



1. **Power Writing**-The students are given a word/phrase and write for 2 minutes. They are to write as many words or as long of a list as possible in 2 minutes. The student with the most words/longest list reads it out loud (and could get a bonus point).
2. **Hot Seat:** (this one takes about 20 minutes) Using problems needed to emphasize a concept or strengthen accuracy, structure the class this way: 1 student in the “hot seat” from each team at the front of the room facing the others (their answer is worth 2 points) and the rest of the students working very quietly as a team (their collective answer is worth 1 point). Answers are checked as each student/team finishes. You can award bonus points to the team with the most points at the end.
3. **Reciprocal Teaching**-This is especially good with vocabulary. The last few minutes of the day are used to go over definitions of words for the chapter/lesson. They work in pairs. One person pretends the other was absent from class and explains the word. Then they reverse roles with the next word/topic.
4. **Modified Carousel:** Take problems, copy them and put one per page on a piece of construction paper. Spend 3-5 minutes per problem (depending on the kinds of problems) and the students work as a team to solve. If they get it correct, the recorder gets a stamp on their paper. If not, they have the opportunity to keep working on it even after the next problem is passed. Pass the problems rather than have the students move. This gets everyone involved and working the day before a test.
5. **Pairs Check**-Pick a topic covered today and do a quick review with 2-4 problems. In pairs, person 1 explains to person 2 how to do the problem. Person 2 is the writer and writes only what Person 1 says. If s/he doesn't agree, a question can be asked. Then the roles are reversed. After 2 problems are completed, they find another pair and check their answers.
6. **Math Bingo:** Take the vocabulary words at the end of the unit, cut and paste them into 4 by 4's and make Math bingo cards. Next, select a word and give the definition. The student will have to find the correct term (if they have it) on their card. Use terms from 2 chapters to make a variety of cards. Website to make free cards is [http://www.teach-nology.com/web\\_tools/materials/bingo/](http://www.teach-nology.com/web_tools/materials/bingo/)

7. **Quick Quiz**-Have 2-3 questions written and copied on half sheets of paper to do and turn in during the last 5 minutes. Make sure that you can do it in one minute or less. This will insure that students can do it in 5 minutes or less.
8. **Ticket Out**- Keep quarter sheets of scratch paper ready. Ask the students three questions that they answer on the paper. Then they hand it to you on their way out.
9. **Oral Questions**-Same as *Ticket Out* but done orally with the whole class.
10. **Hot Potato**-This is one multi-step problem that is completed by each team. Each person does one step, talking aloud as they write their step and then passes the problem to the next person who does the next step. Another way to do this is with a timer. The student works on the problem until the timer goes off and then the next person has to pick up where the first person left off.
11. **Swapmeet**-Have the students swap teams and share results/strategy of a particular problem or set of problems with their new team. Then return and discuss with their original team.
12. **Learning Log/Toolkit/Journal** –Use the prompt from the text or make one up and have the students write about it in their notes.
13. **Extension challenge** (or team challenge)- Create an extension of one of the problems done during class. This can be done orally or in writing and extends one of the problems.
14. **Story**-Read a story to the students for the last five minutes. These can be inspirational ones from the *Chicken Soup* series. Or part of a book like the *Charlesbridge Math Adventures*, the *Math Curse*...
15. **Discuss the Mathematical Practices or the Ways of Thinking**- Conduct a discussion on the Mathematical Practices or the Ways of Thinking that were used in today's lesson. Post in class to remind everyone.
16. **Guiding Questions** for the lesson or chapter can be used for a written or oral discussion.
17. **Summarize the Lesson** by asking the students to write 3 things that they learned.
18. **KWL**-Have the students write down: What I **Know**, What I **Want** to know, What I have **Learned**. They turn it in on their way out.

19. **Absentee Letter**-Students in the class write a “letter” to a student who was absent. This summary contains 2 main points: tell them that they were missed and explain what was learned in class, how you did it, what they must know to get caught up.
20. **Whiteboards**- Use individual white boards to ask a closing question instead of having students work on paper. Be sure to set up guidelines/let them draw the first day.
21. **Whiparound**-A topic is given and students go around the room stating what they know about the topic. They do not go in order, just randomly.
22. **Walk and Talk (or Proximity Partners)**- Students find a partner (usually not from their team). They walk around the classroom (or stand still) and discuss/explain something that the teacher gives as a prompt.
23. **\$2 Response**- Students summarize the day’s lesson in a specific number of words. Assign each word a value of \$.10, then the students have to summarize in 20 words exactly, \$.25 would be 8 words and so on. The more words/less value the easier it is for the students to summarize. The less words/higher value the more precise they have to be with the choices they make.
24. Lastly, be sure to look for suggestions in the teacher notes of your text!