

iCHAMPS

Engagement Strategies



Broward County Public Schools





Engagement Strategies

- Provide **instructional structure** that develops responsible, motivated, and highly engaged students
- Provide **learning experiences** that challenge, motivate, and actively involve the learner
- Encourage adaptability, flexibility, resourcefulness, and creativity
- Encourage students to become deeply involved in their work





Objectives

After this presentation, you will...

- Understand the concept of student engagement
- Learn how to increase student engagement through:
 - Marzano's 5 Engagement Concepts
 - Social Emotional Learning (SEL)
 - Universal Design for Learning (UDL)
 - Opportunities to Respond (OTRs)





What is Student Engagement?

Educational strategies and teaching techniques that address the developmental, intellectual, emotional, behavioral, physical, and social factors that enhances learning for students.



Something **WE** do...



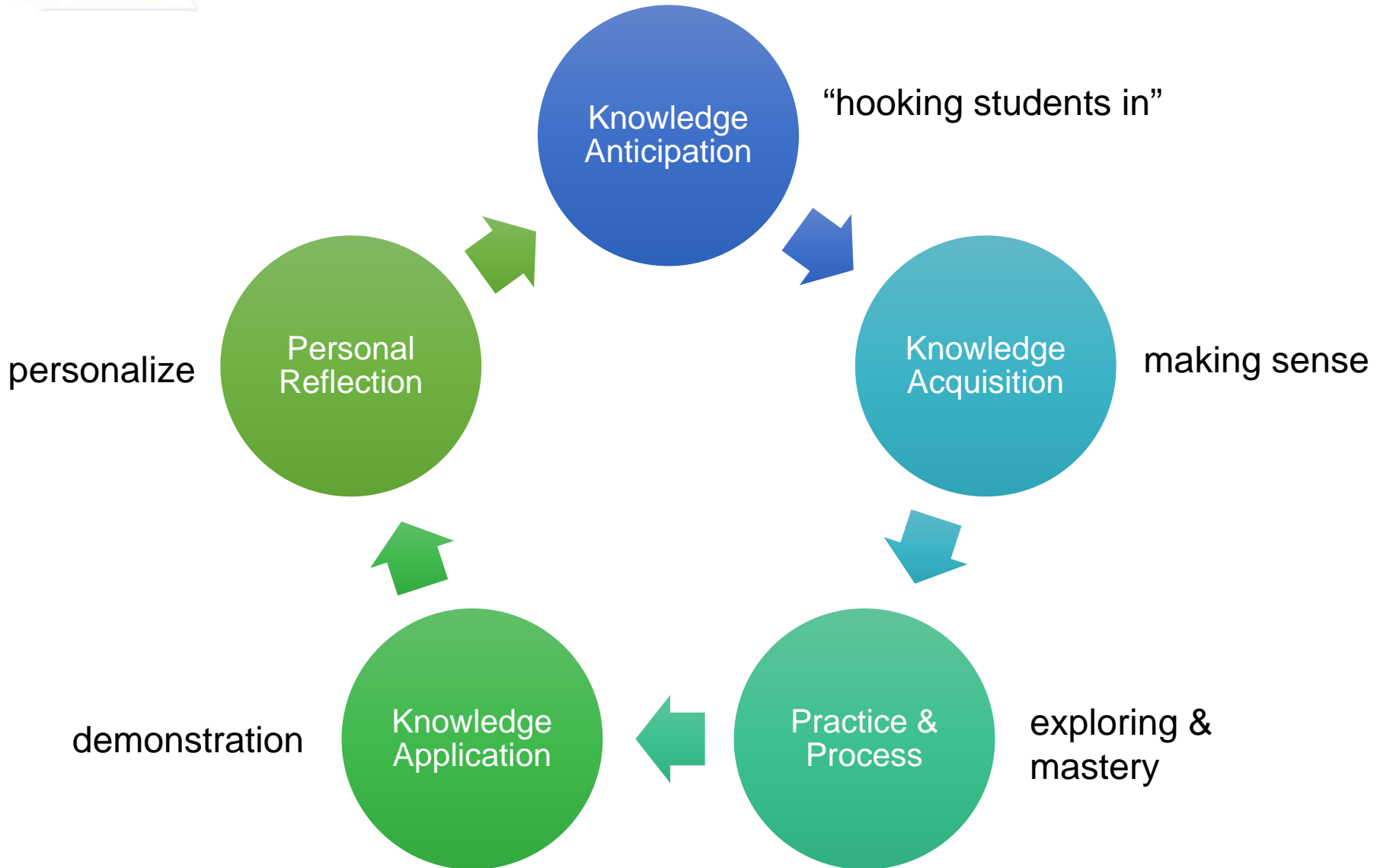
The Glossary of Educational Reform defines student engagement as: **the degree of attention, curiosity, interest, optimism, and passion that students show when learning or being taught. ...learning improves when students are inquisitive, interested, or inspired**



Creates this **student outcome**



Engagement doesn't just happen....





Levels of Engagement

Engaged

- I'm super excited to dive in and learn! I will stick with it even when it gets challenging

Strategic

- I'll be interested and follow along but won't internalize and won't do more than I have to

Retreated

- I'll hide in the back and try to avoid participation because it sounds boring or I don't know how to do it, nor do I care

Rebellion

- I'm so uncomfortable or so uninterested that I'll likely get distracted, will make jokes or rebel





Engagement Outcomes

Students who are engaged...

Show more initiative!

Develop their own ideas!

Pay attention to directions!

Show excitement for learning!

Find their own mistakes!

Take more educational risks!

Take time to think!

Stay focused longer!

Do their homework!

Ask more questions!

Aren't interested in misbehaving!!



Research shows...

Robert Marzano's research (2007) shows that students in highly engaging classrooms outperform their peers by an average of almost **30 percentile points**.

“Misbehaviors ... were so rare in the highly motivating, engaging classrooms that we leave this study still not certain what the consequential policies were in any of the ... highly engaging classrooms.

