

WORKSHEETS DON'T GROW DENDRITES



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INSTRUCTIONAL STRATEGIES THAT ENGAGE THE BRAIN!



AGENDA

PART ONE

**CREATING A BRAIN-COMPATIBLE
ENVIRONMENT**

- WHY THESE STRATEGIES?
PRIMACY
- BRAIN/BODY CONNECTIONS
- 5 FACTS ABOUT NEURONS
- 10 CHARACTERISTICS OF A
BRAIN-COMPATIBLE CLASSROOM

PART TWO

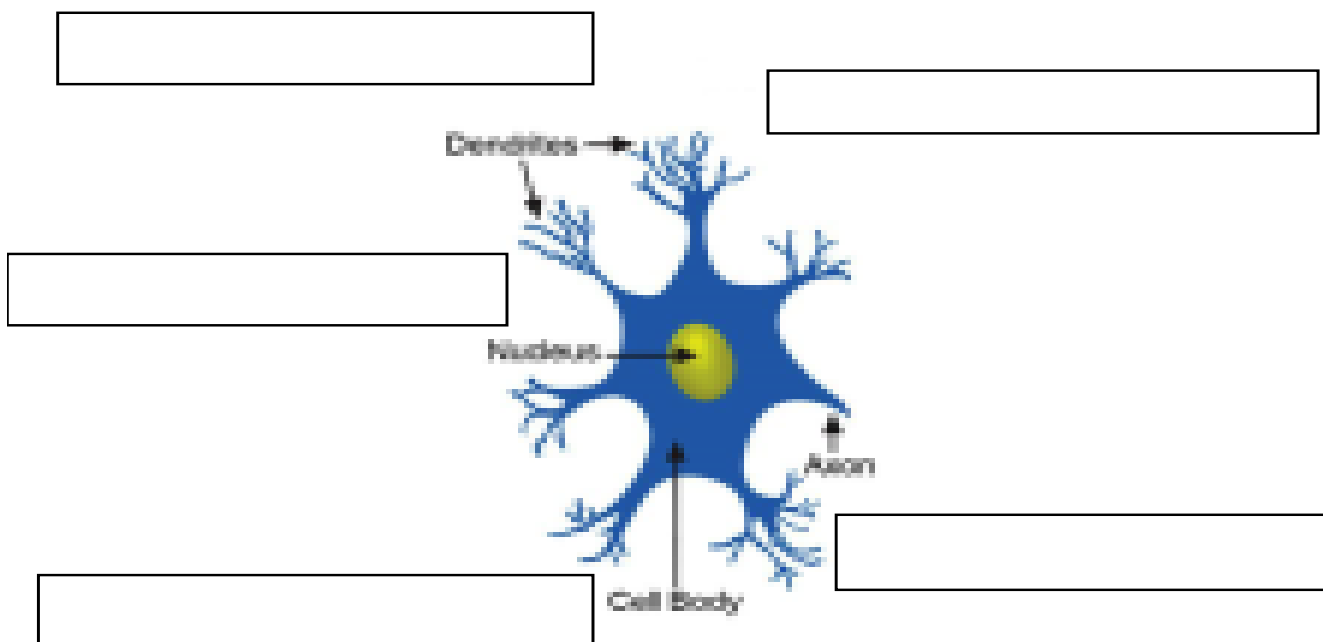
**DELIVERING A
BRAIN-COMPATIBLE LESSON**

- LESSON PLANNING
- A MODEL VOCABULARY LESSON
- WHY THESE STRATEGIES?
REGENCY
- REVIEW/CELEBRATION

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NEURON The Memory Cell



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CHARACTERISTICS OF A BRAIN-COMPATIBLE CLASSROOM

1. _____

6. _____

2. _____

7. _____

3. _____

8. _____

4. _____

9. _____

5. _____

10. _____

INSTRUCTIONAL IMPLICATIONS OF RESEARCH



BRAIN FACTS



CONCEPTS TO REMEMBER

Students tend to remember best that which comes first in a learning segment, and remember second best that which comes last (primacy - recency effect).

Need, novelty, meaning and emotion are four ways to gain the students' attention.

The brain can hold seven isolated bits of information in short-term memory simultaneously.

STRATEGIES

THAT TAKE ADVANTAGE OF HOW
THE BRAIN LEARNS BEST



1. _____ 11. _____

2. _____ 12. _____

3. _____ 13. _____

4. _____ 14. _____

5. _____ 15. _____

6. _____ 16. _____

7. _____ 17. _____

8. _____ 18. _____

9. _____ 19. _____

10. _____ 20. _____



BRAIN COMPATIBLE LESSON PLAN

LESSON OBJECTIVE(S): What do you want students to know and be able to do?

ASSESSMENT (TRADITIONAL / AUTHENTIC): How will you know if your students have mastered essential learning?

WAYS TO GAIN / MAINTAIN ATTENTION (PRIMACY): How will you gain and maintain students' attention? Consider need, novelty, meaning, or emotion.

CONTENT CHUNKS: How will you divide and teach the content to engage students' brains?

Lesson Segment 1:

Activities:

Lesson Segment 2:

Activities:

Lesson Segment 3:

Activities:

BRAIN - COMPATIBLE STRATEGIES: Which will you use to deliver content?

- Brainstorming / Discussion
- Drawing / Artwork
- Field Trips
- Games
- Graphic Organizers / Semantic Maps / Word Webs
- Humor
- Manipulatives / Experiments / Labs / Models
- Metaphors / Analogies / Similes
- Mnemonic Devices
- Movement
- Music / Rhythm / Rhyme / Rap
- Project / Problem - Based Learning
- Reciprocal Teaching / Cooperative Learning
- Roleplays / Drama / Pantomimes / Charades
- Storytelling
- Technology
- Visualization/Guided Imagery
- Visuals
- Work Study/Apprenticeships
- Writing/Journals