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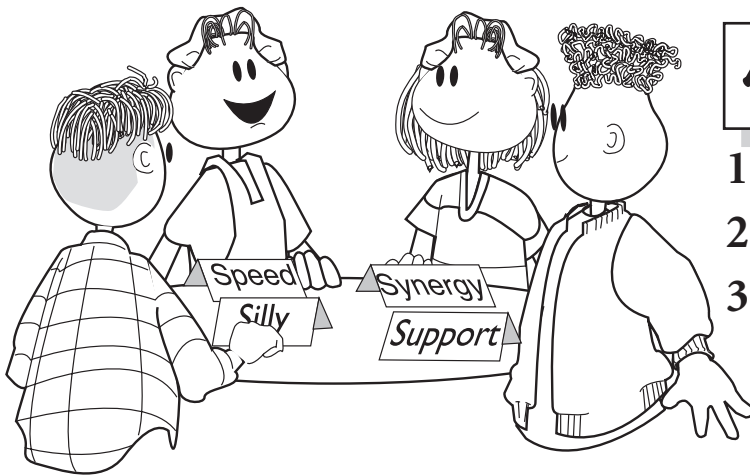
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Structures-at-a-Glance

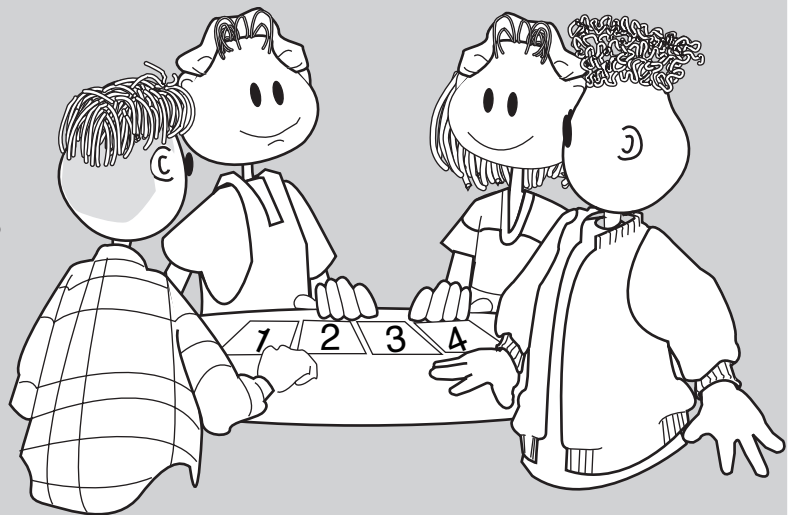


4S Brainstorming

1. Teacher Assigns Roles
2. Teacher Announces Prompt
3. Students Generate Ideas

Blind Sequencing

1. Dealer Deals Cards
2. Students Describe Cards
3. Team Sequences Cards
4. Team Checks Sequence

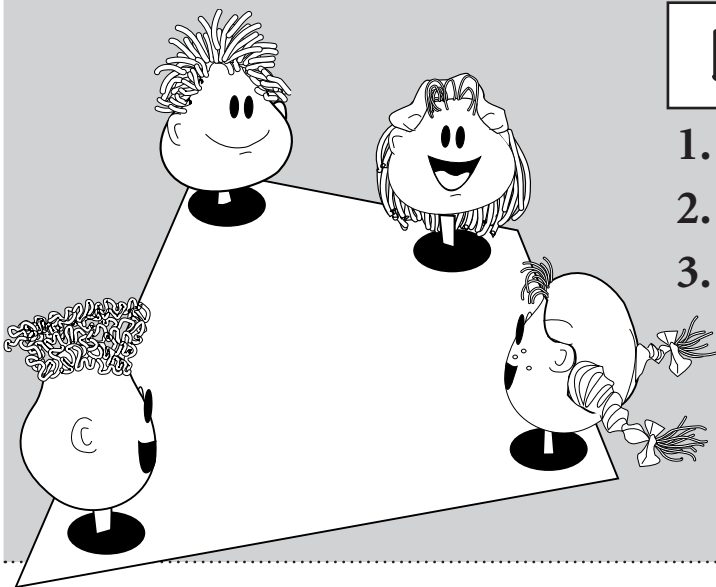


Find-The-Fib

1. Students Write Three Statements
2. Students Read to Teammates
3. Teammates Discuss Statements
4. Teammates Guess & Celebrate



