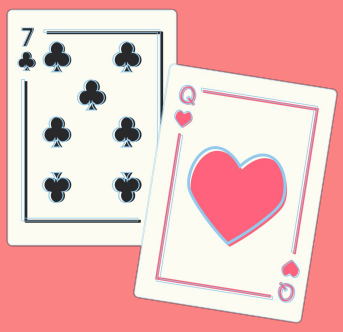
INSTRUCTIONAL STRATEGIES



Pick a Card, Any Card

Sort students into an order for presentations, sharing answers, or other turn-based activities. Using randomization and dramatic flair, this strategy can be a highly engaging alternative to requesting volunteers or moving alphabetically through the roster.

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PICK A CARD, ANY CARD

Summary

This instructional strategy adds a very light layer of gamification and randomness to deciding the order in which students present. Students will select playing cards which will then be matched randomly from a deck of cards belonging to the teacher to determine the sequence.

Procedure

1. Count out a set of matching cards from two separate decks that correspond to the number of students in class. Both decks should include the same exact cards, one for the students and one for the teacher.
2. Shuffle the student deck, and fan out the cards in the style of a magician.
3. Let each student take turns drawing cards.
4. When you get back to your desk, draw a card from your teacher deck. The student with the corresponding card will be the next person to present.