

Wednesday, February 24, 2010

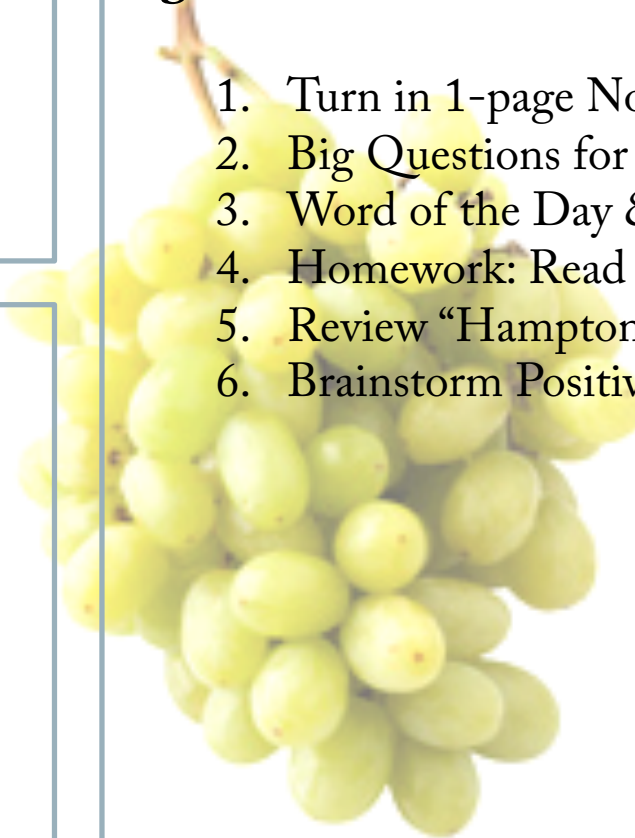
Materials Needed:

- Pen or Pencil
- 3-Ring Binder
- Paper (1 sheet)

Announcements:

Agenda:

1. Turn in 1-page Notes/Reflection
2. Big Questions for Today
3. Word of the Day & Warm Up
4. Homework: Read Ch. 22/24
5. Review "Hampton System"
6. Brainstorm Positive Rewards



Turn in 1-page Notes/Reflection

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Big Questions for Today

How can the “Hampton System” promote peace and enthusiasm in the classroom?

How can we make the Hampton System better?



BOB

Word of the Day & Warm Up

Timer

- Date: 2/24/2010 ||||| 5 minutes

- WOD:

anarchy: a state of disorder caused by lawlessness
to the right, the international symbol for anarchy →



- Warm Up:

a) Evaluation (judge) the Hampton System from yesterday?
Think of things you liked and did not like. Think of ways to make it better.

Homework

Write in planner, agenda, or make sticky note reminder:

1. Read Ch. 22 (entirety) and Ch. 24
 1. Focus on: problems at the Weedpatch Camp, foreshadowing of Rose of Sharon's baby

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Review Hampton System

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- ❑ The 5-Rules
- ❑ Teacher vs. Students
 - ❑ 1-second party vs. 1-second groan
- ❑ Class/Yes
- ❑ Hands & Eyes
- ❑ Teach/Okay
 - ❑ Match tone of voice, snaps/claps
 - ❑ Partner 1 teach Partner 2; Partner 2 teach Partner 1
 - ❑ Switch!
- ❑ Mirror Hampton

Brainstorm Rewards

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- I'm thinking of a Bank System...where positive points roll over to win prizes/rewards...
 - Free time at end of class?
 - Extra Credit?
 - Homework Passes?
 - Snacks?
 - Popcorn and a Movie?