

Worksheets Don't Grow Dendrites:

20 Instructional Strategies That Engage the Brain!

AGENDA

PART ONE

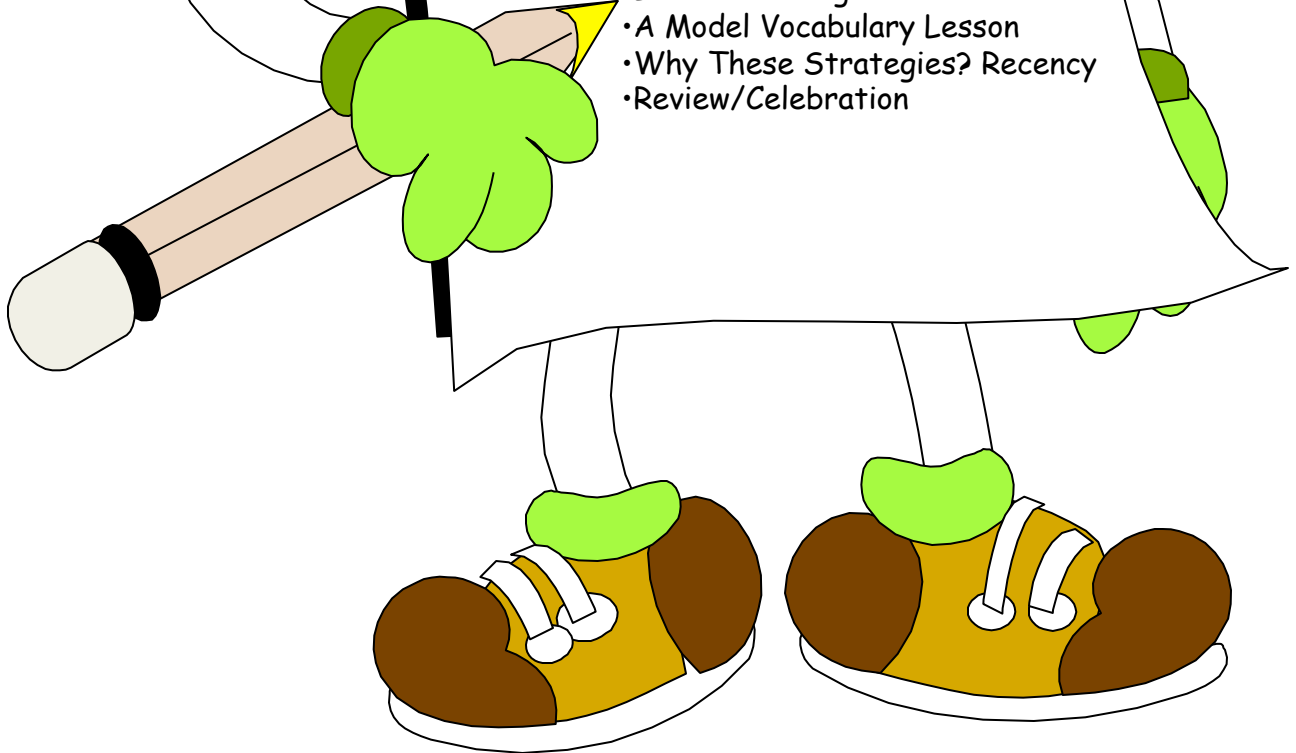
Creating a Brain-Compatible Environment

- Why These Strategies? Primacy
- Brain/Body Connections
- 5 Facts About Neurons
- 10 Characteristics of A Brain-Compatible Classroom

