OCCIPITAL LOBE

PARIETAL LOBE

CEREBELLUM

FRONTAL LOBE

TEMPORAL LOBE
TEACHERS IN A BRAIN COMPATIBLE CLASSROOM

• Teachers understand that every brain is unique.
• Teachers develop lessons that incorporate multiple intelligences (i.e., music, visuals, movement, props, colors, textiles, novelty, celebrations, rituals).
• Teachers recognize that student attention is always fluctuating and that a constant demand from a teacher for complete focused attention is antagonistic to learning.
• Teachers know that learning takes place only after new information has been processed and immediate feedback must accompany newly processed information.
• Learning is the process by which we acquire new knowledge and skills.
• Memory is the process by which we retain knowledge and skills for the future.

LEARNERS IN A BRAIN COMPATIBLE CLASSROOM

• Learners grow new dendrites out of neurons as we listen to, talk about, and explore the world around us through trial and error. (In other words, as our networks of dendrites grows, new dendrites sprout from existing dendrites, so we build new knowledge based upon things we have already learned/seen/explored.)
• As we practice something, dendrites develop a thick and fatty coating which helps pass signals over the synapses (contact points between dendrites) more quickly. This coating helps to reduce interference as well, which allows us to come up with answers more quickly!
• Learners digest 98%-99% of information subconsciously, so a rich environment that includes props, colored visuals, appropriate music, games, stories, stations, etc. is more compatible for naturally occurring non-focused learning. (Multiple pathways of meaning)
# BRAIN BREAK CHART

1. Roll a die to determine a column.
2. Roll the die again to determine the row.

<table>
<thead>
<tr>
<th></th>
<th>Mingle, Mingle, Group</th>
<th>YOGA 2 MINUTES</th>
<th>Simon Says</th>
<th>Dinosaurs and Kittens</th>
<th>Line Up</th>
<th>TOUCH R ELBOW TO L KNEE AND L ELBOW TO R KNEE 10X</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Thumbs Up, Pointer Straight</td>
<td>Rock, Paper, Scissors Entourage</td>
<td>Walk The Line</td>
<td>JUMP OVER YOUR PENCIL 10X</td>
<td>Silly Flower</td>
<td>Partner T Jumps</td>
</tr>
<tr>
<td>2</td>
<td>10 WALL PUSHUPS</td>
<td>ABC 123</td>
<td>Lazy 8s</td>
<td>Gotcha Flytrap</td>
<td>3 MINUTE DANCE PARTY</td>
<td>Pinky L</td>
</tr>
<tr>
<td>3</td>
<td>Arm Circles</td>
<td>Rub Belly Pat Head Switch</td>
<td>HAND SHAKE #1</td>
<td>Heel Taps</td>
<td>Finger Aerobics</td>
<td>Blink Snap</td>
</tr>
<tr>
<td>4</td>
<td>Crab Hands</td>
<td>TOUCH R HAND TO L FOOT AND L HAND TO R FOOT 10X</td>
<td>Snowball Fight</td>
<td>Palm Tapping</td>
<td>10 DEEP BREATHS</td>
<td>Balloons!</td>
</tr>
<tr>
<td>5</td>
<td>3 MINUTE DANCE PARTY</td>
<td>Arm Stretching</td>
<td>10 JUMPING JACKS</td>
<td>YOGA 2 MINUTES</td>
<td>Leg Stretching</td>
<td>HAND SHAKE #2</td>
</tr>
</tbody>
</table>