This contrasts with **classrooms defined as “low engaging”** where it **took “at least 10-15 minutes to begin class**, and which was often delayed further by behavioral disturbances”.





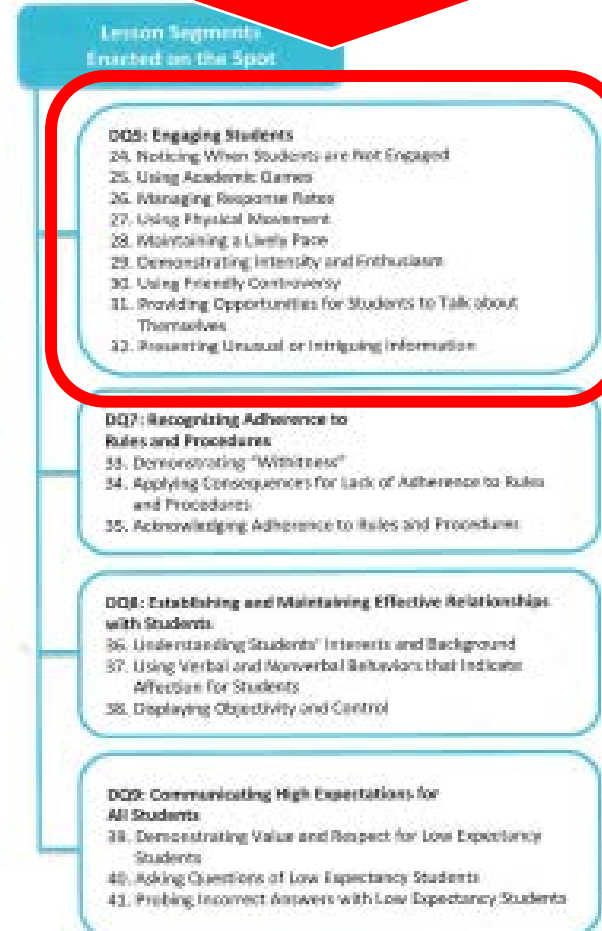
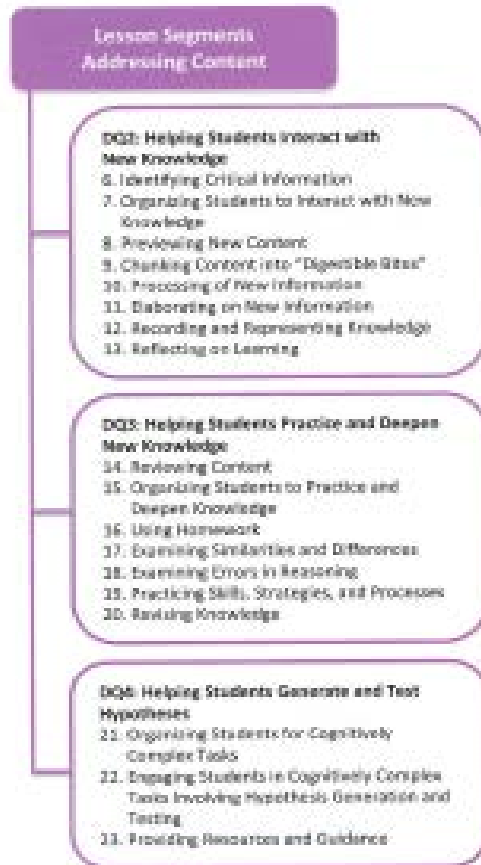
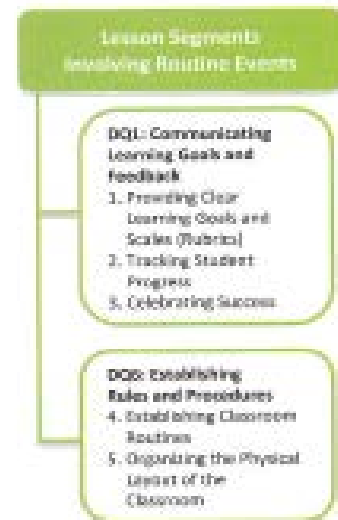
It's in your evaluation...

Marzano Art and Science of Teaching Framework
Learning Map

Domain 1: Classroom Strategies and Behaviors

Domain 1 is based on the Art and Science of Teaching Framework and identifies the 41 elements or instructional categories are organized into 9 Design Questions (DQ) and further grouped into 3 Lesson Segments.

Student Engagement



Note! DQ refers to Design Questions in the Marzano Art and Science of Teaching Framework. The nine (9) DQs organize the 41 elements in Domain 1.

The final Design Question, DQ10: Developing Effective Lessons Organized into a Cohesive Unit is contained in Domain 2: Planning and Preparing.



Engagement strategy: Pinch Cards

Using research-based strategies will increase student engagement and student achievement by an average of _____ percent?

A. 40%

B. 30%

C. 25%

D. 60%





Making the connection...

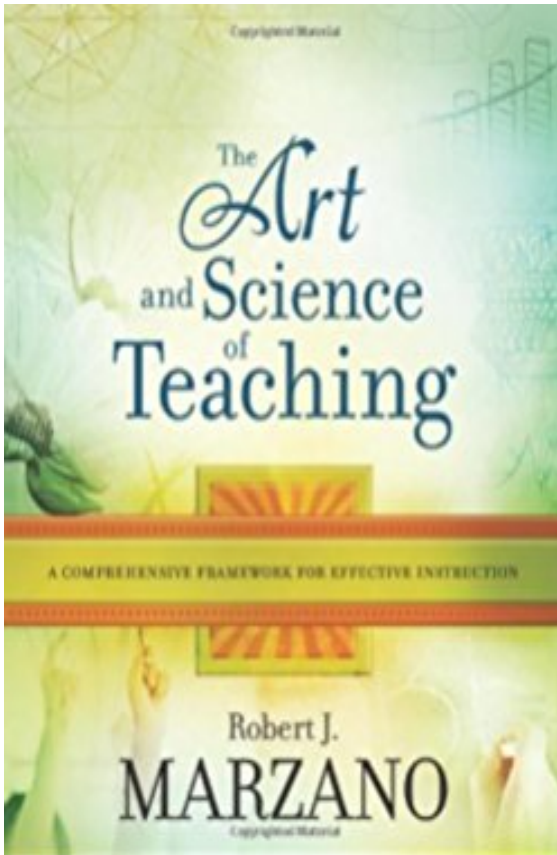
Working together to...

