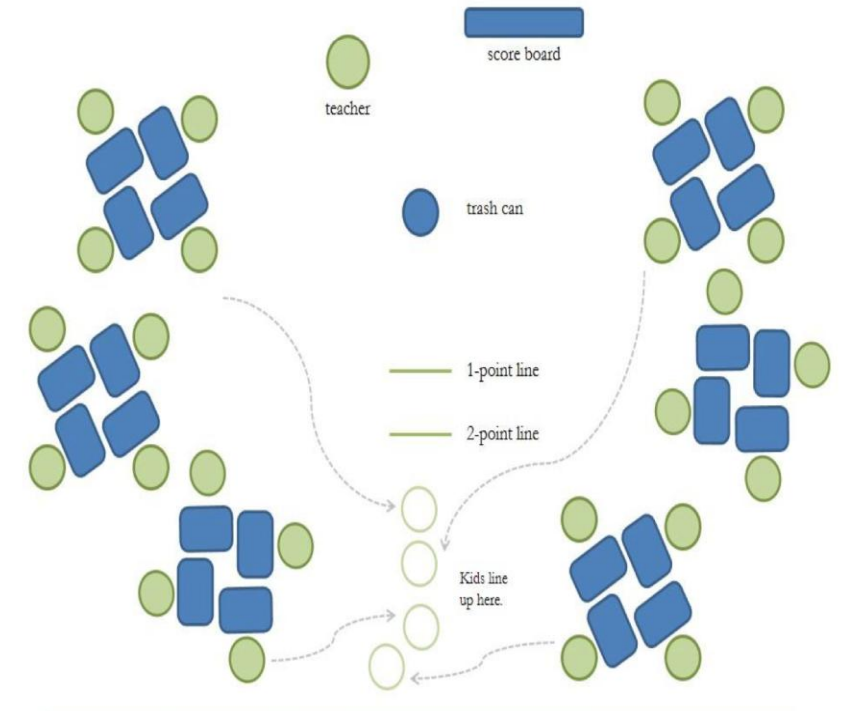
FALSE!

Fun and interactive activities foster a positive attitude toward school, which can improve long-term academic outcomes

(Skinner et al., 2008).

- Students are in groups at their desk,
- Stack of recycled scrap paper to write their answers on.
- The teacher asks a question, the students huddle together and come to a consensus about the answer.
- On the teacher's signal, they hold up their paper. If they get it correct, they have a chance to 'crumple and shoot.'
- The teams with the correct answer choose one person to line up and shoot their paper into a recycling bin.
- If they get it in, they get a point on the board.

Crumple and Shoot





Round 1

- What is Prince Harry's official first name?
- It's Henry.



Round 2

- Weighing around eight pounds, this is the human body's largest organ?
- **Answer: The skin**



Round 3

What do you call a group of flamingoes?

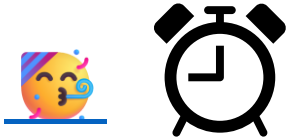
A flamboyance



Round 4 – Twist

True or False - South America has more Nations than Africa?

False





100
Engagement Killers

True or False:

Using 'hands up' as the only way to get answers from kids is a terrible idea?



TRUE!

Dylan William (formative assessment guru) says we should implement 'no hands' policy in the classroom.



This is because:

Poor evidence

Students can stop thinking and opt out

Accidentally offend kids

Silent Storm

- As a table: write as many 'hands down' ways you can to check for understanding eg think, pair, share.
- The table with the most answers win
- Let's share! Write down a strategy you will use in your classroom to replace 'hands up' for an answer.
- Silent storm is great for chatty classes (training them to ideate in silence)
- Provides a motor break if you ask for them to be placed on the board (you can then classify them)
- Great Retrieval Practice
-  



200

Engagement Killers

True or False:

If the students don't know how to behave, engagement becomes more difficult.



TRUE!

