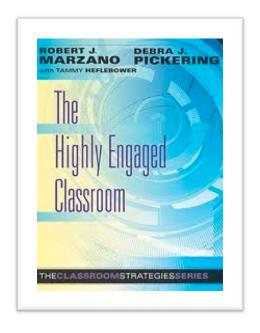
### MARZANO RESEARCH LABORATORY

### TINA H. BOOGREN

2011

## The Highly Engaged Classroom



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### **OUTCOMES FOR TODAY:**

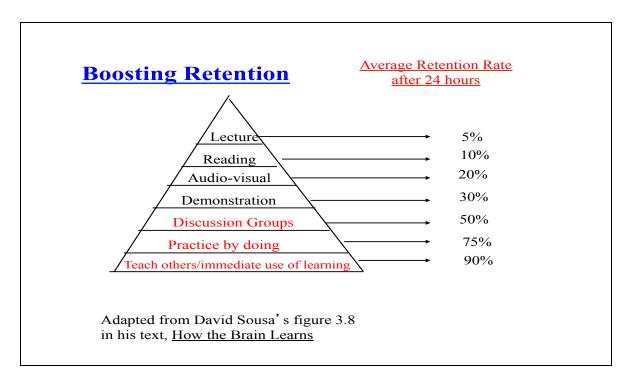
- Review research on engagement strategies;
- Delve deeper into teacher roles with the engagement process;
- Learn how to create a classroom environment where engagement is the norm;
- o Experience strategies for engagement; and
- Learn how four questions determine how involved students are in classroom activities.

Marzano's Design Question 5: What Will I do to Engage Students?

Wenatchee Criterion 2.2: The teacher uses various methods to engage students.

"The illiterate of the 21<sup>st</sup> century will not be those who cannot read and write, but those who cannot learn, unlearn, and relearn."

--Alvin Toffler



#### Approximate attention spans...

- For pre-adolescents: Change-up instruction approximately every 5-10 minutes.
- For adolescents into adults: Change-up instruction approximately every 10-20 minutes

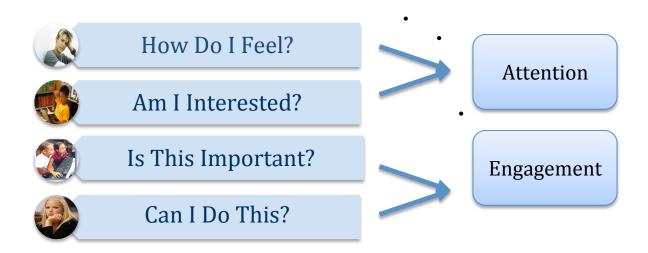
In a recent survey by the <u>National Education Association</u> teachers said that in general, approximately 60% of their students were "disengaged" or "unmotivated."

From: Why aren't students more engaged?

To: How can we make our classrooms more engaging?

Feelings associated with engagement		Feelings associated with disengagement	
•	enthusiasm	•	boredom
•	interest	•	worry
•	enjoyment	•	anxiety
•	satisfaction	•	self-blame
•	pride	•	disinterest
•	vitality	•	anger
		•	frustration
		•	sadness

### Dr. Marzano's Four Questions:



## **Question One:** How Do I Feel?

"If students sense that they are not welcome, accepted, and supported in the classroom, the probability is low that they will engage in the activities in the classroom." (Marzano, 2011)

### Aspects of Emotional Engagement Influenced by the Classroom

- Students' level of energy
- A teacher's positive demeanor
- Students' perceptions of acceptance

### THE STRATEGIES:

### Pacing:

- Administrative tasks
- Transitions
- Seatwork
- Presentation of new content

### PHYSICAL MOVEMENT:

- Movement to lift energy
- Movement that furthers understanding of content
- Movement for the whole class or school

### Intensity & Enthusiasm:

- Personal stories
- Verbal and nonverbal signals
- Zest for teaching

### Humor:

- Self-directed humor
- Funny headlines or quotes
- Movie clips and media entertainment
- A class symbol for humor

### Positive Relationships:

- Ensure fair and equitable treatment of all students
- Show interest in and affection for students
- Identify and use positive information about students

### Additional Notes/Reflections on Question 1:

### Question Two: Am | Interested?

- There is more to teaching than talking at kids. Students have to be mentally involved for learning to occur.
- Dr. Marzano reports the results of three meta-analyses...
   Student growth in classrooms that used games ranged from a 13 percentile point gain to an 18 percentile point gain. This is significant.