Marzano's 5 Strategies	Social Emotional Learning (SEL)	Universal Design for Learning (UDL)	Opportunities to Respond (OTRs)
1. High Energy Classroom 2. Missing Information 3. Mild Controversy & Competition 4. Mild Pressure 5. Self System	Self-management Self awareness Decision making Relationship skills Social awareness	Engagement Representation Action & Expression	White boards Ball pass Pinch cards True/false cards Share Pair Pick Sticks Finger scales Etc.....

....optimize engagement and learning

M5

Marzano's 5 Concepts



Five areas to consider to increase student engagement:

1. High energy
2. Missing information
3. Self- system
4. Mild pressure
5. Mild controversy & competition

M5

1. High Energy

The same part of the brain that processes movement also processes learning. When planning lessons, find ways for students to engage in movement.



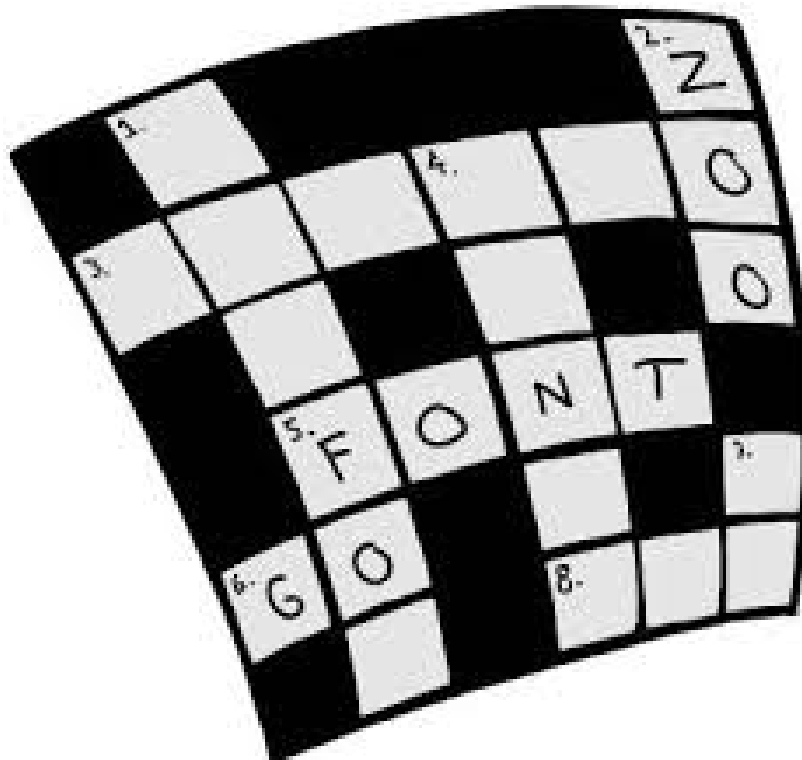
1. High Energy examples

- **Teacher Demonstrates intensity and enthusiasm for content**
- Frequent checks for understanding:
 - Response cards (white boards)
 - Hand signals (finger scales, thumbs up, clapping)
- Stand up and stretch
- Physical representation
- Give one, get one and Share Pair
- Vote with your feet
- Cooperative jigsaw
- Gallery walk and poster session
- Beat the timer

M5

2. Missing Information

Academically focused puzzles and games wet the “mental appetite” and provide an element of anticipation.



Puzzle: Answer Please..

GENIUS AT WORK

$3 \text{ soccer balls} = 18$

$3 \text{ clocks} = 9$

$3 \text{ fans} = 6$

$1 \text{ clock} \times 1 \text{ soccer ball} - 1 \text{ fan} = ??$

[/PicsDownloadz](#) [PicsDownloadz.com](#)

M5

2. Missing Information examples

- Crossword puzzles / word search puzzles
- Hangman
- Visual puzzles
- Jeopardy
- Content games:
 - i.e. Math:

What numbers are missing from this sequence?

79, 75, __, 67, 63, __,

- Free online games:
 - i.e. PBS Kids Games
 - National Geographic Games



M5

3. Mild Controversy & Competition

When competition is built-in (but not too strong), it can enhance learning by adding excitement and fun into classroom activities.



- Students enjoy problem solving with and against peers
- Structured debates and group competitions enhance student achievement
- Inconsequential competition such as “Jeopardy”,
- All students must be involved and participate
- All students must have the opportunity to win and be successful

3. Mild C & C examples

"Tell me and I
forget, teach me
and I may
remember,
involve me and I
learn."

- Benjamin Franklin

Kids Movie Lessons

- Debates – individual and small group
- O-P-V (students defends opposite point of view from own)
- Project competition
- Seminar groups (exploring “highly charged” material)
- Trivia (content) competition
- Compare and contrast activities (such as Venn diagramming)
- Educational game competitions
- Behavior competition
- “Expert” opinions (researching and debating merits of expert ideas)
- Tournaments

M5

4. Self-System

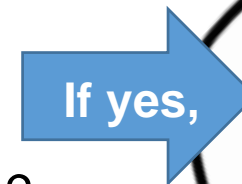
The self-system controls what we decide to attend to. Everything we find personally interesting and valuable.

If the task is judged **important (1)**,
if the possibility of success is **high (2)**,
and a **positive effect (3)** is associated with the task,
the individual is **motivated** to engage in the task.

