

Monday

August 29, 2011 (8.29.11)

1. Materials



Composition Book
+ Pen or Pencil



HAMPTON Binder



Planner



Sticky Notes

2. Agenda

Minutes

Activity

3-5

Warm Up

5

Notes: 2-Column Notes

7

Notes: Student Learning Maps (SLM)

5

“Unit 0 SLM”

10

Notes: The Hampton System

- 6 Rules & C3B4ME

- Volume-O-Meter

- The Scoreboard

10-15

Brainstorm Reward List

3. Special Announcements

- Please sit in the **same seat** as yesterday **with your team**. If you have forgotten where to sit, please see Hampton **before the music ends**.

Warm Up

August 29, 2011 (8.29.11)

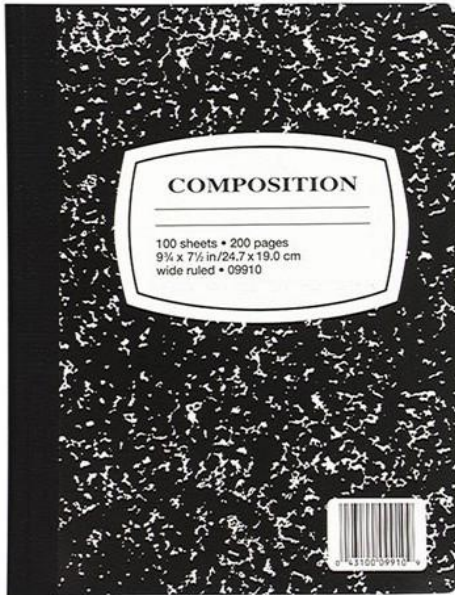
No Talking Please

Time: 5 Minutes

1. Use your notes and/or memory from Friday and answer the following:
 - a) What are moral dilemmas?
 - b) Why you think I had you work on moral dilemmas?

2. Think about classes you have now, or have had in the past, and the ways teachers have rewarded and punished students who follow / don't follow the rules. Now write and explain these rewards / punishments and whether or not they were effective for you and your class.

Transition



Notes

2-Column Notes

T A K E N O T E S

- Easier way to organize notes
 - Left side = Titles / Headings
 - Right side = Notes
- Helps quizzes go faster
- Required this week; optional for rest of year

Example

2-Column Notes

- Easier way to organize notes
 - Left side = Titles / Headings
 - Right side = Notes
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- Required this week; optional for rest of year

2-Column Notes

Directions:

1. Turn to new sheet in composition notebook
2. Fold paper vertically
 1. Left side = $1/3$
 2. Right side = $2/3$

2-Column Notes	<ul style="list-style-type: none">▪ Easier way to organize notes<ul style="list-style-type: none">▪ Left side = Titles / Headings▪ Right side = Notes▪ Helps quizzes go faster▪ Required this week; optional for rest of year
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Student Learning Map (SLM)

T A K E N O T E S

- Like a study guide or “academic roadmap”
- Filled out piece by piece, not all at once
 - You are responsible for recording /maintaining SLM
 - Can be used as a study guide at end of unit
- Filled with essential questions
- Has 4 parts:
 1. Unit Essential Question (UEQ)
 2. Concepts
 3. Lesson Essential Questions (LEQ)
 4. Vocabulary

S
L
M

Unit Essential Question:

Key Text(s):

Concept 1:

1.

Concept 2:

Vocabulary

Vocabulary

Student Learning Map (SLM)

T A K E N O T E S

1. Unit Essential Question (UEQ)
 - This question will be your exam question at end of unit
 - Can be answered as essay, assignment, project, etc.
 - Unit lasts 3-8 weeks
2. Concepts
 - Manageable sections
1. Lesson Essential Questions (LEQ)
 - Smaller questions
 - Given every 1-5 days
2. Vocabulary
 - Words you need to know

Unit Essential Question:
“How does the body work?”