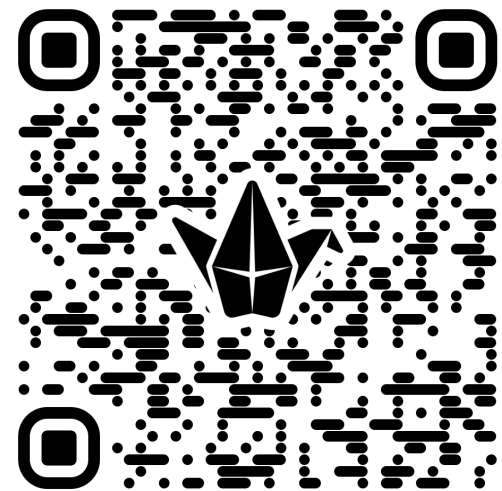
Child psychologist and author Ross W. Greene maintains, “Kids do well when they can,” and when they can't, it's because they don't have the skills to behave well/ problem solve/regulate emotions etc.



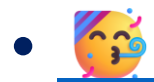
Expert Groups- Fingers

1 Post it note reward chart	2 Balloon Strategy	3 LOB/LTL
4 Teacher Vs Students	5 Pasta Jar	

- Know your strategy number
- Find it on the Padlet
- Become an EXPERT!
- Know:
- What your strategy is
- Why you would use it
- How it works
- TEACH the table your strategy/LEARN about the other strategies



Scan the code using your phone's camera to access this padlet.



<https://padlet.com/info22755/yxl-surefire-engagement-strategies-for-futurefest-vv060c5z85gqdi8d>

Find your WHY to excel



300
Engagement Killers!

True or False:

Kindness matters for learning.

TRUE!

Dr. Datu and colleagues established that students' perceptions of school kindness are linked to their academic engagement.

“School kindness was associated with perceived academic performance in Hong Kong and mainland China and higher math engagement across Filipino, Hong Kong Chinese, and mainland Chinese adolescent samples” (Buenconsejo et al., 2020, p. 10).



How'd did we go?

- Hold up your artefact
- Show us your BINGO!