Structures-at-a-Glance

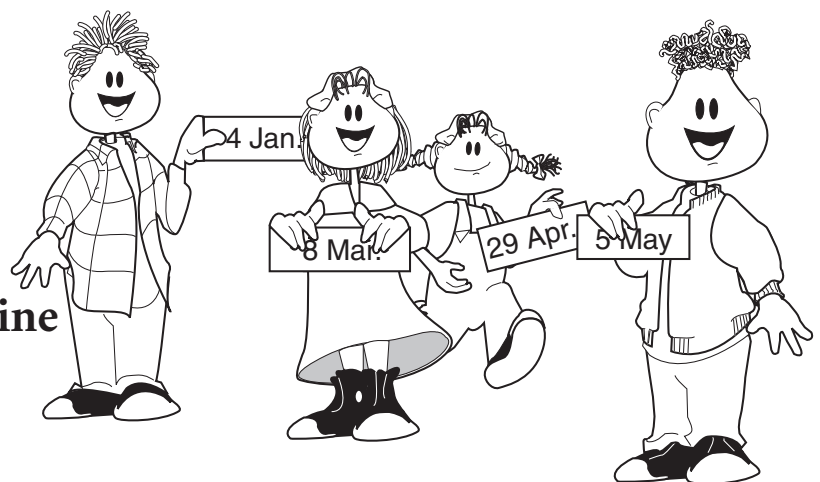


Formations

1. Teacher Announces Formation
2. Team Discussion
3. Teams Create Formation

Line-Ups

1. Teacher Describes the Line
2. Students Line Up
3. Team Discussion



Match Mine

1. Teams Build Buddy Barriers
2. Senders Create Design
3. Receivers Match Design
4. Team Checks Design



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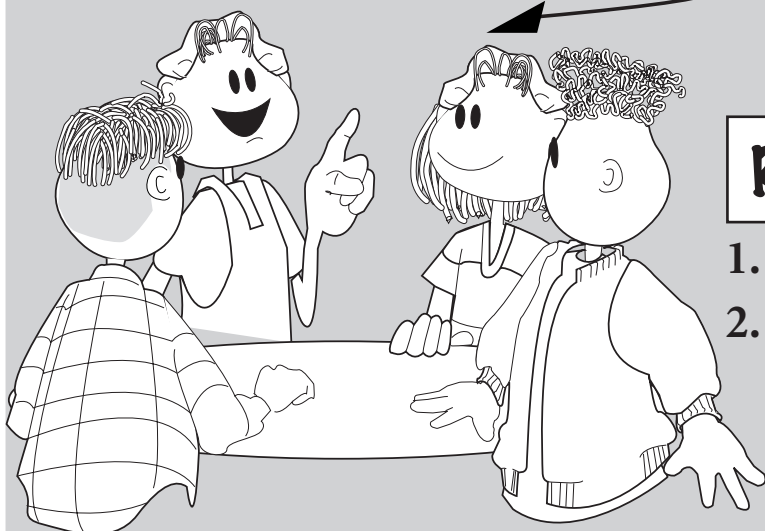
Pairs Compare

