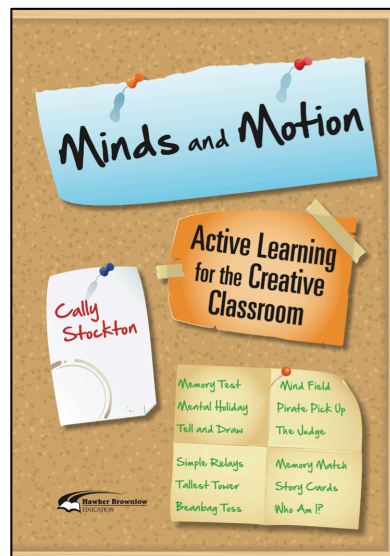


Minds and Motion: Active Learning for the Creative Classroom

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Year Level: 5–8, Teachers and Administrators
Focus Area: Activities and Exercises, Critical and Creative Thinking
Key Learning Area: Cross-Curricular



Summary

Middle years teacher Cally Stockton presents energising activities you can do with 15 to 20 minutes in academic, homeroom or elective classes. Get those young adolescent minds and bodies in motion being creative and imaginative.

Test and proven by real middle years students, these activities can serve as:

- attention-getters;
- team building strategies;
- getting-to-know-you games; and
- collaborative learning endeavours.

The activities are divided into four sections – Name Games, Getting Better Acquainted, Warm-Ups and Attention-Getters, and Team Building, Teamwork and Collaborative Learning.

Flexible enough to span recall to higher-order thinking, the activities minimise risk and liability and are presented in a clear, easy to follow format, with modifications and variations to suit different classrooms situations.

Other Resources

- *Making Space for Active Learning: The Art and Practice of Teaching* (TCP4216)
- *17,000 Classroom Visits Can't Be Wrong: Strategies That Engage Students, Promote Active Learning, and Boost Achievement* (115010)
- *Tools for Promoting Active, In-Depth Learning, 2nd Edition* (TC0596)
- *Inspiring Active Learning: A Complete Handbook for Today's Teachers, Expanded 2nd Edition* (103113)