

# Monday

## August 27, 2012 (8.27.12)

### 1. Materials



Composition Book  
+ Pen or Pencil



Student Planner



Sticky Notes

### 2. Agenda

<u>Minutes</u>	<u>Activity</u>
3-5	Warm Up + Attendance
1	Homework
5-7	Pass out: AICE Language Workbooks
10-15	Notes: Rubrics & Study Guides (SLMs)
7-10	Notes: The Hampton System (Part 1 of 2)
Remaining	Brainstorm Rewards

### 3. Special Announcements

- **This Thursday**, we'll be getting into **teams** for the first time...chances are, you won't know everyone in your team, so be prepared!

# Warm Up

August 27, 2012 (8.27.12)

**No Talking**

**Time:** 4 Minutes

---

1. On Friday, we spoke about the uses of the composition notebook. What is the composition notebook used for in this class?
2. Also on Friday, we spoke about my “showcase” of online resources, such as *Pbworks*, *Schoology*, *Facebook*, and *YouTube*. Out of those resources which do you think will be the most helpful and why?

# Transition



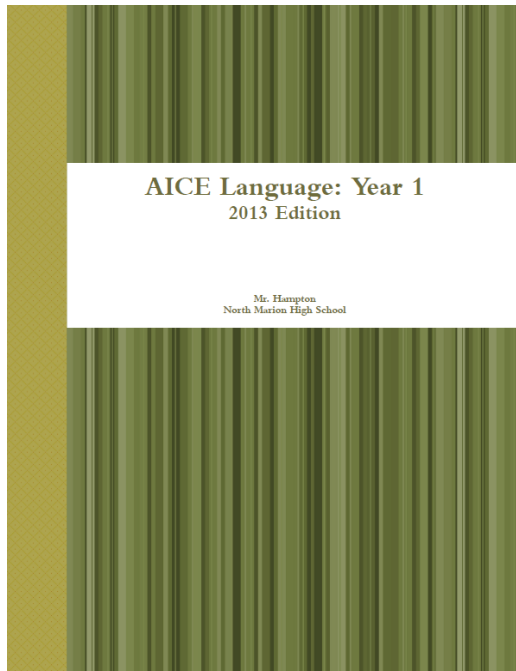
Student  
Planner

# Homework

A  
S  
S  
I  
G  
N  
M  
E  
N  
T

Date Given	Assignment	Due Date
Monday 8.27	<ul style="list-style-type: none"><li>▪ Complete <b>Weekly Reflection #1</b><ul style="list-style-type: none"><li>▪ Questions are now posted; you can preview them on Schoology.</li><li>▪ Make post Friday, Saturday, or Sunday</li></ul></li></ul>	Sunday 9.2 By 11:59 pm
Friday 8.24	<ul style="list-style-type: none"><li>▪ Register for Hampton's class on Schoology with the following code:<ul style="list-style-type: none"><li>▪ <b>X4FHV-W6P4K</b></li></ul></li></ul>	Monday 8.27 By 11:59 pm
Monday 8.20	<ul style="list-style-type: none"><li>▪ Summer reading journal entries due</li></ul>	Tuesday 9.4