Key Text(s):
Science textbook

Concept 1:
The Cardiovascular System

- 1. How does the heart pump blood?**

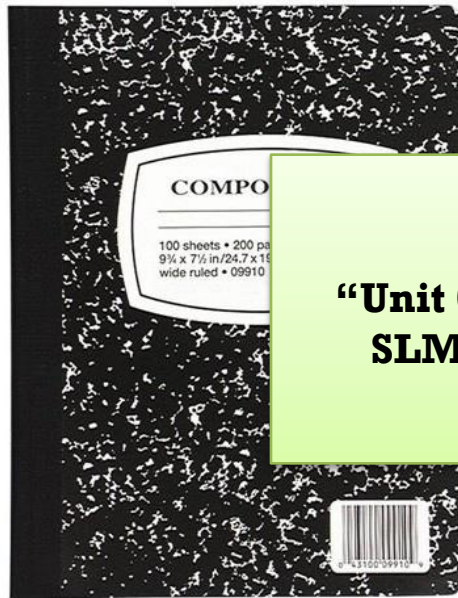
Concept 2:
The Muscular System

Vocabulary
Ventricle, aorta

Vocabulary

S
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Transition



**“Unit 0”
SLM**



SLM

Unit Essential Question:
What do I need to know to pass Hampton's class?

Key Text(s):
N/A

Concept 1:
The Basics

- 1. What materials do I need?**
- 2. How am I graded?**
- 3. What are common procedures?**
- 4. How do SLM's work?**

Concept 2:
Mr. Hampton

- 5. Who is Mr. Hampton and how did he get to NMHS?**

Vocabulary
Student learning map

Vocabulary

**S
L
M**

Unit Essential Question:
What do I need to know to pass Hampton's class?

Key Text(s):
N/A

Concept 3:
Cooperative Learning

6. Why do we do cooperative learning?

Concept 4:
The Hampton System

7. What is the Hampton System?

Vocabulary

Vocabulary

C3B4ME, The Volume-O-Meter, the Scoreboard

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L
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The Hampton System

- Used for behavior management of *entire* class.
- A few components:
 - ❑ The 6 Rules
 - ❑ Team Expectations
 - ❑ The Scoreboard (and Rewards)
 - ❑ Volume-O-Meter
 - ❑ Commands / “Snaps”

The 6 Rules

1. Follow directions quickly.
2. Follow 1-2-3 on board and have out all materials *before* the bell.
3. Never interrupt *anyone*—including Hampton—while they are speaking.
4. Raise your hand for permission to leave your seat.
5. Make smart choices.
6. Keep Hampton Happy.

Team Expectations

- You and your team are responsible for each other
- Make smart choices together
- C3B4ME = ask your teammates questions first
 - If they don't know, all of your hands in your team should be up

Volume-O-Meter

- Given at start of activity
- Measure of how loud you can be.
 - 0 = No talking (warm ups, while Hampton/others are speaking)
 - 1 = Whisper
 - 3 = Soft speaking voice (while sharing in teams)
 - 5 = Normal speaking voice (sharing with whole class)
 - 10 = Yell (when outside)

The Scoreboard

- Holds the class accountable
- Separated into 2 sides:
 - Hampton
 - Students
- Keeps track of points.
 - Good behavior = Student points
 - Bad behavior = Mr. Hampton points
- On average, 3 points earned per day
- Student points cancel out Hampton points at end of day

The Scoreboard Bank

- Add end of day, student points added to a BANK.
- Class votes to spend BANK on REWARDS
- Earning points is different every day.
 - Follow 6 Rules
 - When in doubt, KEEP HAMPTON HAPPY
- Scoreboard starts tomorrow**

Time Remaining...

In your team:

- Brainstorm rewards
 - 3 points (1 day)
 - 15 points (1 week)
 - 30 points (2 weeks)
 - 60 points (4 weeks)
 - 120 points (8 weeks)
- Try to think of things that are free, low cost, and that you actually want to use in class