1. Teacher Presents Problem
2. RallyTable
3. Pairs Compare
4. Team Challenge



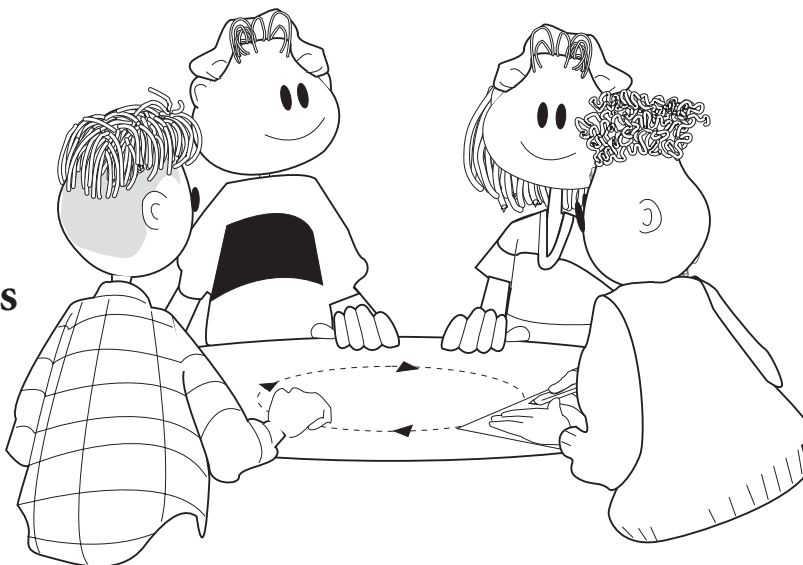
RoundRobin

1. Teacher Announces Topic
2. Students Take Turns Talking



RoundTable

1. Teacher Gives Directions
2. Students Take Turns

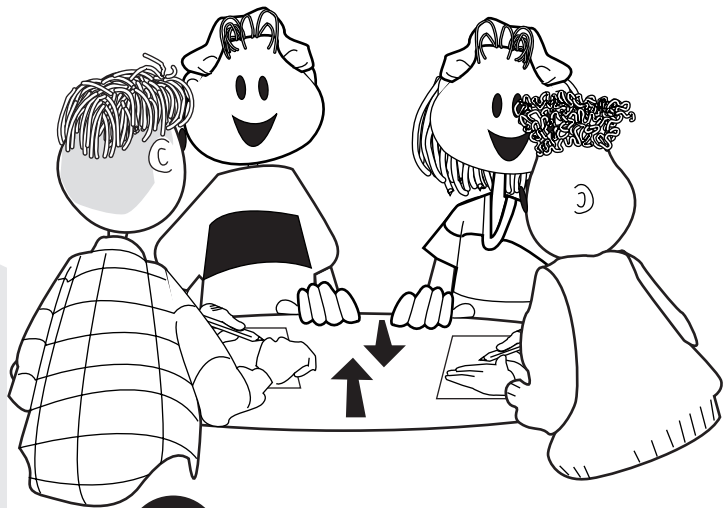
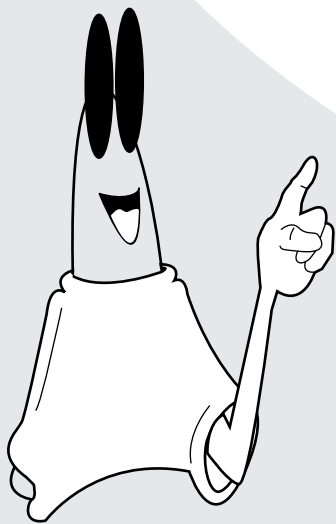


Pairs Compare

Students work in pairs to list ideas or solutions to a problem; pairs compare their ideas or solutions; then the team works together to come up with more ideas or solutions.

The teacher presents a problem to the class like “Come up with as many words as you can from the letters in the words, ‘OUR TEAM.’” Students form pairs and RallyTable ideas, passing their lists back and forth, adding ideas. After the pairs have had some time to generate their own lists, the team unites and pairs compare lists. During Pairs Compare, Student A in pair one states one item from the pair one list, while Student A from pair two either adds the item to the pair two list, or puts a check mark by it, if pair two had also listed the item. Next, Student B from pair one shares a second item from their list while Student B from pair two either checks it off or adds it to the pair two list. Next, Students A and B from pair two, each in turn share items from their list while their counterparts in pair one either add or check off the items. The Pairs Compare step continues until both pairs have shared all items and both pairs have identical lists. In the last step of this structure, the Team Challenge, all four teammates work together to see if they can come up with even more ideas to add to the lists. A's in each pair record the first new item on their respective lists, B's the next and so on, in a RallyTable format.

Pairs Compare is a strong structure for developing team synergy because teams are challenged to come up with new ideas based on the work of the pairs.