### Four categories of strategies that stimulate student interest:

- 1.Use of games and inconsequential competition
- 2. Initiating friendly controversy
- 3.Introducing unusual information
- 4. Questioning to increase response rates

### **Notes:**

### Games & Inconsequential Competition:

Marzanoresearch.com/Free Resources/Classroom Tools/Games

- Vocabulary games
- Turn questions into games

### Friendly Controversy:

- Class vote
- Debate model
- Town hall meeting
- Legal model
- Perspective analysis

### **UNUSUAL INFORMATION:**

- Introduce a lesson
- Allow students to collect interesting facts
- Invite guest speakers

### Questioning:

- Call on students randomly
- Paired response
- Wait time
- Response chaining
- Choral response
- Simultaneous individual response

### Additional Notes/Reflections on Question 2:

### Question Three: Is This Important?

If students do not perceive classroom tasks as important, engagement will be muted or nonexistent.

### Comparisons to Student Interests/Ambitions:

- Comparison tasks
- Analogical reasoning tasks
- Personal projects

#### Get to Know Your Students' Interest

- Informal Conversations
- Interest Inventories
- http://www.saskschools.ca/curr\_content/adapthan dbook/learner/interest.html
- http://school.discoveryeducation.com/schrockguide /edres.html

### **Providing Choice:**

### Options for reporting:

- A written report
- An oral report
- Student-Choice

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#### Choice/Menu Boards

- <a href="http://www.eastampton.k12.nj.us/webpages/jdejulius/tictactoe.cfm?subpage=121377">http://www.eastampton.k12.nj.us/webpages/jdejulius/tictactoe.cfm?subpage=121377</a>
- <a href="http://daretodifferentiate.wikispaces.com/Ch">http://daretodifferentiate.wikispaces.com/Ch</a>
   oice+Boards
- http://www.pvusd.net/departments/GATE/ch oiceboards.php

### **Real-World Applications:**

### **Examples:**

- A school wide initiative to turn everything in the school "green."
- A school-wide "Feed the Poor" initiative
- A school-wide focus on "reading" using a music project
- Make-A-Difference Day
- Invention Convention
- Student-Videos
- Letters to the Next President: Writing Our Future

### **Technology in the Classroom:**

- <u>freetech4teachers.com</u>
- pinterest.com
- http://education.skype.com
- http://www.kidslikeblogs.org/
- twitter.com (twitterforteachers.com:
- o #edtech
- o #edchat
- #SPEDchat
- #mathchat
- #artsedchat
- o #ProfDev
- @MarzanoResearch
- @THBoogren
- @Robertjmarzano
- <u>@SolutionTree</u>
- http://classtools.net/fb/home/page
- blabberize.com
- wordle.net
- tagxedo.com
- iTunes U (through iTunes)
- Beloit College Mindset List

#### To think about:

- Technology isn't technology if it already existed when you were born.
- Technology allows the tables to be turned. Instead of teaching (push), students can be given projects that require them to learn (pull) the necessary material themselves.

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### Additional Notes/Reflections on Question 3:

### 21<sup>st</sup> Century Give One, Get One:

What I Currently Use:	New Ideas to Check-Out:
	11

### Question 4: Can I Do This?

### **Fixed mindset:**

Belief that your intelligence and abilities cannot be changed; fear making mistakes.

### **Growth mindset:**

Belief that your abilities and intelligence can change through effort and learning; view mistakes as learning opportunities.

Mindset, Carol Dweck, 2007

### Four strategies can enhance students' sense of selfefficacy:

- 1. Use effective praise and verbal feedback
  - Every word and action from adult to student sends a message.
  - Refrain from praising intelligence or talent. Rather, focus on the process they used: **strategies**, **effort**, **or choices**.
  - Watch and listen to yourself when a student or player messes up.

### 2. Track and study progress

- Develop self-efficacy by having students track their progress, and then examine the relationship between behavior and academic achievement.
- Tracking student academic progress
- Setting personal goals
- Examining effort and preparation

### 3. Provide examples of efficacy

- Stories
- Quotes
- Movies
- Other?

### 4. Teach about efficacy

- Enhanced achievement results from teaching students...
  - A. The human brain is elastic.
  - o B. Competence is enhanced through hard work and practice.
- "It's not always the people who start out the smartest who end up the smartest." Alfred Binet
- High Expectations for All Students

### Additional Notes/Reflections on Question 4:



Self-Reflection Scales and Planning Questions (marzanoresearch.com/Free Resources/Classroom Tools/Book Reproducibles)

# Thank you! Tina Boogren, Marzano Research Laboratory tinaboogren@live.com