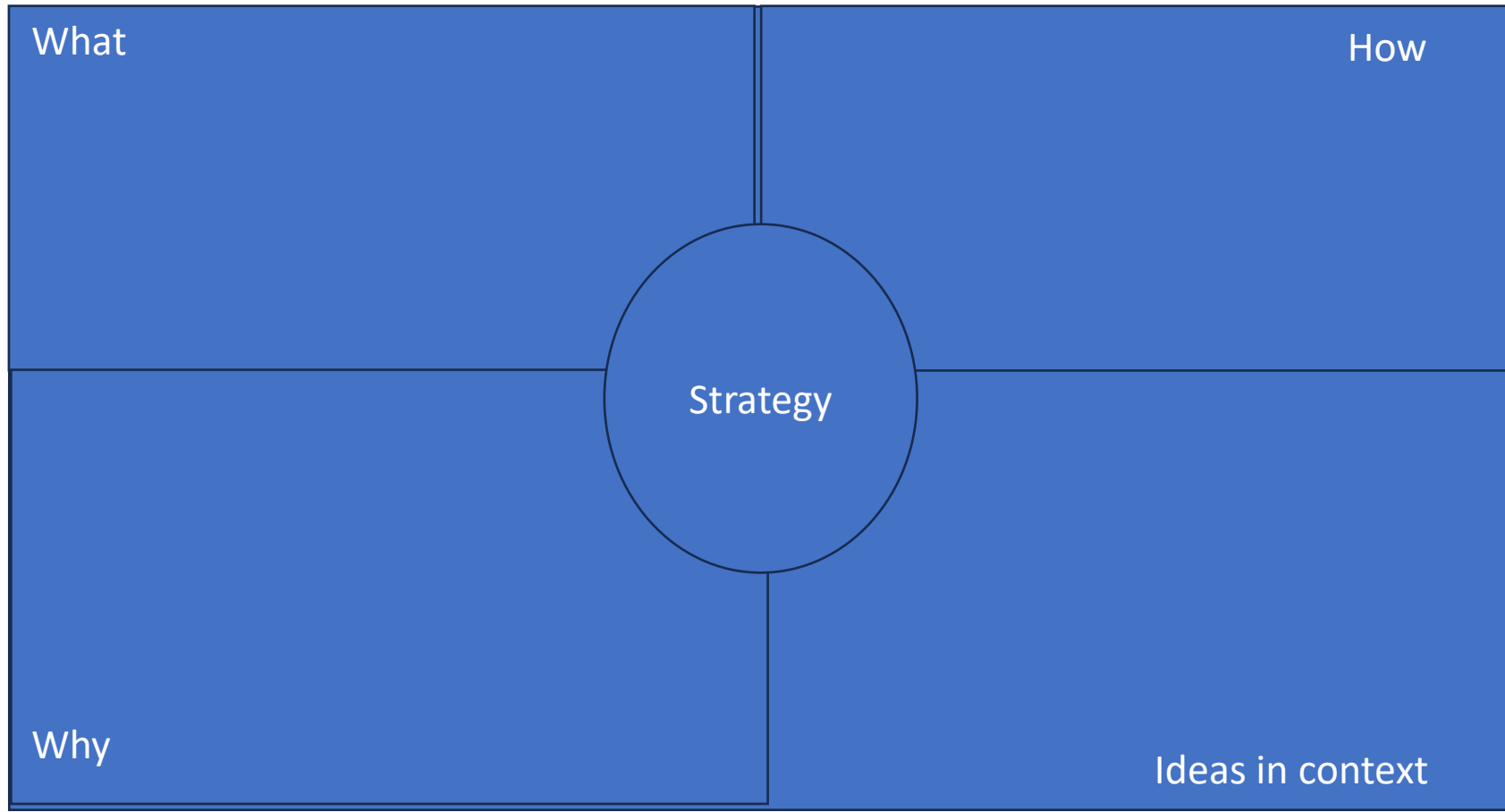
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