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What Is the Blueprints for Thinking in the Cooperative Classroom Program?

Blueprints for Thinking in the Cooperative Classroom is a complete staff development program designed to meet the needs of the individual teacher or entire school staff. This program helps educators acquire the skills to effectively use cooperative learning and curriculum integration in their classrooms. It includes eight video lessons, three Blueprints for Thinking in the Cooperative Classroom textbooks, three Team Study Guides, and this Staff Development Guide. Participants will watch actual teachers in real classrooms utilize the same methods that they will acquire and apply to their own classrooms. Experienced teacher-demonstrators show your staff how to incorporate social skills, graphic organizers, thinking skills, problem-solving skills, and academic content into every lesson at every grade level.

The Blueprints Video Lessons

The *Blueprints* videos were produced by an award-winning video studio to ensure the highest quality of sound, color, and editing. They will give your staff a sense of what the methods taught in the course look like and sound like when used in real classrooms. Each of the eight video segments is keyed to a lesson in the Team Study Guide. The teacher-demonstrators are not novices in the use of *Blueprints*, nor are they perfect teachers. Each was selected because he or she is a regular user of the *Blueprints* strategies and values the addition of these methods to his or her instructional repertoires. Urban, rural, and suburban schools with diverse student populations are featured in the video lessons. This allows participants to appreciate the commonalties of highly cognitive cooperative learning as well as its applicability to diverse situations.

The following video summaries will provide you with a better understanding of what each lesson contains:

- □ **Video Part I A Blueprint for Success** An overview for integrating the best instructional practices into thoughtful and cooperative lessons across the curriculum.
- □ **Video Part II A Blueprint for Getting Started: Informal Strategies** Multiple classroom samples of key strategies for jump-starting thoughtful student interactions in the curriculum.
- Video Part III A Blueprint for Academic Success: Formal Cooperative Groups The critical elements involved in making cooperative learning a powerful tool that raises achievement and builds skillful thinking.

- □ **Video Part IV A Blueprint for Teamwork: Base Groups** How to use group strategies for long-term effects in building a cooperative classroom.
- □ **Video Part V A Blueprint for Responsibility: Social Skills** How to help students take greater responsibility for their own behavior. A five-step model for integrating positive social skills into every lesson.
- □ **Video Part VI A Blueprint for Thinking** Powerful tools for thoughtful study of course content in a cooperative learning environment. Integrates graphic organizers and thoughtful discussions.
- □ **Video Part VII A Blueprint for Problem Solving** Problem solving across the curriculum and beyond the classroom.
- □ **Video Part VIII A Blueprint for Assessing Student Thinking and Cooperation**How to use artifacts of student thought and cooperation to build portfolios, hold conferences, and increase each student's accountability.

The Team Study Guide and the Blueprints for Thinking in the Cooperative Classroom Textbook

The Team Study Guide is designed to help participants maximize their learning from the *Blueprints for Thinking in the Cooperative Classroom Video Package*. Teachers will experience firsthand the integral aspects of highly cognitive cooperative learning as they work with a team to complete their study guides. Lessons in the study guide help your staff to acquire and apply the skills of cooperative learning and offer them ways to accurately assess their cooperative classrooms. The Team Study Guide also contains strategies for increasing student problem-solving skills and improving social skills. Participants will utilize the *Blueprints for Thinking in the Cooperative Classroom* textbook in conjunction with the Team Study Guide and video lessons. Teachers will read the material in the textbook, observe the methods and strategies performed in the video, and use the study guide lesson to apply what they have learned from the text and video.

Each lesson presented in the Team Study Guide contains several sections. (See the model lesson, page 5.) Participants are asked to read text and review the video segments to complete questions, activities, and exercises. Learners will also be asked to apply the methods they are learning to their own classrooms, and some assignments require student artifacts from these applications. In addition, team members will be asked to reflect on their knowledge and teamwork by completing journal pages incorporated into the study guide. Each study guide lesson is organized with these major components:

