

Positive Classroom Culture: Strategies for Engaging Disengaged Learners!

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Classroom Culture *is the process of instilling universal values and expectations in your students to **facilitate** learning, maximize **engagement**, and **influence** behavior.*

*Basically: "How things are going to work around here!"

Let's be clear: classroom culture is

either _____ created by the teacher, or
it _____ created by other factors.

Post it Point: How would you describe your classroom culture in ONE WORD? In the book: *Understanding by Design (UbD)*, authors make a call for educators to reflect on how they balance the following three teaching roles:

1. *Facilitation*: open-ended questioning, problem posing, Socratic seminar, and guided inquiry
 2. *Direct instruction*: demonstration, modeling, and lecturing
 3. *Coaching*: providing feedback, conferencing, and guided practice
- Credit: - *Grant Wiggins and Jay McTighe*

1. Strategy: Essential Questions and Inquiry Based Units

Student Centered Classrooms often begin with a

_____.

The teacher facilitates this learning, but also gives authority to the student to "own" their question. The student moves to center stage and the teacher assumes a supporting role. Inquiry is a wonderful teacher.

2. Strategy: Be the Fool (If you can't, then let them be one)

They will be excited about what you are excited about. Make it Safe.

Use _____ with lots of standards. Have a culminating event.

la Themes

3. Strategy: Morning Meeting

- Set the tone for respectful learning
- Establish a climate of trust
- Motivate students to feel significant
- Create empathy and encourage collaboration
- Support social, emotional and academic learning

Morning Meeting consists of:

- Greeting, Sharing, Group Activity, and Announcements
- Can be no longer than 15-25 minutes.
- Include a response to a morning message (problem of the day, journal response, Daily Math or Language review), set learning goals (I CAN statements).
- Responsive Classroom Handout

4. STRATEGY: THEY LIKE THEMSELVES MORE THAN THEY LIKE YOU

Let them teach themselves. Give them scripts. Have them record and recite themselves. What do you want to be an EXPERT on? Technology is your friend.

5. Strategy: Looks Like, Sounds Like, Feels Like:

Pick a lesson with a specific learning goal/product. What does the discussion need to sound like? What should NOT be present in the discussion (young learners)? What does the product need to look like? What should I feel like like (author, scientist, historian, mathematician)?

THINK PAIR SHARE (what does this look like? Sound like? Feel like-consistency pays off here)

6. STRATEGY: How can I facilitate the learning without being the STRONGEST voice in the room?

Example Common Core lesson/Fish Bowl Strategy

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