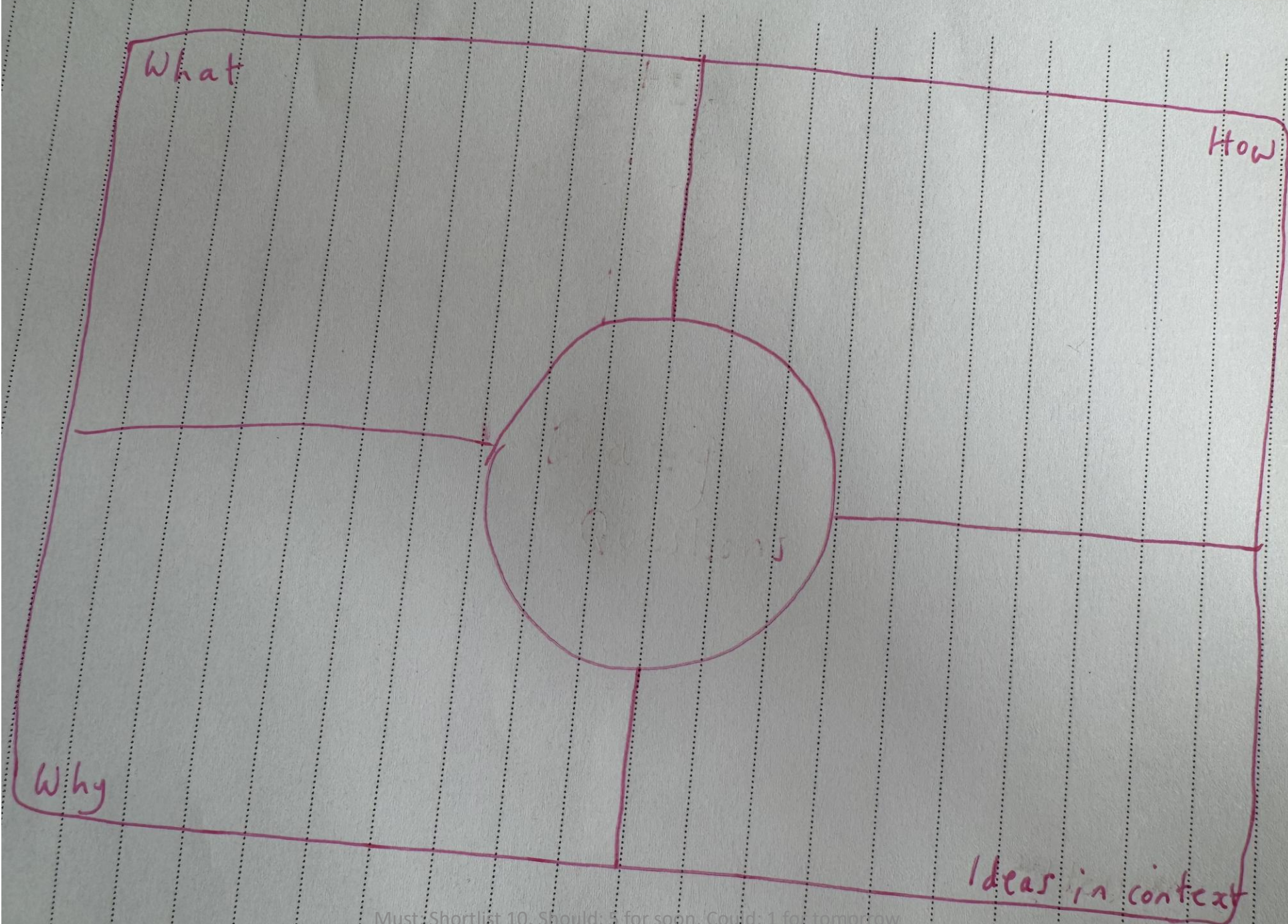


