

Co-operative Strategies

Donut Circle

1. Inside Circle and Outside Circle facing each other.
2. Take it in turns to speak and listen in response to question.
3. One circle moves a given number of places to discuss next question.

Four Corners

1. Post 4 different solutions in each corner of room.
2. Have the students move to the corner with the solution they find most appropriate.
3. Discuss why they think their corner is the most appropriate solution.
4. Each group shares with the whole class why they think that solution is best.

Give One, Get One

1. In teams, learners brainstorm Give One items without writing them down.
2. When they agree they have come up with a good Give One item, they each, in their own words write it in the Give One column. (Provide learners with a worksheet with 2 columns – one column titled Give One, the other Get One.)
3. When their Give One column is full, the team stands. When all teams are standing, each learner puts up a hand and moves to find a new Learner.
4. In pairs, learners each give one idea and get one idea. Learners write the idea they received in their own words in the Get One column.
5. Pairs part. Learners put a hand up until they find a new partner and then again Give One & Get One.
6. When their form is full, learners stand at the side of the room offering to Give One to anyone whose form is not yet full.
7. When all learners have finished their forms, they return to their teams and share the ideas they have received.

Jigsaw

1. Each student receives a portion of the materials to be introduced.
2. Students leave their "home" groups and meet in "expert" groups.
3. Expert groups discuss the material and brainstorm ways in which to present their understandings to the other members of their "home" group.
4. The experts return to their "home" groups to teach their portion of the materials and to learn from the other members of their "home" group.

Placemat Consensus

1. Each team is given a placemat on a large piece of paper. (A placemat consists of four boxes with an additional box set in the middle of the page for consensus items.)

2. Explain to the students that they are individually brainstorming ways to raise seed money to buy the ingredients to bake and decorate the Gingerbread Horses/ways to gather the ingredients to bake and decorate the Gingerbread Horses.
3. Students all record their ideas simultaneously in their individual space, writing as many ideas as they can in the time allotted.
4. Going around all the team members, ideas are shared and discussed. If there is a consensus that an idea is important, write it in the middle box.
5. Discuss and rank items in consensus box to reach the most preferred solution.

Round Robin

1. Each student or group is given a graphic organiser. Each group has a different information sheet.
2. After an allocated time, give a signal then change information sheets.

Silent Card Shuffle

1. Spread cards out on table.
2. Without talking or whispering rearrange the cards.
3. Talk and question each other about the placement.
4. Circle and see what other groups have done.
5. Return and Refine.

Snowballing

1. Students have 2 minutes to record as many different ideas they have individually.
2. In pairs, students have 3 minutes to share their lists, agree on which ones they think are going to be most effective and leave out ones which they think are least effective.
3. Forming a group of 4, students have 3 minutes to share their most effective ideas and select the two best ideas.
4. The snowball could continue into groups of 8 following the same process.

Think-pair-share

1. Individual students are given time to think and maybe write their responses.
2. Pairs of students read and/or discuss their responses.
3. A few students are called on by the teacher to share their thoughts and ideas with the whole class.

14PCR

- 1 Write a definition on your own.
- 4 Share with 3 others and create a synthesised version.
- P Publish it.
- C Circle the room (leave a “defender” behind) reading and discussing other groups’ ideas.
- R Return and Refine what you have.