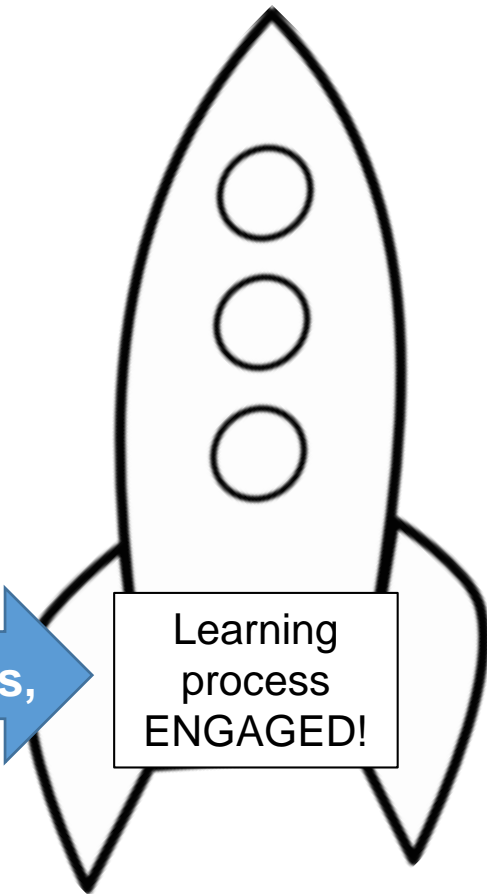
Marzano, Pickering, and Pollack, 2001



- (1) Do I need to do this?
 - (2) Can I do this?
 - (3) Do I like doing this?
- Do I benefit from doing this?



Learning
process
ENGAGED!



M5

4. Self-System examples

- Interest surveys
- Student learning profiles
 - i.e. Under what conditions do you learn best?
 - Do you like to work alone or with others?
- Self-reflection forms
- Explicit connections to personal lives
- Talent show, music, spoken word, etc.
- Presenting unusual information
- Guest speakers and “first hand” consultants
- Provide opportunities to talk about themselves



M5

5. Mild Pressure

Students are smart; they look for patterns in our behavior. Keep them guessing and attentive. Students will raise their level of attention if there is a moderate chance they will be called on.

- Mild pressure forces attention on to the source of the pressure
- When students have even a mild chance of being called upon, “anticipatory attention” sharpens
- Increasing the rate of student response, increases academic achievement
- Wait time focuses attention and increases student thoughtfulness



M5

5. Mild Pressure examples

- Pick Sticks
- Choral response techniques
- Increased wait time
 - Post question: minimum of 3 seconds with eye contact
 - Within-student answer: minimum of 3 seconds for processing
 - Post student answer: minimum of 3 seconds for other students to process
- Seeking more comprehensive answers from students



M5

Engagement Strategy: Pinch Cards

When students are given a choice to debate something they believe in with a student who has a different point of view, the teacher is utilizing which two of Marzano's engagement concepts.

- A. High Energy and Mild Controversy and Competition
- B. Mild Controversy & Competition and the Self-System
- C. Mile Pressure and Missing Information
- D. The Self-System and High Energy





Worksheet: Activity 1

Complete Marzano's 5 Engagement Concepts with example(s)