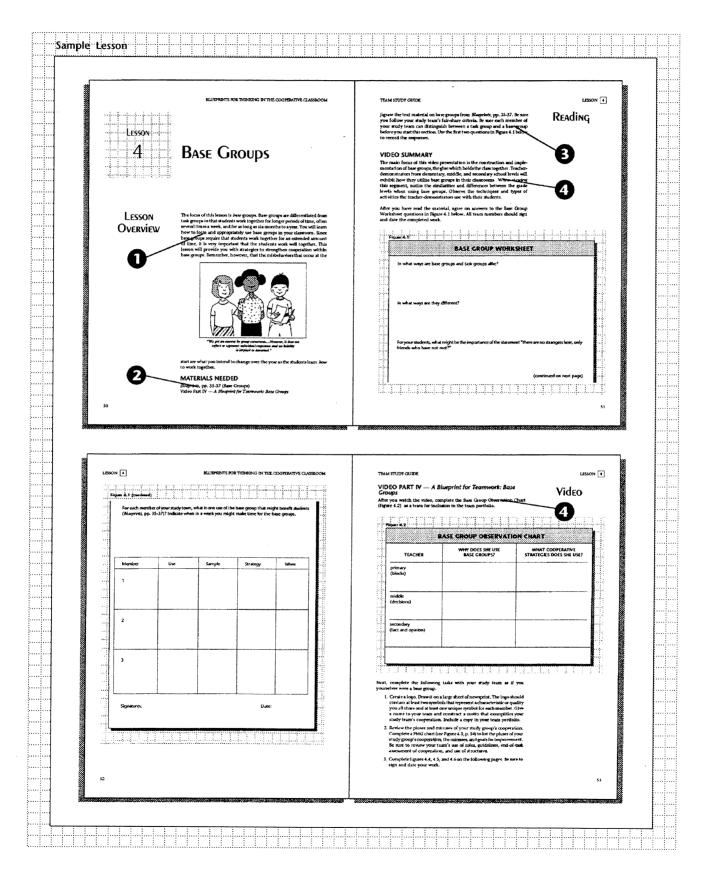
- 1 Lesson Overview: offers a brief summary to introduce what the lesson will cover
- 2 Materials Needed: lists the required materials for each particular lesson
- **Reading:** tells participants which sections of the Blueprints text to read in order to complete the lesson

- Video Summary & Video: the video summaries give learners an overview of what they will observe by watching the video segment; the video section provides questions and activities for study team members to complete in order to maximize their knowledge from both the text and the video
- **S Applying Your Knowledge:** gives learners exercises for putting their knowledge into practice in their classrooms; teachers will benefit from applying the strategies they are learning
- **6** Reviewing Your Knowledge: provides direction for participants to review the lesson content
- **Assessing Your Team's Cooperation:** encourages participants to reflect on and evaluate how well their team is cooperating
- **3 Closure:** draws the lesson to an end, primarily with a journal entry or reflection
- **9** Application/Grade Requirements: outlines further requirements for applying the lesson in the classroom; also provides grading requirements for graduate course credit
- **Suggested Resources:** gives learners additional information and reference materials that are related to the topic
- **① Portfolio Checklist**: helps participants keep track of their completed application assignments and check that they are included in the team portfolio

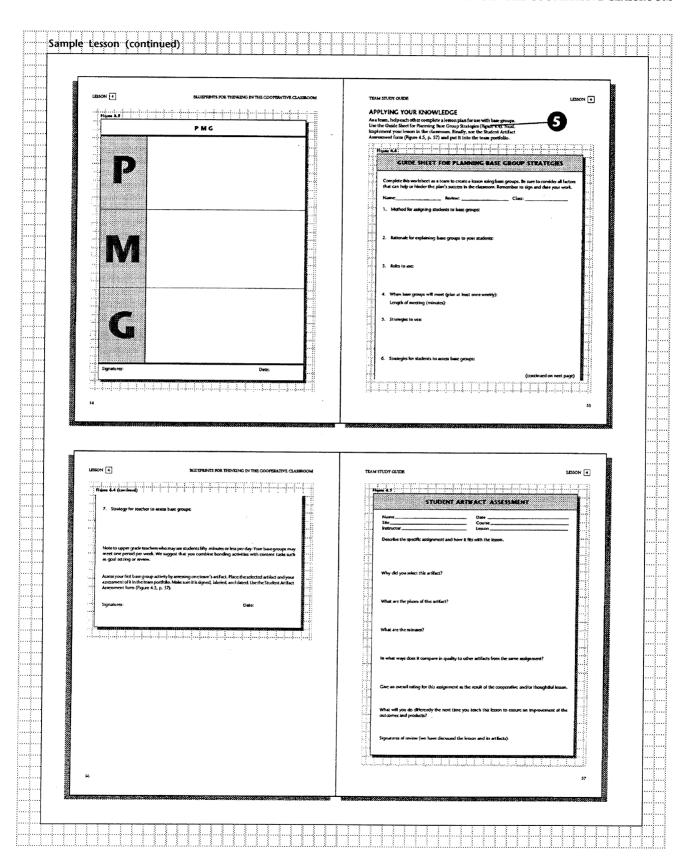
The Staff Development Guide

This Staff Development Guide was created to help you implement the *Blueprints* program in your school and make your responsibilities easier. In this guide, we suggest various uses of the *Blueprints* program that you can tailor to your individual needs and those of your institution. The *Blueprints* program is extremely flexible and can be used in small or large groups, for inservices with or without a facilitator, or for graduate credit.

STAFF DEVELOPMENT GUIDE



BLUEPRINTS FOR THINKING IN THE COOPERATIVE CLASSROOM



STAFF DEVELOPMENT GUIDE

