# Pairs Check

- In teams, shoulder partners are formed.
- Partner A in each pair does the first problem, talking out loud.
- Partner B watches and coaches. Partner B praises.
- Trade roles: partner B does the next problem. Partner A watches, coaches, and praises.
- Pairs check with another pair after every two problems. Teammates coach and correct if needed.
- The teams celebrate after reaching agreement on the two problems.

Rally Table

- Cooperative teams are given one piece of paper and one pencil.
- Teacher poses a problem or provides a task to which there are multiple possible answers, steps, or procedures.
- The teacher provides an example and checks for understanding.
- A time limit is set. The teacher selects a student to begin in each team.
- Students quickly write their word or phrase and pass their paper to the team member on the left.
- The paper continues to go around and around the table as each student adds to the team's list.
- The teacher calls time. All pencils/pens are placed on the team table.
- The teams take turns sharing their responses with the rest of the class.
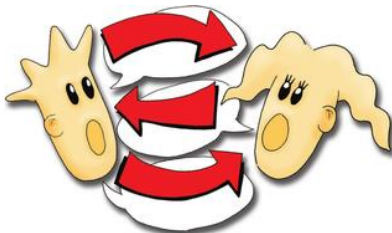
RallyRobin

- Teacher poses a problem to which there are multiple possible responses or solutions.
- In pairs, students take turns stating responses or solutions orally.

Showdown

This activity can be used to check for mastery of concepts and skills, as a review before a quiz or test, or to assess student skills.

- The teacher asks a question and students write their responses on their paper/whiteboard.
- Students turn their paper face down in front of them when finished.
- When the teacher gives the showdown signal, all team members will reveal their responses.
- Students share responses and agree on one response.
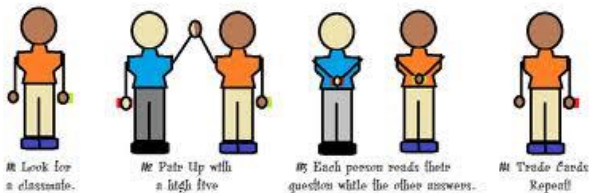
Talking Chips

- Students are asked to discuss a topic in groups.
- As each student talks, he/she places his/her chip in the center of the table.
- Once a student finishes talking, he/she cannot talk until every other "chip" has been tossed into the center.
- If a student doesn't have anything to share on this particular topic, they can place a chip in the center at the end.
- When all chips are down, students retrieve their chips and start over.

Think – Pair – Share

- Students think to themselves or write on a topic or question provided by the teacher.
- After 30 seconds, students turn to partners and share their responses, thus allowing time for both rehearsal and immediate feedback on their ideas.
- Then they share their thoughts with the class.

Quiz–Quiz–Trade

#1 Look for a classmate. #2 Pair Up with a high five #3 Each person reads their question while the other answers. #4 Trade Cards Repeat!

- Teacher tells students to "Stand Up", put a hand in the air and pair up.
- Partner A quizzes B. Partner B answers. Partner A praises or coaches.
- Partners switch roles.
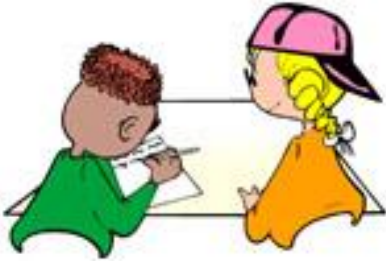- Partners trade cards and thank each other.

Timed Pair Share

TIMED PAIR SHARE

- Teacher poses question, states how long each student will share, and provides think time.
- In pairs, Partner A shares, Partner B listens.
- Partners switch roles.

Rally Coach

- Partner A solves the first problem. Partner B watches and listens, checks, coaches if necessary and praises.
- Partner B solves the next problem. Partner A watches and listens, checks, coaches if necessary, and praises.