SEL

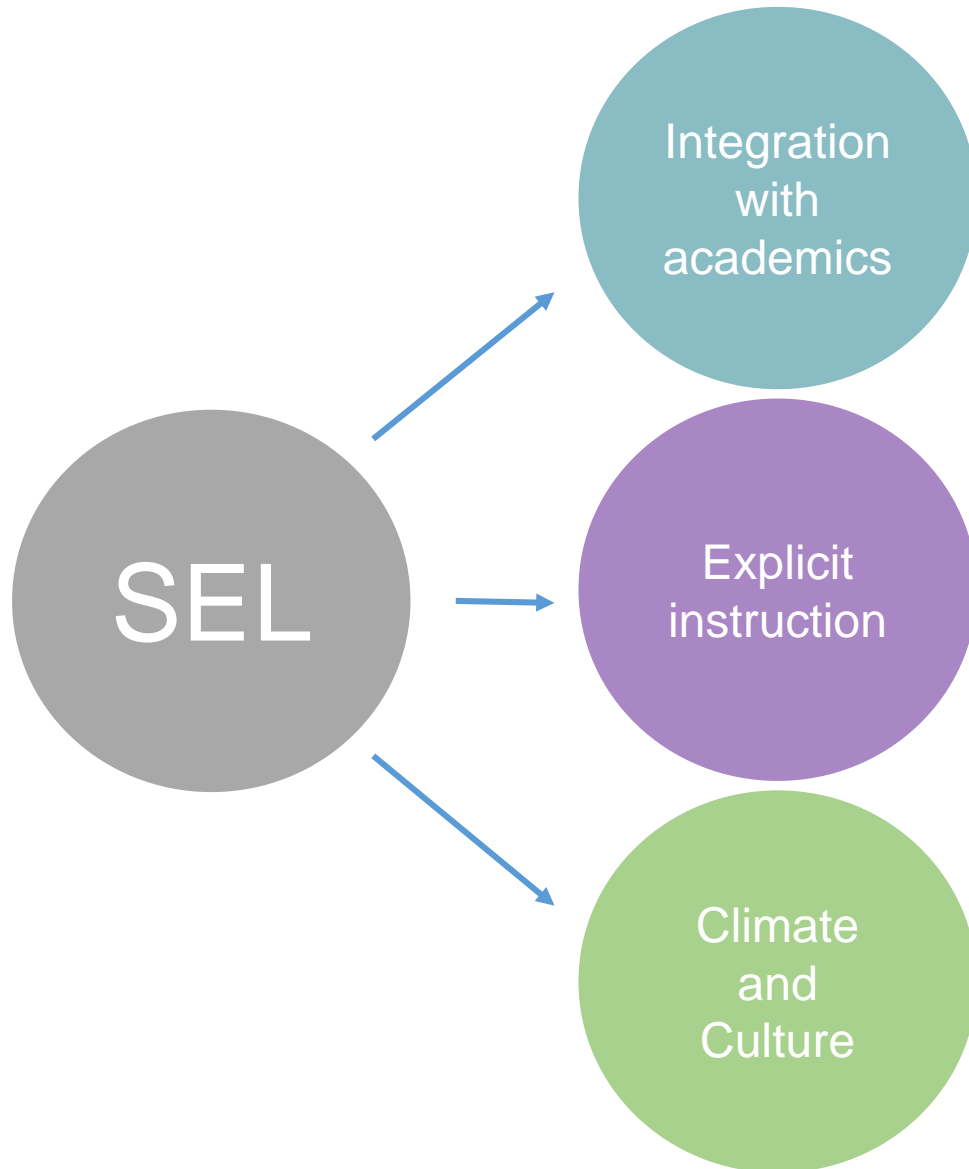
Social Emotional Learning

5 Social Emotional Learning (SEL) Competencies

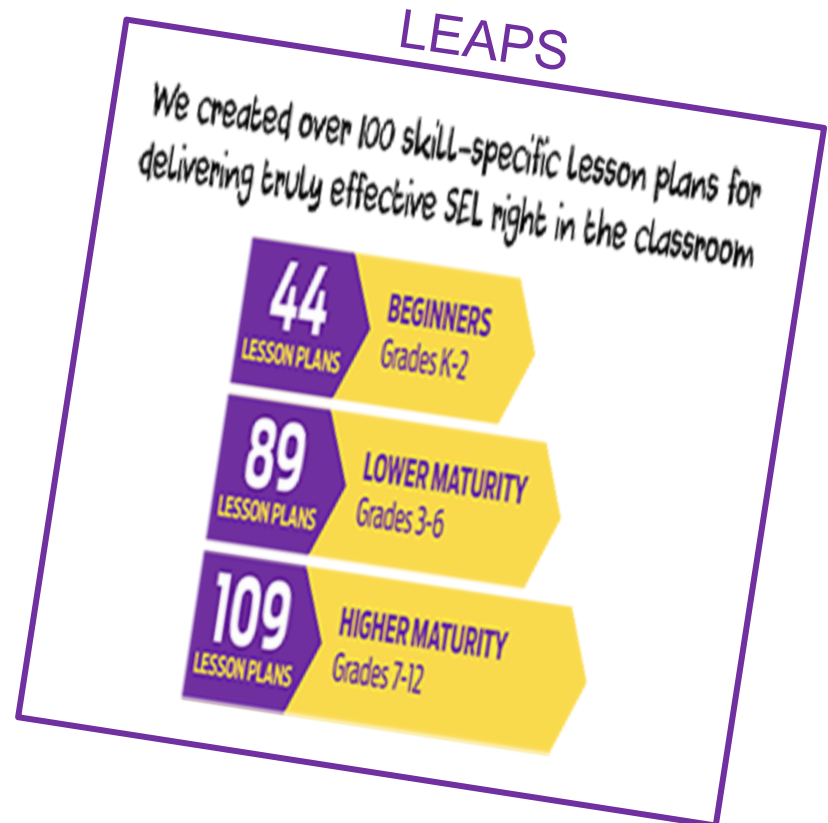


SEL

Social Emotional Learning



- LEAPS
- Skillstreaming
- Second Step
- Cloud 9
- SEL Curriculum
- Anti Bullying Programs
- Classroom Meetings
- Character Education
- CASEL Programs
- PAX Good Behavior Game



Which one is NOT a SEL strategy?

A. Character Education

B. LEAPs

C. CHAMPs

D. Classroom Meetings

SEL

Worksheet: Activity 2

List 3 SEL programs available to you

UDL

What is Universal Design for Learning?

UDL is a “...framework for guiding educational practice that ... provides flexibility in the ways information is presented, in the ways students respond or demonstrate knowledge and skills, and in the ways students are engaged (National Center on Universal Design for Learning, 2011).”

Basically, UDL is allowing students to have multiple means of engagement, expression and representation



UDL



Provide multiple means of
Engagement

Stimulate
motivation
and sustained
enthusiasm
for learning in
different ways.

Provide multiple means of
Representation

Present
information and
content in
different ways
to support
understanding.

Provide multiple means of
**Action &
expression**

Offer options
and supports
to all so
everyone can
create, learn
and share.

UDL

1. Multiple Means of Engagement

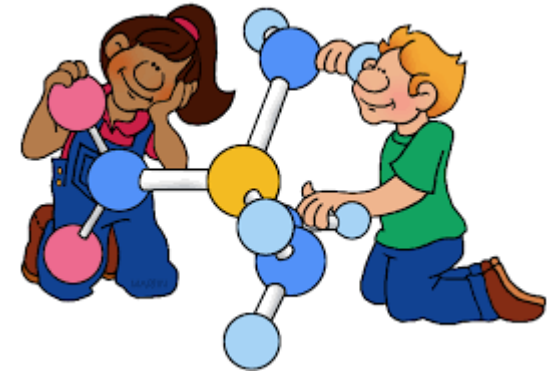
Tap into interests & choice, offer challenges, and increase motivation. The “WHY” of learning.