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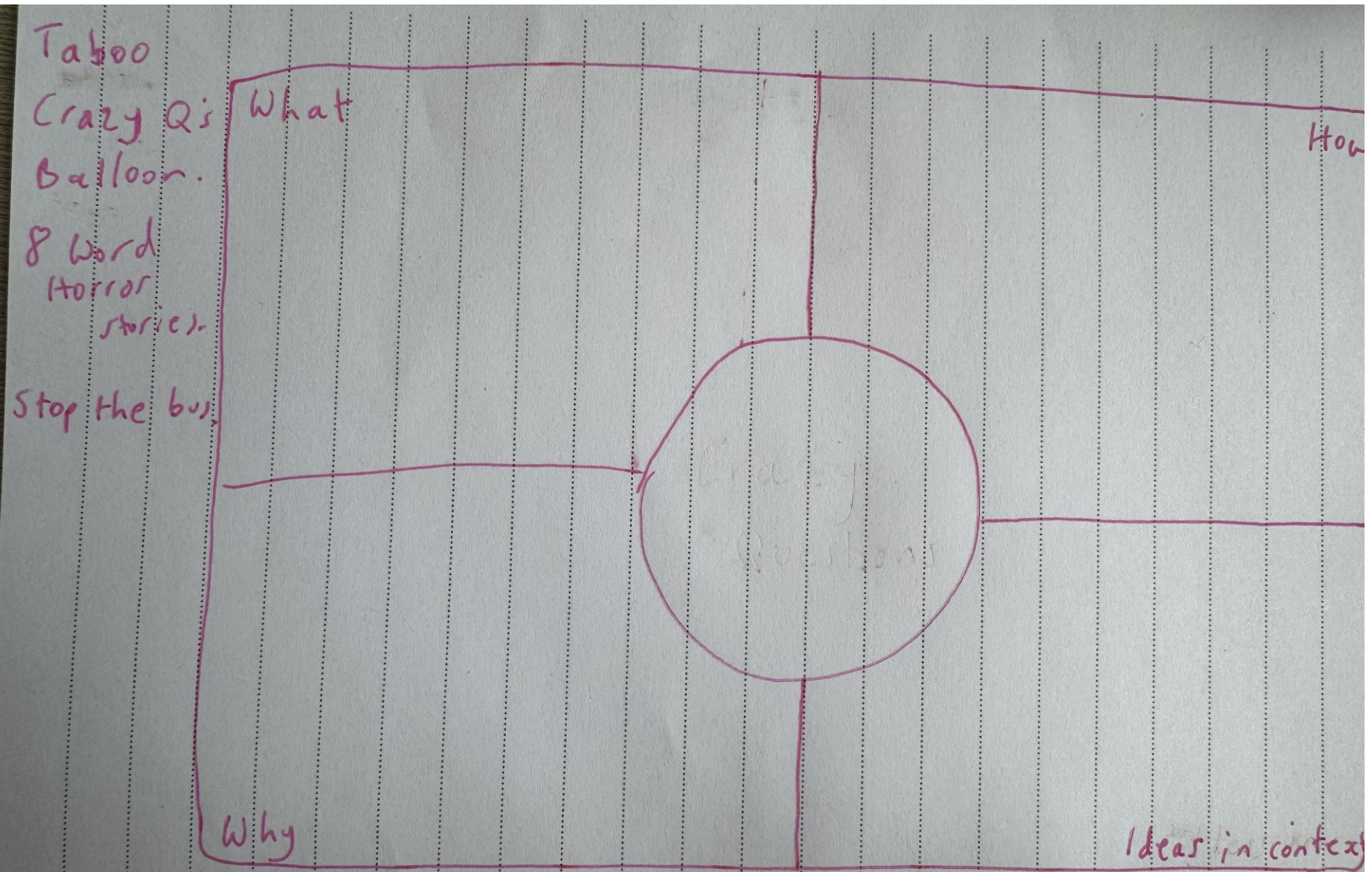