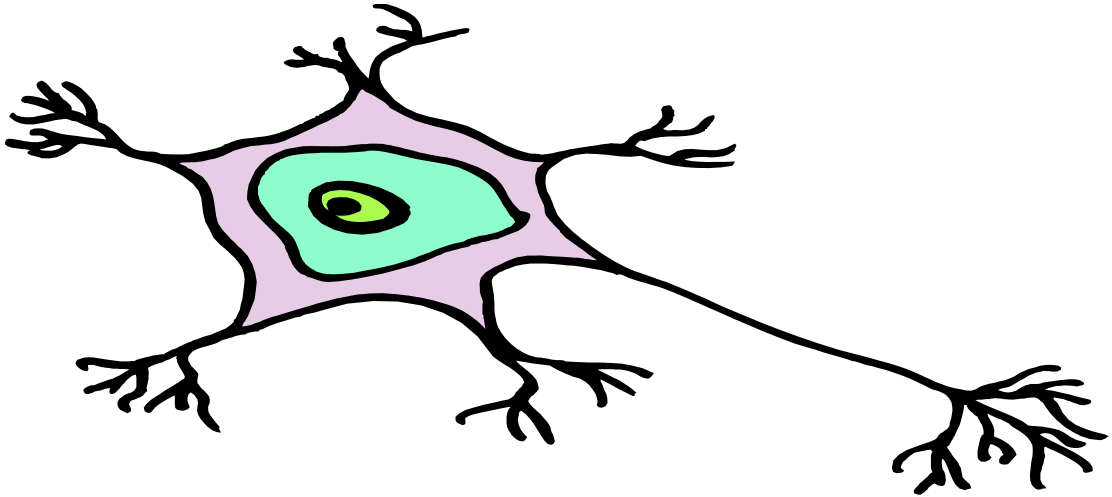
PART TWO

Delivering a Brain-Compatible Lesson

- 3 Brain Facts
- Lesson Planning
- A Model Vocabulary Lesson
- Why These Strategies? Recency
- Review/Celebration



Neuron The Memory Cell



10

CHARACTERISTICS OF A BRAIN-COMPATIBLE CLASSROOM

1. _____

2. _____

3. _____

4. _____

5. _____

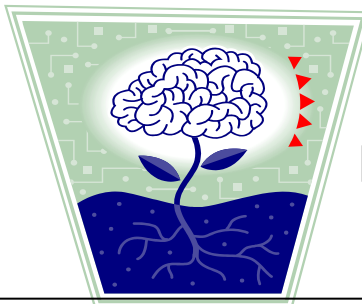
6. _____

7. _____

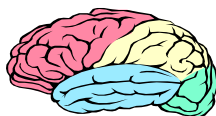
8. _____

9. _____

10. _____



Brain



Facts

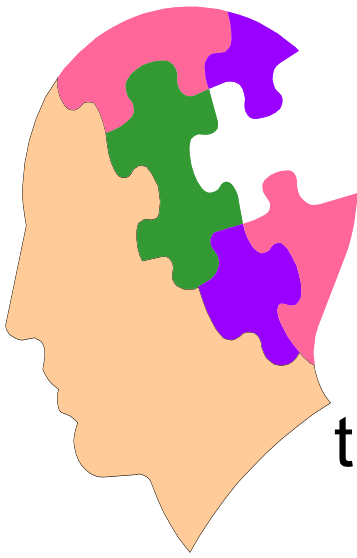


Concepts to Remember

Students tend to remember best that which comes first in a learning segment, and remember second best that which comes last. (primacy-recency effect)

Need, novelty, meaning and emotion are four ways to gain the student's attention.

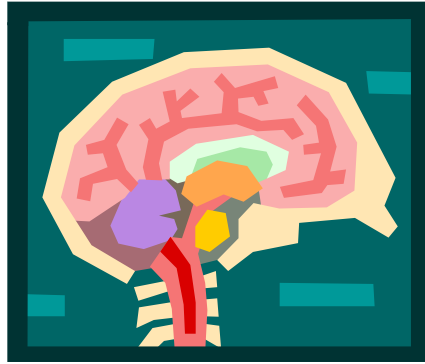
The brain can hold seven isolated bits of information in short term memory simultaneously.



STRATEGIES

that take advantage of how

the



learns best

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

13. _____

14. _____

15. _____

16. _____

17. _____

18. _____

19. _____

20. _____

BRAIN-COMPATIBLE LESSON PLAN

Lesson Objective(s): *What do you want students to know and be able to do?*

Assessment (Traditional/Authentic): *How will you know if students have mastered essential learning?*

Ways to Gain/Maintain Attention (Primacy): *How will you gain and maintain students' attention? Consider need, novelty, meaning, or emotion.*

Content Chunks: *How will you divide and teach the content to engage students' brains?*

Lesson Segment 1:

Activities:

Lesson Segment 2:

Activities:

Lesson Segment 3:

Activities:

Brain-Compatible Strategies: *Which will you use to deliver content?*

☐ Brainstorming/Discussion
☐ Drawing/Artwork
☐ Field Trips
☐ Games
☐ Graphic Organizers/Semantic
Maps/Word Webs
☐ Humor
☐ Manipulatives/Experiments
Labs/Models
☐ Metaphors/Analogies/Similes
☐ Mnemonic Devices
☐ Movement

☐ Music/Rhythm/Rhyme/Rap
☐ Project/Problem-based Learning
☐ Reciprocal Teaching/ Cooperative Learning
☐ Role Plays/Drama
☐ Pantomimes/Charades
☐ Storytelling
☐ Technology
☐ Visualization/Guided Imagery
☐ Visuals
☐ Work Study/Apprenticeships
☐ Writing/Journals