Chunking & Discussion



Guided learning



Manipulatives & Hands-on



Cooperative work



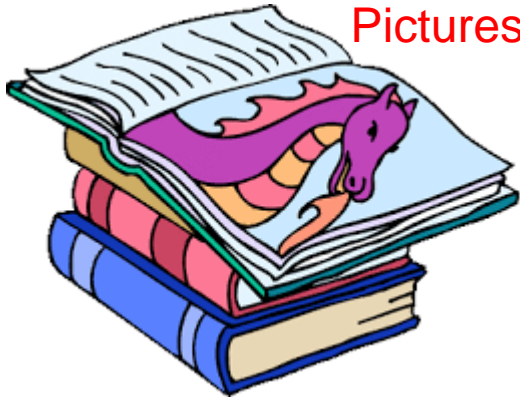
Project based learning

UDL

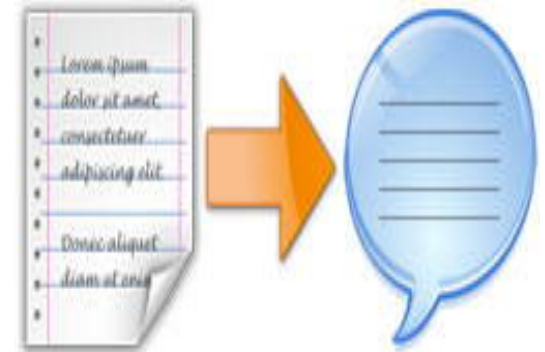
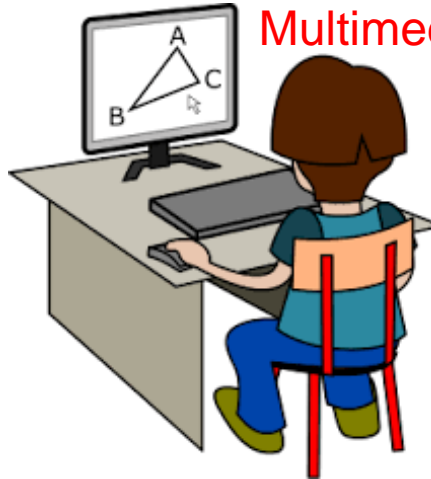
2. Multiple Means of Representation

Provide diverse learners options for acquiring information and knowledge in a variety of ways. The “WHAT” of learning.

Books
Pictures



Multimedia

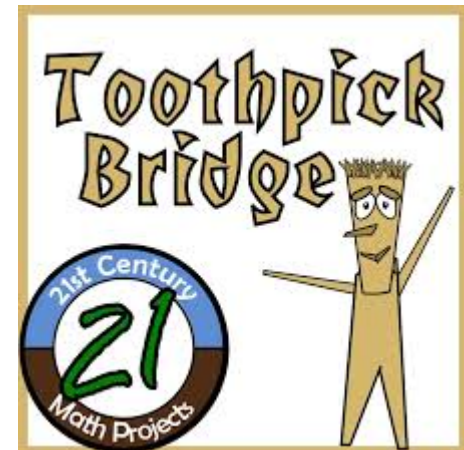


Text-to-speech

Video



Audio books



Activities

UDL 3: Multiple Means of Action & Expression

Provide learners options for demonstrating what they know.

The “HOW” of learning.

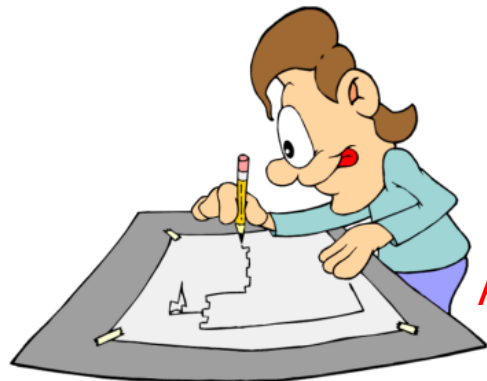
Verbal Response



Written response

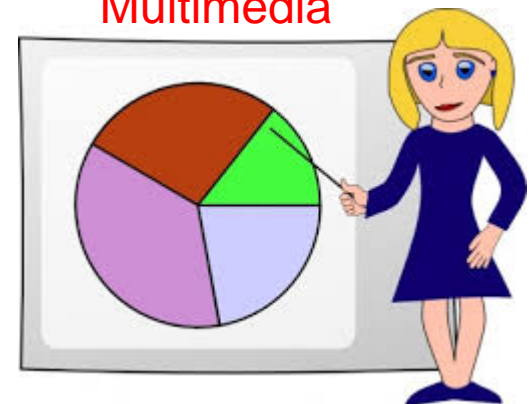


Drama Response
(movement)



Artistic Response
(visual)

Multimedia



The three principles of UDL are:

- A. Engagement, Mild Pressure and High Energy
- B. Engagement, Representation and Action & Expression
- C. The Self-System, Representation and Competition
- D. OTRs, Choice and Engagement

List the 3 Principles of UDL and example(s)

OTR

Opportunities to Respond (OTRs)