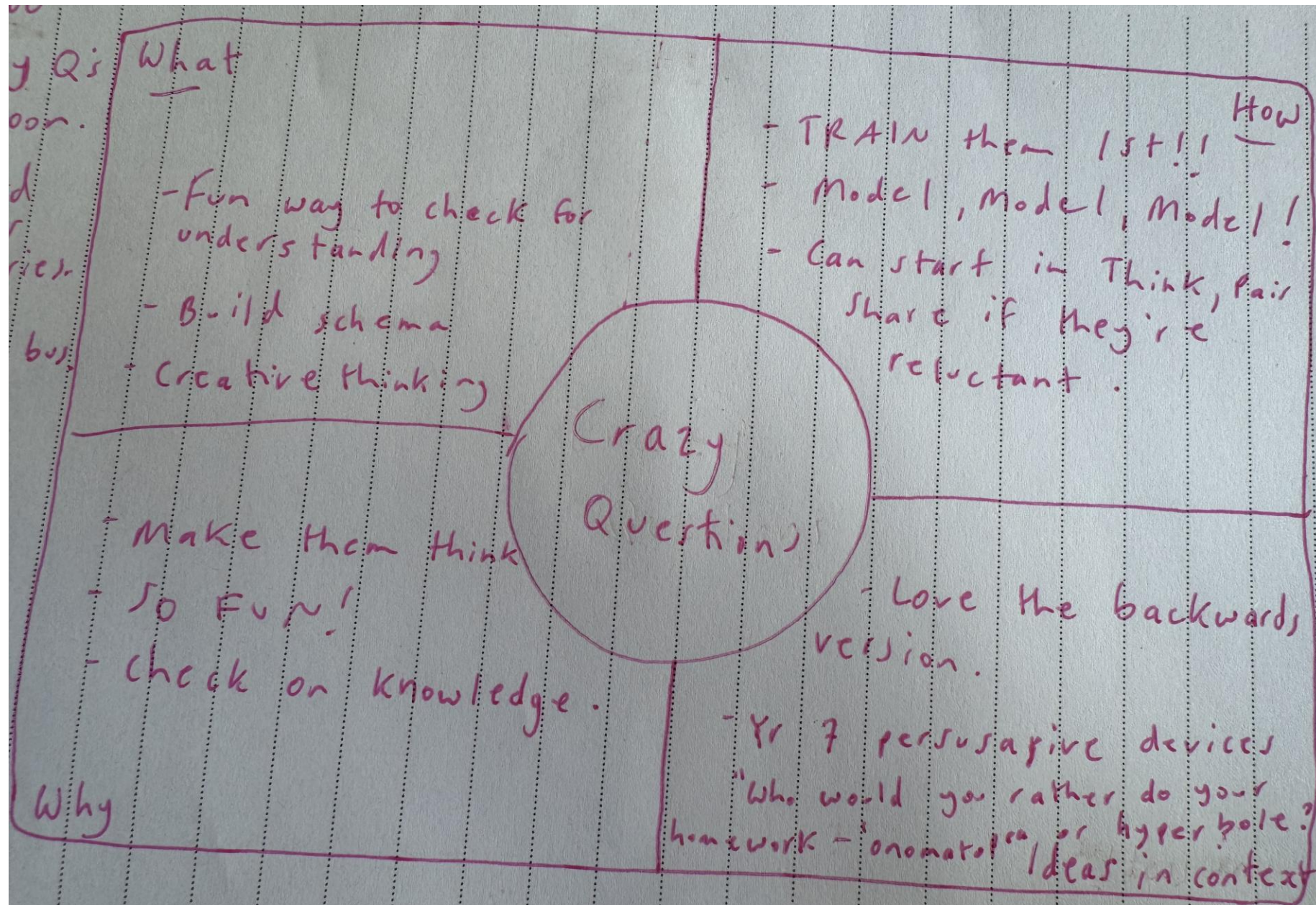
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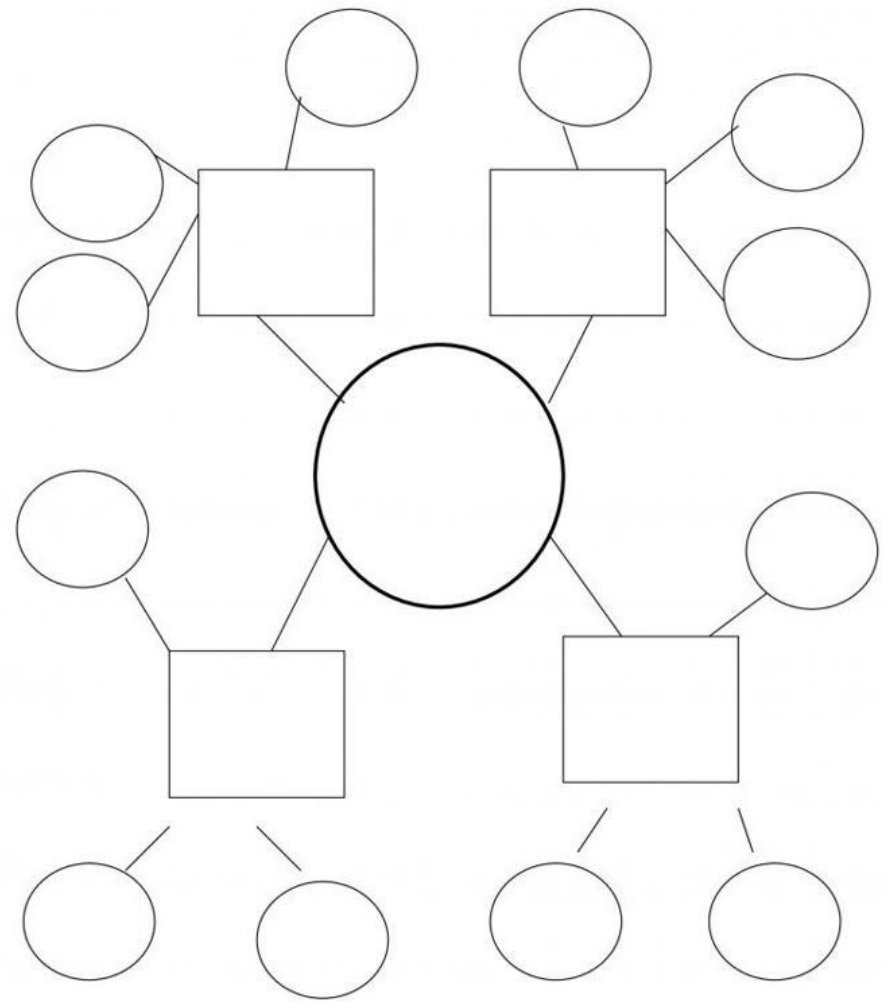




