Crazy for Stations

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2017-2018 Station Implementation

- Created an organizational board
- Strategic pre-arranged groups
- Thought out stations according to units being studied
- Thought out foundational stations used all year around
- Small group station was the instructional time for students' individual needs
- To ensure time management, we set a timer
- We set stations times according to class schedule
- Had thorough instructions printed and laminated
2018-2019 Future Plans for Station Implantation

- Implementing flipped classroom
- Small group will feed off of flipped classroom lesson
- Computer use will be integrated into stations
- The main stations that we will implement together are small group, flipped classroom, and writing
- Other stations will be at the teacher’s discretion
- Intermingling between two ELAR classrooms
Station 1: Math

Jenga

1. After your the game is set up, whoever was chosen to go first by the teacher will draw a black from the Jenga stack and look at the number on the end of the block.
2. There are task cards or math problems according to the unit being studied. You will work out the math problem of the number of the block drawn.
3. After you answer out loud, another player will check your answer and if it is correct, you will keep the block as it will track your points.
4. If it is wrong, you must put the block back from where it was taken from.
5. If the tower crumbles, you must forfeit three blocks that you have collected.
6. Whoever has the most blacks when the tower falls wins.
Station 2: Reading

1. Divide the cubes evenly among the players. It is okay if some get more than others.
2. Starting with one player and going around the circle, take turns rolling the cubes and adding to the story based on the face up images.
3. You can continue rolling around the circle and adding to the story or start a new story.
Station 3: Science

Headbanz

1. Place each of the cards face down in the middle of the playing area.
2. Each player then takes a headband and adjusts it around his or her head.
3. Deal out one card, facedown, to each participant.
4. Each player puts their card in their headband WITHOUT LOOKING AT YOUR OWN CARD!
5. All other players must be able to see the word.
6. Whoever was chosen to go first by the teacher will flip over the timer and ask each of the players a question to help figure out what the word is on their head.
7. If you guess the word before the timer runs out, simply take another card and put it behind your headband and continue to ask questions until the timer runs out.
8. The player will keep their vocabulary card if they guess their word correctly. If they do not guess their vocabulary card correctly, they will put their card in a discard pile.
9. Whoever has the most cards at the end of the station time wins.
Station 3: Science

**Headbanz**

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