TRUE



FALSE



OTR

Types of OTRs

✓ White Boards

✓ Pinch Cards

✓ Ball Pass

• Choral Response

• Share Pair

✓ True/False Cards

✓ Pick Sticks

• Finger Scales

✓ Pass / Lifeline

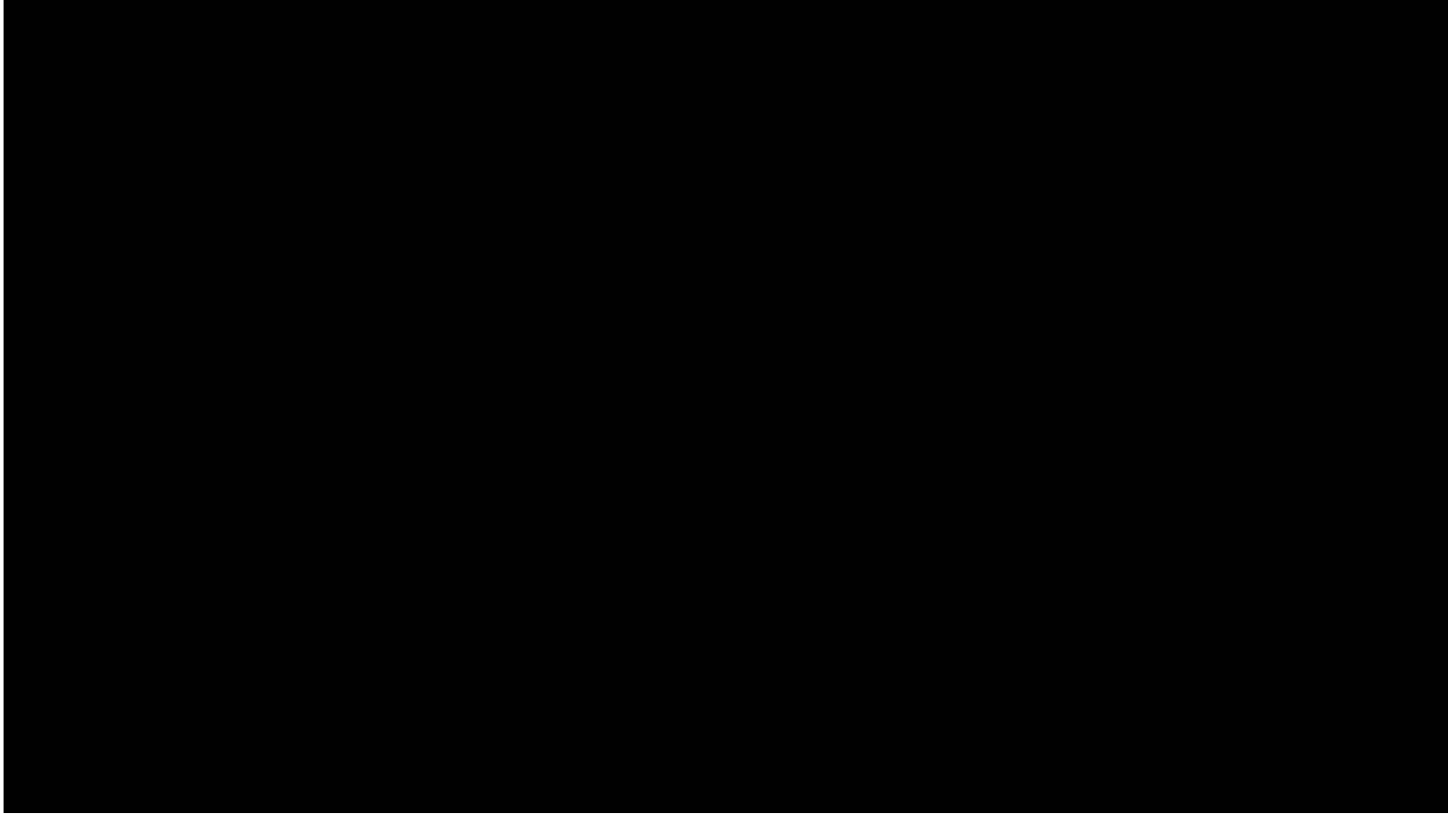
• Completion Signal

✓ Raise Hand

✓ Thumbs Up

OTR

Video for all grade levels



OTR

Engagement strategy: ball toss

How many OTRs are there?

Limited only to the teacher's imagination!

OTR

Engagement strategy: ball toss

How many times an hour should you implement an OTR?

10 to 40 per hour!