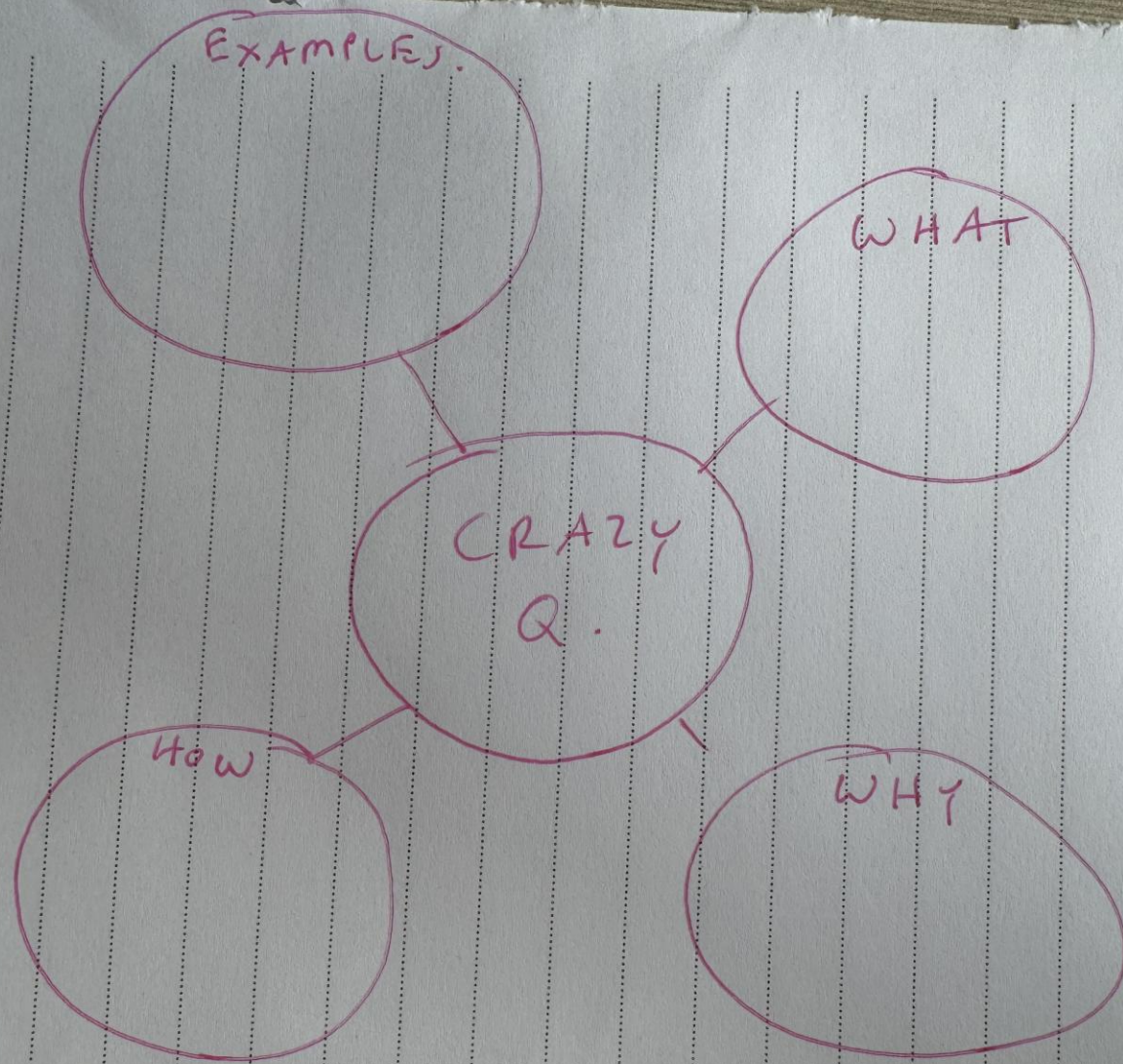


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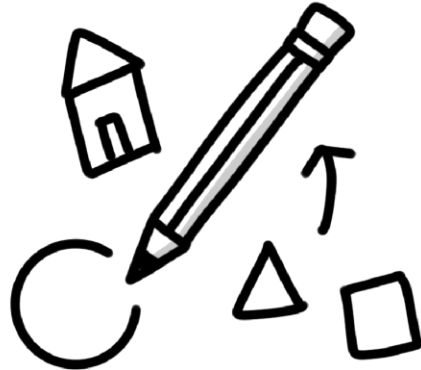


Wish List- Your Way

Sketch notes



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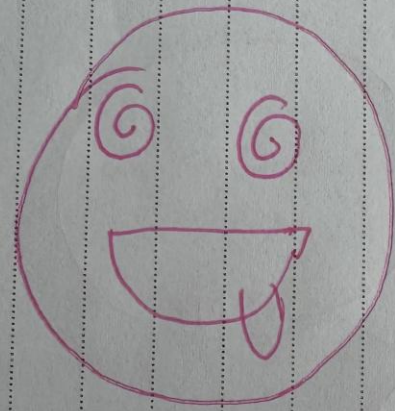
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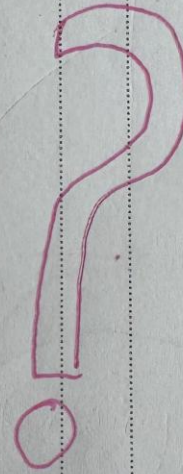
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Practice Recall of terms!
Check Comprehension of book!