# Transition

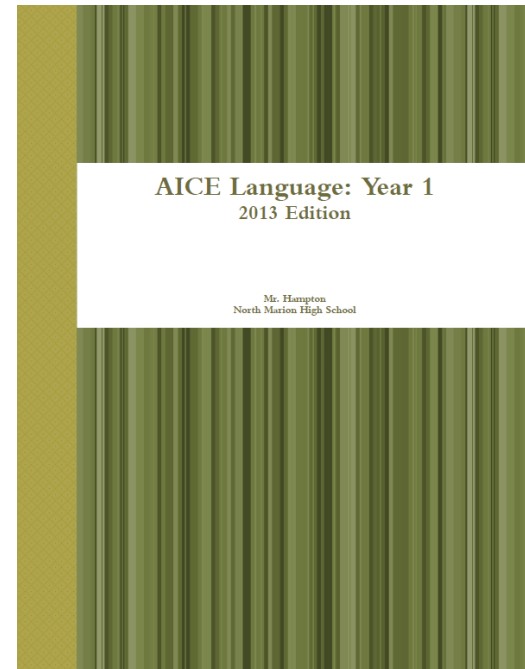


Workbook

# Workbook Directions

## A S S I G N M E N T

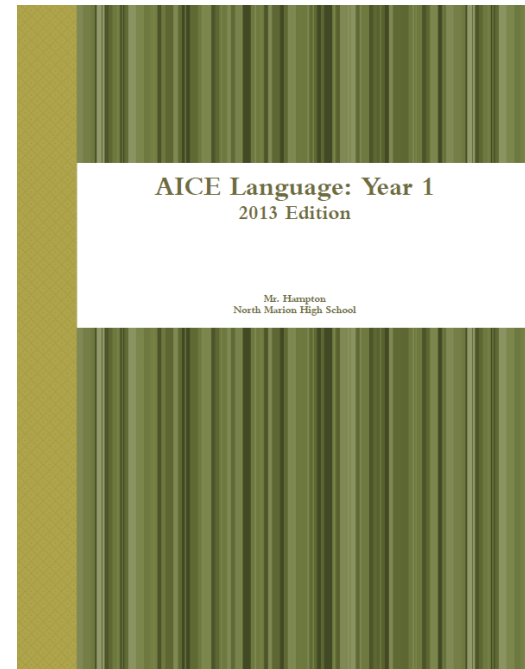
- Will be barcoded and checked out to you by Wednesday
- Bring to class everyday (along with comp. notebook)
- Contact Hampton if you lose your copy (\$12 replacement)
- Online copy on PbWorks



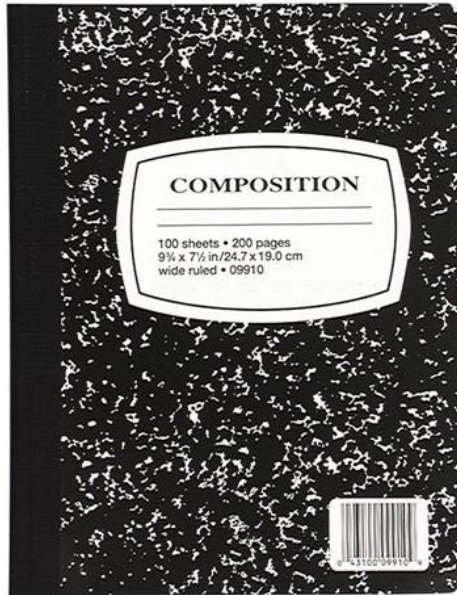
# Workbook Preview

## A S S I G N M E N T

- Barcodes
- Table of Contents
- Rubrics
- iMovie Cheat Sheet
- Word Part List



# Transition



## Notes

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



# Study Guides

- Like an “academic roadmap”
- Filled out piece by piece, not all at once
- You are responsible for recording & maintaining it in Comp Notebook
- All exam and test questions come from study guide; if you can answer all questions, you will pass exam
- Filled with questions
- Has 4 parts:
  1. The BIG Question
  2. Concepts
  3. Smaller Questions
  4. Vocabulary



The BIG Question:

Key Text(s):

Concept 1:

Concept 2:

Vocabulary

Vocabulary

# Study Guides

## 1. The BIG Question

- This question will be your exam question at end of unit
- Will be answered as essay, assignment, project, etc.
- Unit lasts 4-6 weeks

## 2. Concepts

- Manageable sections

## 3. Smaller Questions

- Given every day
- Guide focus for that day
- Adds to knowledge to answer BIG Question

## 4. Vocabulary

- Important words for that concept

The BIG 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:

