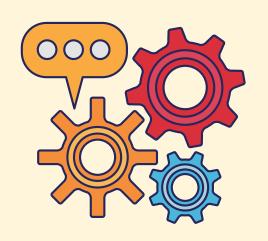


Stefanie McKoy

University of Arkansas

SESSION GOALS



Introduction



Random Input: Story Cubes



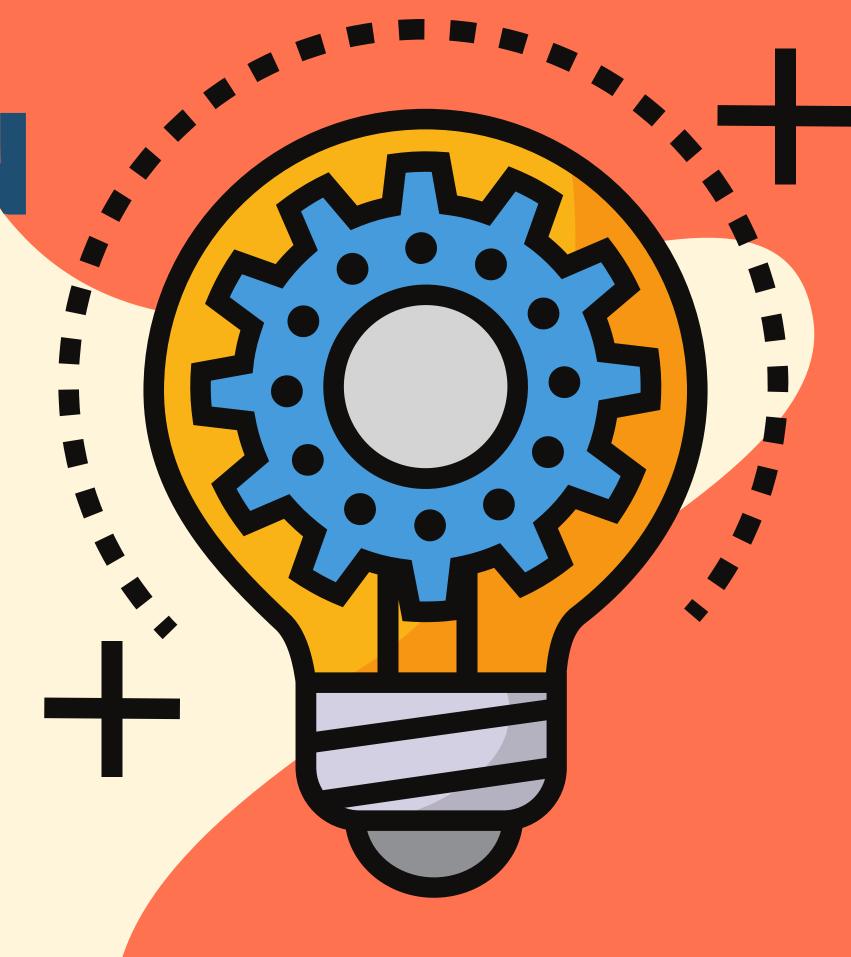
Creative Dramatics: Article Summarizing



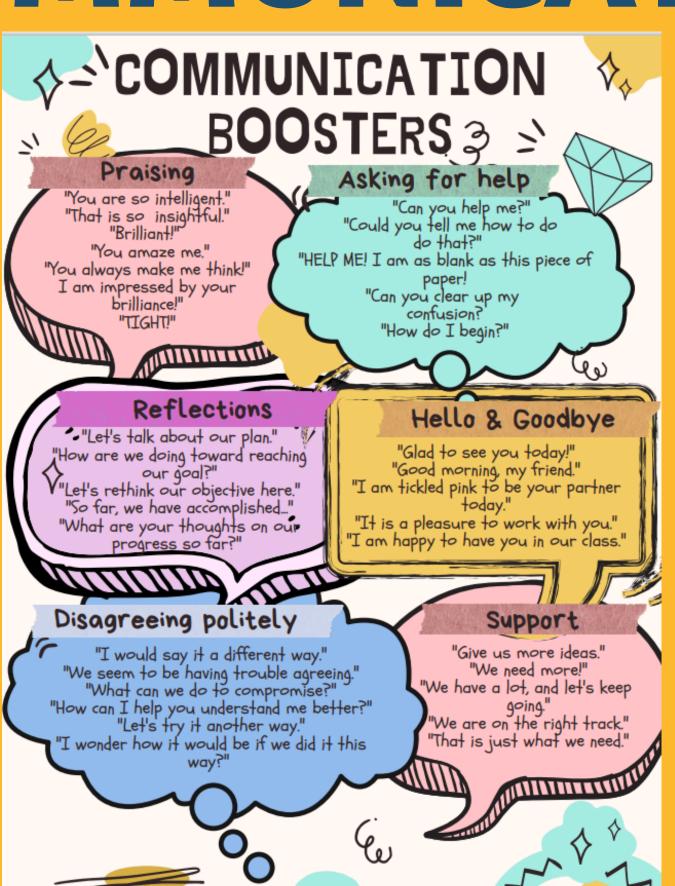
Snake Oil: Living Museum

INTRODUCTION

- Current Ph.D. student at University of Arkansas
- Teach graduate level courses in gifted education
- Work with preservice teachers
- Former elementary educator (13 years)
- Taught gifted 3 years; still teach gifted summer school