FUN!




Crazy




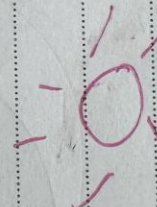

Questions!

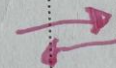
EXAMPLES

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- Which one is stronger?
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 - think!

 - creative.

 →  - metaphorical thinking.

 - make connections.



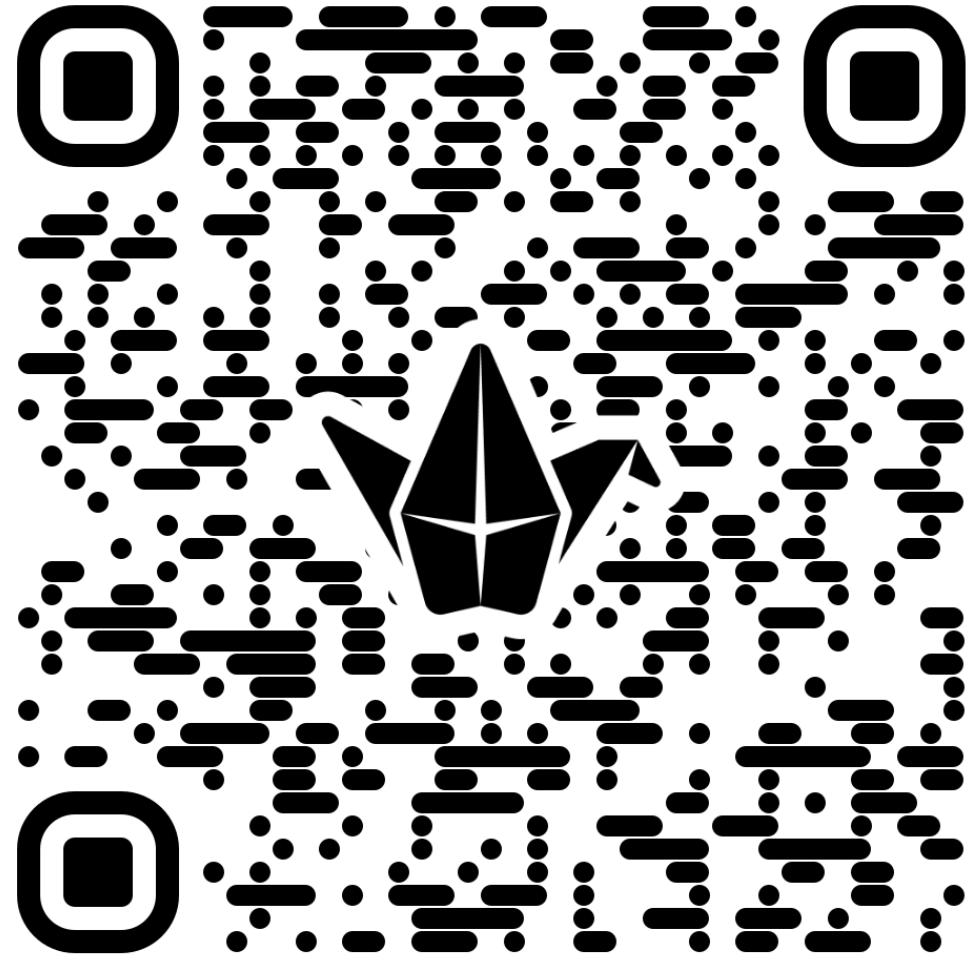
How'd we go?

- Go to our Padlet.
- Find the 2 Stars and a Wish
- Exit ticket- 2 stars and a Wish
- 2 things you enjoyed
- 1 thing that could be better
- Either tap the speech bubble or click on the + Add Comment Section

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<https://padlet.com/info22755/yxl-surefire-engagement-strategies-for-futurefest-vv060c5z85gqdi8d>

Find your WHY to excel