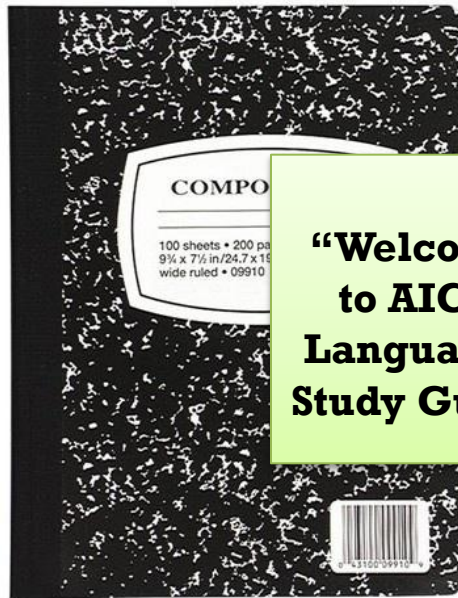
**The Muscular System**

Vocabulary

**Ventricle, aorta**

Vocabulary

# Transition



**“Welcome  
to AICE  
Language”  
Study Guide**



**Study Guide**

Unit Essential Question:

Key Text(s):

Concept 1:

Concept 2:

Vocabulary

Vocabulary

S  
T  
U  
D  
Y  
  
G  
U  
I  
D  
E

Unit Essential Question:  
**How can I pass Hampton's class?**

Key Text(s):  
**N/A**

Concept 1:

Concept 2:

Vocabulary

Vocabulary

Unit Essential Question:

**How can I pass Hampton's class?**

Key Text(s):

**N/A**

Concept 1:

**The Basics**

- 1. What materials do I need?**
- 2. When is summer reading due?**
- 3. Where are things located in this class?**

Concept 2:

Vocabulary

Vocabulary



Unit Essential Question:

**How can I pass Hampton's class?**

Key Text(s):

**N/A**

Concept 1:

**The Basics**

- 1. What materials do I need?**
- 2. When is summer reading due?**
- 3. Where are things located in this class?**

Vocabulary

Concept 2:

**Materials**

- 4. How do I organize my materials?**
- 5. What are "reading logs"?**
- 6. What are "study guides"?**

Vocabulary

Concept 3:

**The Hampton System**

**7. What is the Hampton System and how does it work?**

Concept 4:

**Cooperative Learning**

Vocabulary

**The Volume-O-Meter, the Scoreboard, Rewards List**

Vocabulary

# The Hampton System

- Used for behavior management of *entire* class.
- A few components:
  - ❑ The 5 Rules
  - ❑ The Scoreboard (and Rewards)
  - ❑ Volume-O-Meter
  - ❑ Commands / “Snaps”
  - ❑ Team Expectations

# The 5 Rules

1. Follow directions quickly.
2. 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. Keep Hampton Happy.

# 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 = Normal team voice (while sharing in teams)
  - 5 = Normal whole class 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, 3.3 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 5 Rules
  - When in doubt, KEEP HAMPTON HAPPY
- Scoreboard starts tomorrow**

# Rewards List (2011-2012)

Cost	Activity	Special Notes
3	<ul style="list-style-type: none"> <li>▪ 3 minutes free at end of class</li> </ul>	
15 15	<ul style="list-style-type: none"> <li>▪ Have out cell phone/iPod in class for day</li> <li>▪ Go outside for class day</li> </ul>	
30 30 30	<ul style="list-style-type: none"> <li>▪ Play board games for <math>\frac{1}{2}</math> of period</li> <li>▪ No homework for week.</li> <li>▪ Do <math>\frac{1}{2}</math> of assignment</li> </ul>	
60 60 60 60	<ul style="list-style-type: none"> <li>▪ Play board games for a day</li> <li>▪ Go outside for class day</li> <li>▪ No homework for week.</li> <li>▪ Extra "late ticket" per person</li> </ul>	
120	<ul style="list-style-type: none"> <li>▪ Popcorn and movie for two days</li> <li>▪ <b>Highest 1<sup>st</sup> quarter points = Snack While You Work Challenge Winner</b></li> </ul>	<ul style="list-style-type: none"> <li>▪ Mr. Hampton gives choices of 6-8 movies; cannot be rated R</li> </ul>



# Time Remaining...

## In Notebook:

- 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