COMMUNICATION BOOSTERS



Adapted from Kagan Smart Card 2003 "Communication Boosters"

Synergy Opening Communication "Why do you believe ...?" "That makes me think of..." "Why is that interesting to you?" "Let me add this idea!" "Can you help me understand?" "Let's think of more ideas like that "What do you think?" "Why is that important?" "We can build on that!" "Oh! OH! LIGHTBULB!" "I appreciate your opinion. Let me share Clarification Encouragement "Did you mean ...?" "We can do this!" "I wonder if what you are saying is...?" "Is this the point you are making?" "No sweat!" "So, you see it as ...?" "Let's show them who is best!" "What do you mean?" "I find you to be totally and completely "Are you suggesting...?" "Is what you just said based upon...?" captivating!" "Now that is using the old noodle!" **Appreciations Building Creativity** "Thanks for listening." "I appreciate your listening skills." "Let's make them "My gratitude is unending." "I'm grateful I got YOU as my partner." "Let's add a crazy idea, "Your contributions are always a big help." "I appreciate that you always help me." "Let's go wild!" "It is a pleasure to work with you." "Don't hold back!" "I could tell you were listening to me!" "What would be a

Check for Understanding

"Did you get it?"

"Does that make sense?"

"Did you need some help?"

"Let's see if we got that right."

"Are we sure we understand it all?"

"Were the directions clear to everyone?"

"Do you need me to explain that again for you?"

creative idea for this?

"Let's add a funny one!"

"Let's think outside of

the box"
"I think our ideas could

be wild and crazy!"

Random Input: Story Cubes

STEP 1

Students are given a topic and a task.

Tasks may be a writing project, performance, group individual, etc.

STEP 2

Each student rolls a dice. That student must incorporate that eliminate into the task.

Optional: Allow students to make their own dice!

STEP 3

Optional: As the task progresses, the teacher (or another student) rolls an additional die to add elements to the story.

Random Input: Story Cubes

STEP 4

Students present
their final group
project to the class
or another group of
students.

REMEMBER

Model and practice expectations for group work.

CREATIVE DRAMATICS: ARTICLE "ITS A RAP" SUMMARIZING



STEP 1

Read the articles about *Arts Integration*. As you read, highlight key phrases.

STEP 2

As a group, pick the top 10 lines. Arrange the lines into a 'rap' and write on chart paper.



CREATIVE DRAMATICS: ARTICLE "ITS A RAP" SUMMARIZING

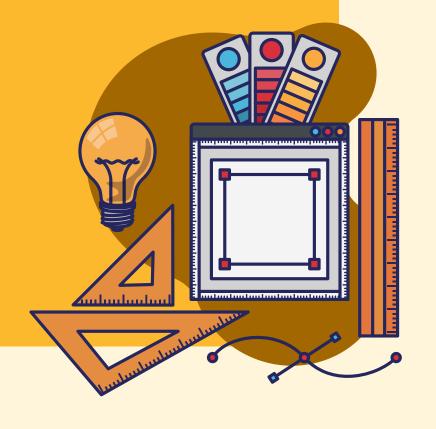


STEP 3

Create a performance for your rap. Choreography and props are encouraged!

STEP 4

Teach and perform your rap to the group.



SNAKE OIL

calling all Snake Oil Salespersons!

- Boardgame
- Best for groups of 6+
- Quick thinking
- Divergent thinking



SNAKE OIL: LIVING MUSEUM

EXPECTATIONS

THE CARDS

Each team gets 8 cards: Keep 6 cards and discard 2.

CREATIVITY

The cards MUST be incorporated in capacity. You will be presenting to an audience.

"LIVING" MUSEUM

Teams will get a set amount of time to create a living museum 1 team member will be the piece.

AN AUDIENCE?

Yes! Rockstars, castaways, and more! Random audience cards will be drawn, and you must think on your feet to share your piece with the audience.



SNAKE OIL: LIVING MUSEUM

THE FUN

GET INCORPORATING!

Include all 6-word cards in your design!

Use the art supplies included in your box - ONLY your box. If you need other items ... exchange items from another team.

MUST keep working until time is called.



FINAL THOUGHTS

- Enjoy and participate with your students.
- There should be laughter, smiles, and conversation.
- Presentation is very important. Do not skip this step.
- Set a timer to stay on track.
- Let go of perfection remember process not product. Progress, not perfection.
- Have fun and enjoy the journey.

RESOURCES

Articles:

<u>Sparking Students Uncommon Genuis</u>

Celebration of Art Education

Does Art Education Matter?

Engaging Most Challenging

Creating a Pathway for Teaching

Student Resources

Resources 1: Mary

Resources 2: Hayden

Resources 3: Leah



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THANK YOU