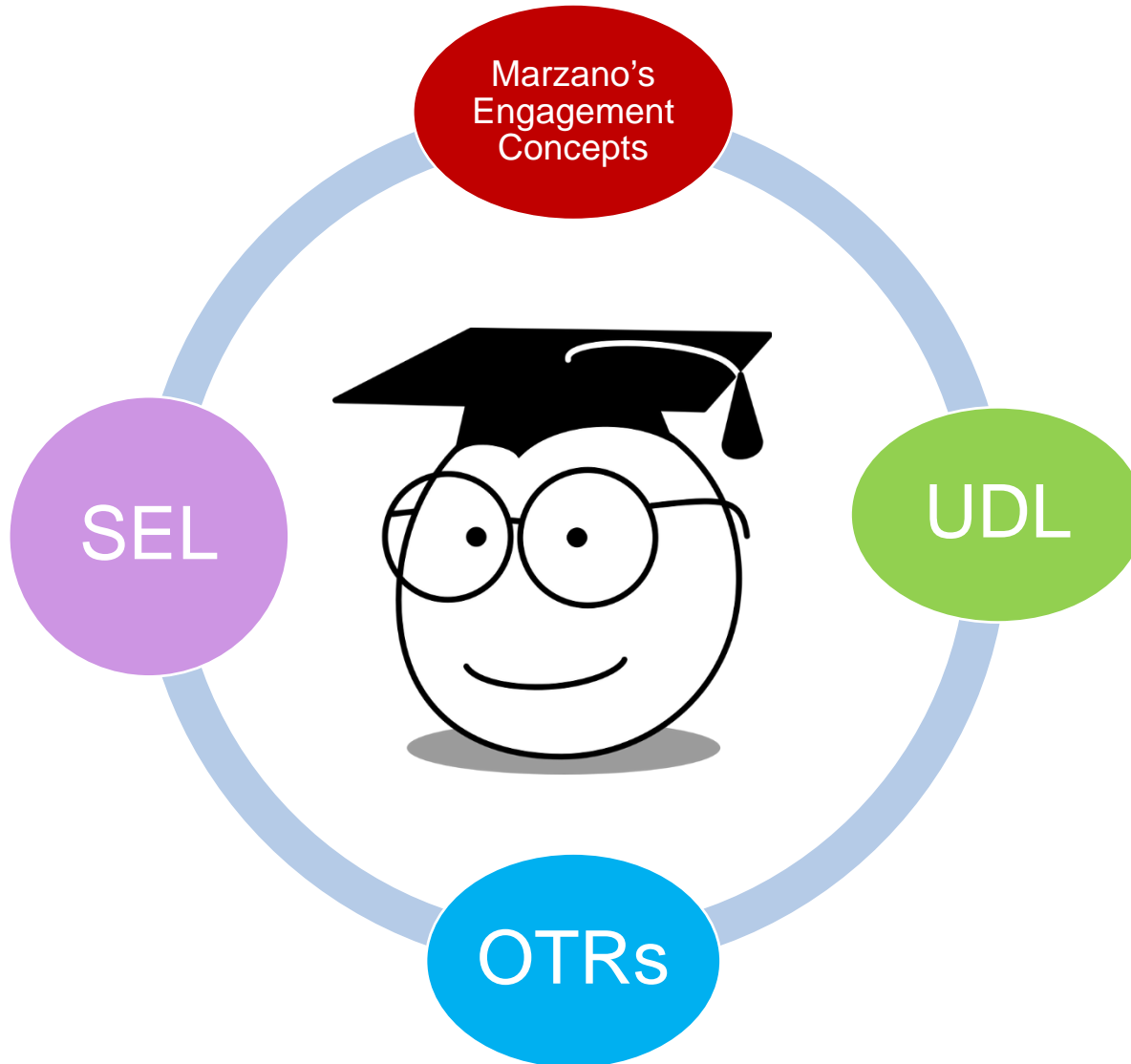
OTR

Worksheet: Activity 4

Identify 3 OTRs you will implement in your classroom.
Indicate how and when you would use them.

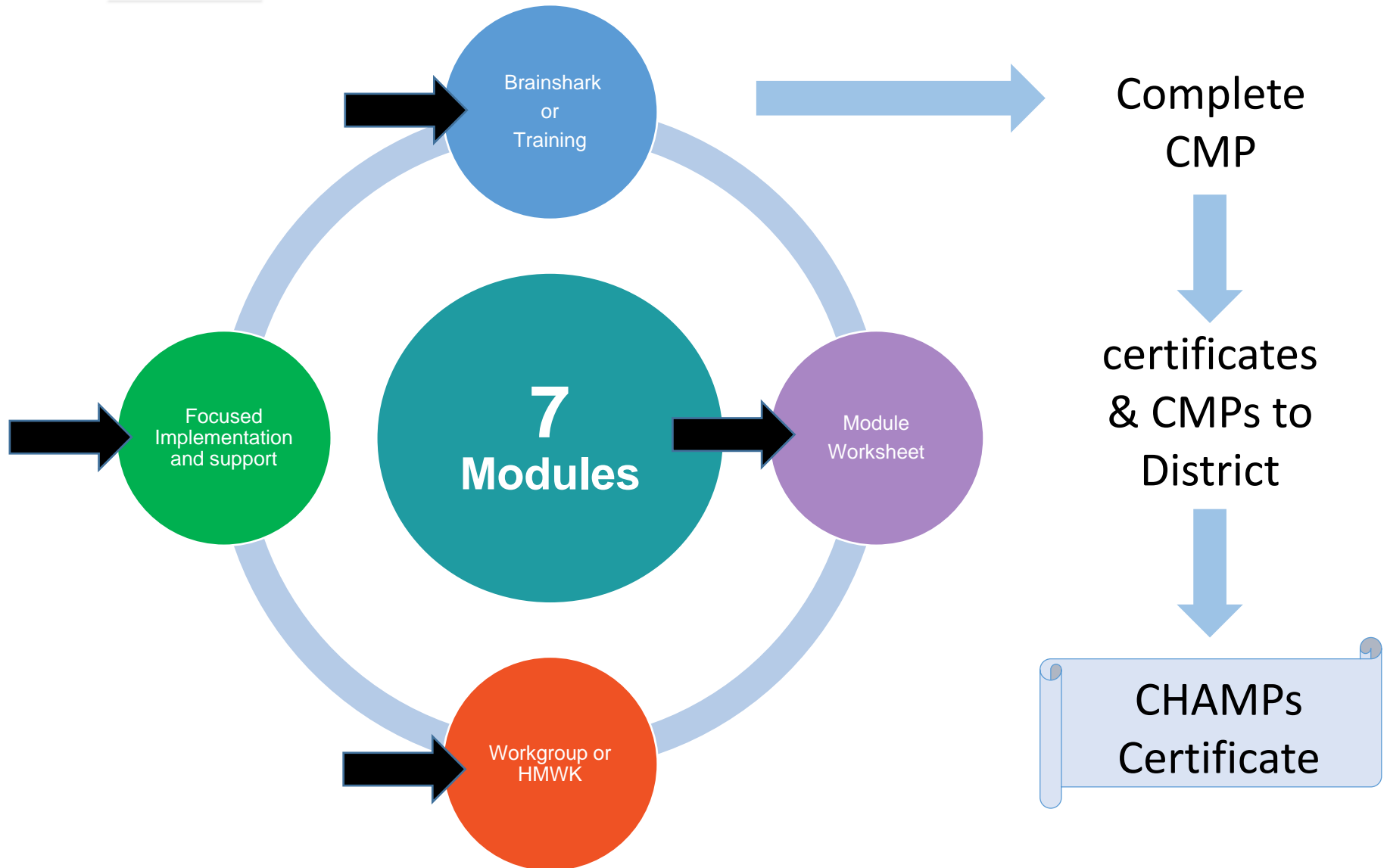


Remember...





CHAMPS





What is in each training option?

3. Blended Brainshark Training:

- Leadership team at school

9 Brainsharks which include:

- 5 Test Questions
- Video of Modules
- average 30 minutes

Worksheets which include:

- Description
- Module example
- Sample teach statement
- Points to Remember
- Activity

7 Workgroup meetings with sign in, agenda, and activities (each meeting is minimum of 30 minutes)

Classroom Management Plan



26 Inservice points

3. Blended Brainshark Series

Watch 7 Brainsharks and print up certificates. Sign in at 7 Workgroup meetings.

4. Face-to-Face Series

Attend face-to-face trainings for all 7 Modules. Complete HMWK. Sign in at each Module.

- Complete 7 worksheets
- Complete the CMP (at the end of the series) and keep a *copy* for yourself
- Submit the *original* CMP to your Principal for signature (your Principal will forward the originals to the District Contact)
- Complete the online appraisal

All must be completed by May 23rd

Questions?

For more information contact:

The Diversity, Prevention &
Intervention Department
Lauderdale Manors Early Learning
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