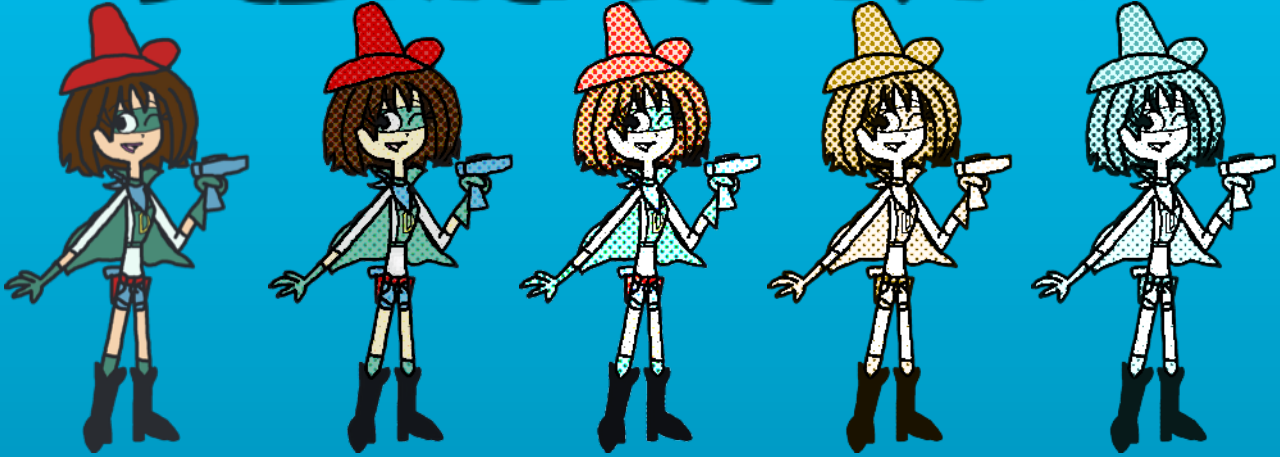


QUICK DRAW

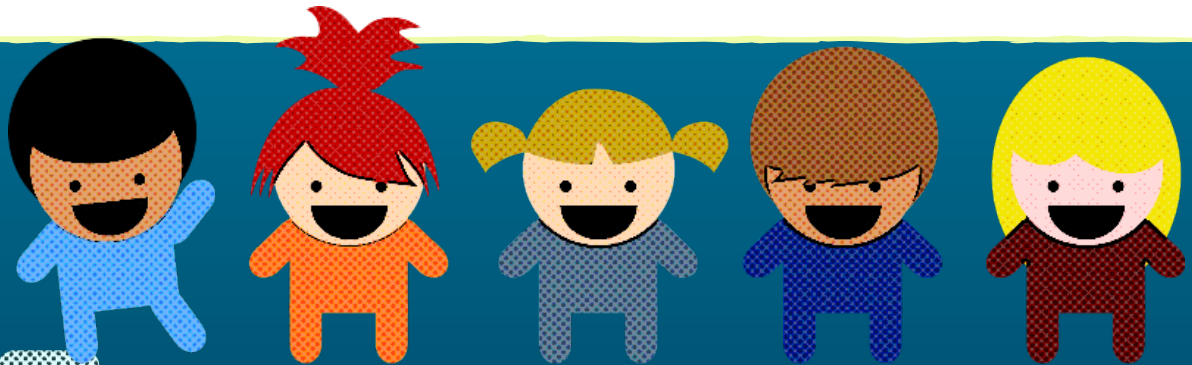
DEBRIEF ACTIVITY



INSTRUCTIONS

THIS IS A GREAT ACTIVITY FOR THOSE WHO TAKE A BIT OF TIME TO OPEN UP AND SHARE THEIR THOUGHTS. IT IS A QUICK AND EASY WAY TO GET STUDENTS TO REFLECT ON AND EVALUATE THEIR PERFORMANCE, THOUGHTS OR FEELINGS DURING OR AFTER A LESSON. IT CAN BE USED IN A VARIETY OF WAYS, FROM A QUICK CHECK-IN WITH STUDENTS TO A CATALYST FOR MORE IN-DEPTH INTROSPECTION.

AS IN THE GAME 'PAPER, SCISSORS, ROCK', STUDENTS ON THE COUNT OF THREE HOLD UP ANY NUMBER OF FINGERS FROM ONE TO FIVE OR ONE TO TEN TO EVALUATE HOW THEY PERFORMED IN SOME ASPECT OF THE LESSON. TO FACILITATE THE ACTIVITY FROM THIS POINT, NEGATIVE ASPECTS OF BEHAVIOUR THAT LED TO THE SCORE COULD BE ADDRESSED OR POSITIVE SOLUTIONS COULD BE FOCUSED UPON.



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