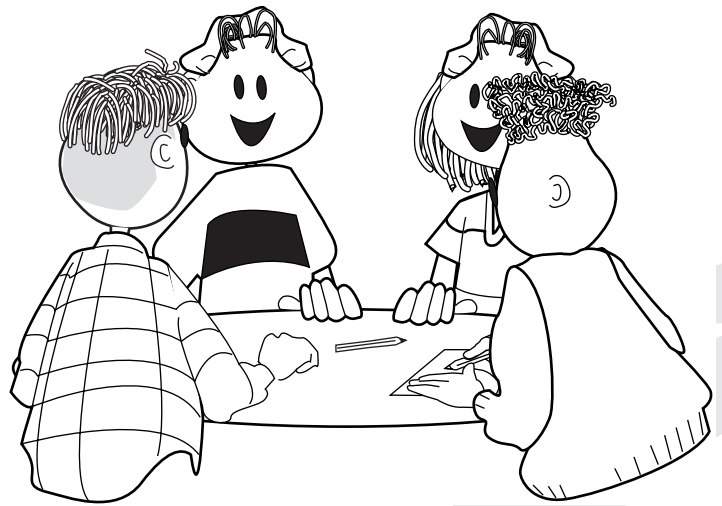


1 Teacher Presents Problem

The teacher presents to the class a problem on which students can come up with a list of ideas. “List some positive statements you can use to appreciate a teammate.”

2 RallyTable

In pairs, students record their ideas passing the list back and forth, each adding an idea in turn.



4 Team Challenge

The challenge is for teams to come with new ideas that neither pair alone had generated. During this step, the two lists continue to be passed back and forth in a RallyTable within pairs. A's and B's in each pair alternate recording the new ideas generated by the team, no matter who came up with the ideas.



3 Pairs Compare

When pairs have a list of ideas, the pairs unite to compare the ideas they each came up with. If the other pair came up with the same idea, a check is placed next to the idea. If the other pair came up with a different idea, that idea is added to each pair's list. When pairs are done comparing lists, both pairs have identical lists.

Hint

★ **Uneven Teams.** If there are one, two or three students left over that don't fit into a group of four, send them each to a different team of four to form up to three teams of five. During pair work, in the teams of five, a pair and a triad are formed.

Variations

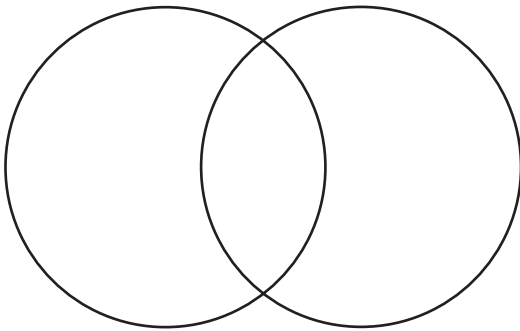
Problem Solving

Instead of using Pairs Compare to generate a list, use Pairs Compare for problem solving. Select problems which may be solved in a variety of ways, or may have a number of possible answers or ideas. Pairs compare their answers in turn and the team challenge is to come up with solutions to the problem that neither pair alone had thought of.

Category Frames

When pairs record their ideas, let them use a graphic organiser such as a Venn diagram, a PMI frame or a Two-by-Two matrix.

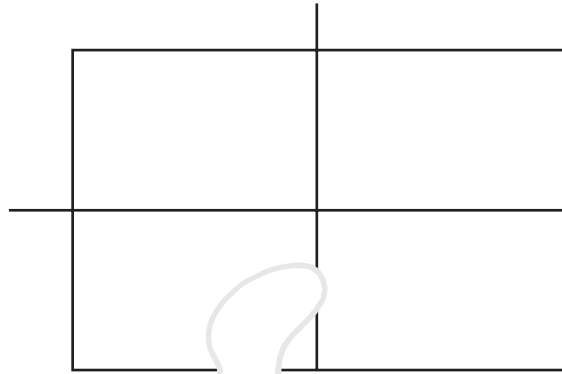
Venn Diagram



PMI Frame

| |
|---------------------|
| P lus |
| M inus |
| I nteresting |

Two-by-Two Matrix



Principles



Partners are interdependent during the pair work; teammates are interdependent during the team work.



RallyTable throughout the structure makes individuals accountable to their partner for coming up with and recording ideas.



RallyTable ensures equal participation.



At any one moment, half the class is active, recording ideas during all steps of this structure.

Pairs Compare

Qualities of a Good Teammember



In pairs, take turns listing all the qualities of a good team-member. Compare your list with another pair and see if you came up with the same answers. Then, as a team of four, see if you can all come up with new ideas.

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Are these qualities that you have? What can you work on?