

Master Designer

Helping Students Do Things For Themselves

- Master designer may explain with words or sign language
- Players may ask questions
- Master designer may get out of his/her seat to check a design, but **must sit back down to explain connections**

Explain By Telling How

Other group members who complete the design may help others using language(words & sign)

Everybody Helps

- After everyone in the group has completed the correct design, another student can take the role of master designer
- **Observer**
 - Watches group interact and writes down specific examples of what behaviors he/she sees
 - Reports findings during debriefs

Behaviors to watch for

- Helping students do things for themselves
- Explain by telling how
- Everybody helps

Positive Interdependence

- Each group member depends on each other to accomplish a shared goal or task. Without the help of one member the group is not able to reach the desired goal.

Face-to-Face Interaction

- Promoting success of group members by praising, encouraging, supporting, or assisting each other.

Individual Accountability

- Each group member is held accountable for his or her work. Individual accountability helps to avoid members from "hitchhiking" on other group members' accomplishments.

Social Skills

- Cooperative learning groups set the stage for students to learn social skills. These skills help to build stronger cooperation among group members. Leadership, decision-making, trust-building, and communication are different skills that are developed in cooperative learning.

Group Processing

- Group processing is an assessment of how groups are functioning to achieve their goals or tasks. By reviewing group behavior the students and the teacher get a chance to discuss special needs or problems within the group.

Debriefing

- We did this activity in sociology because . . .
- It worked well when . . .
- It was difficult when . . .
- How did your “society” do? Would you thrive? Be in serious trouble? Explain.