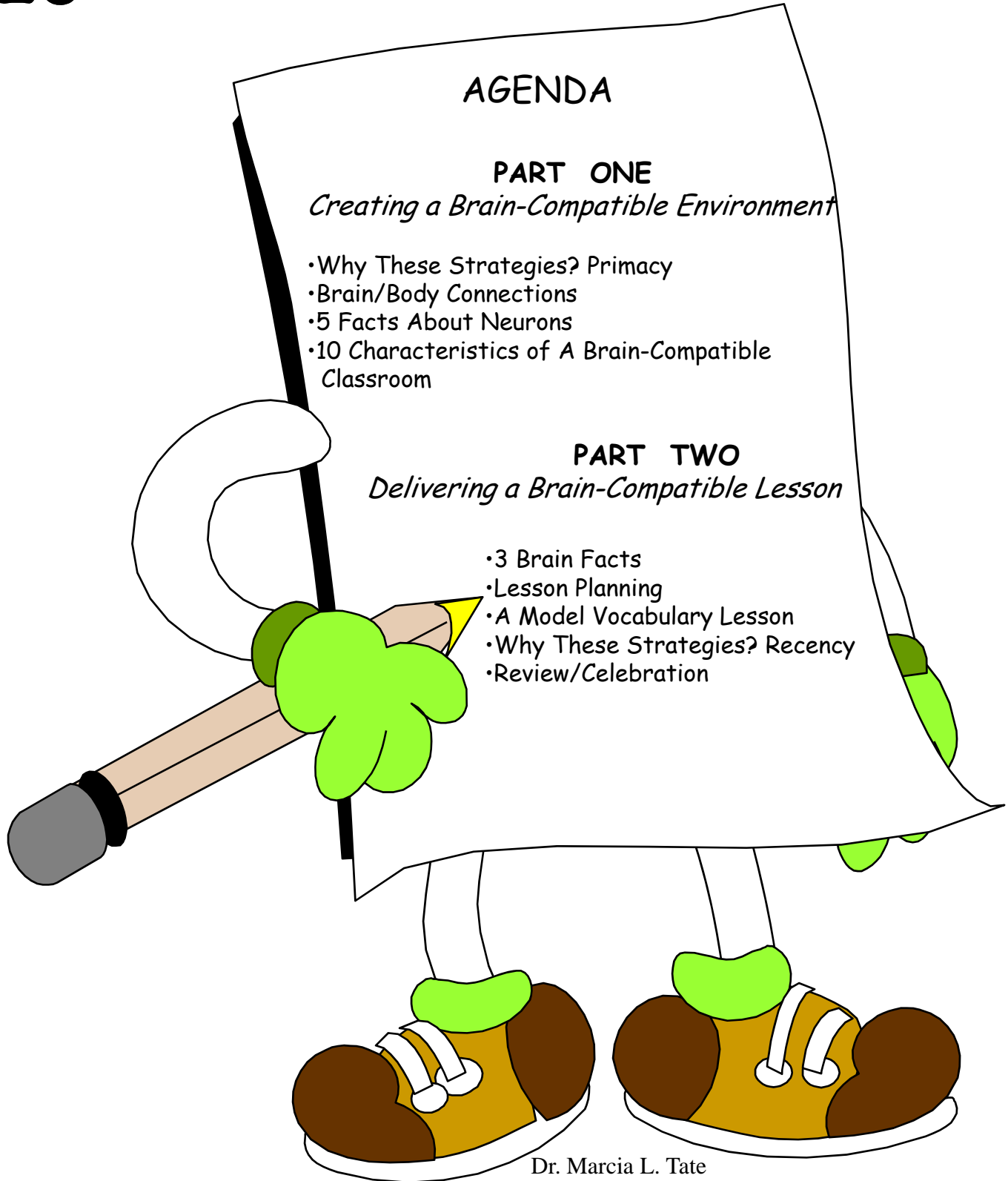


# Worksheets Don't Grow **Dendrites:** **20** Instructional Strategies That Engage the Brain!



## 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

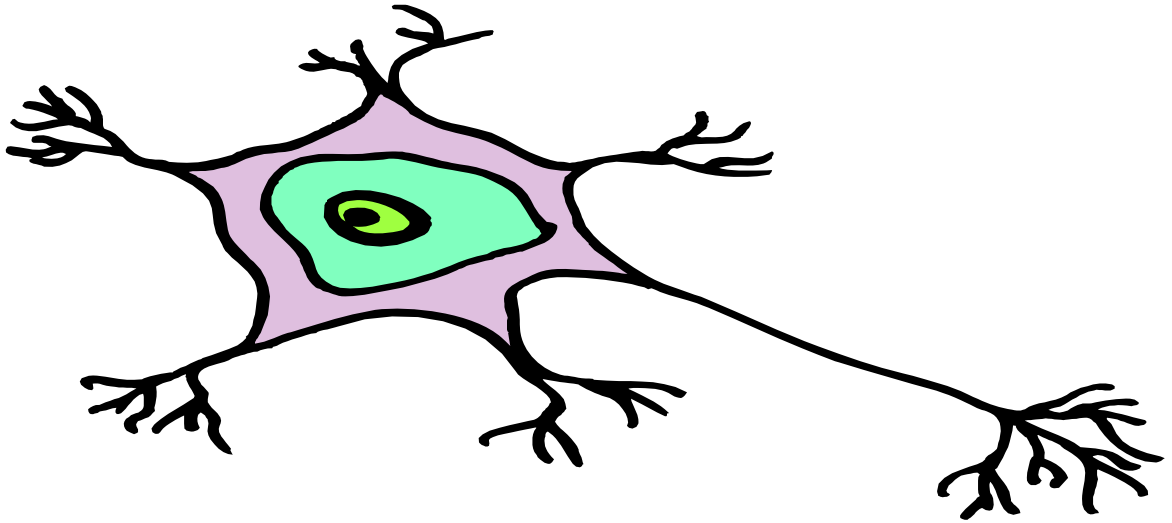
### PART TWO

#### *Delivering a Brain-Compatible Lesson*

- 3 Brain Facts
- Lesson Planning
- A Model Vocabulary Lesson
- Why These Strategies? Recency
- Review/Celebration

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# Neuron The Memory Cell



# 10

## CHARACTERISTICS OF A BRAIN-COMPATIBLE CLASSROOM

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

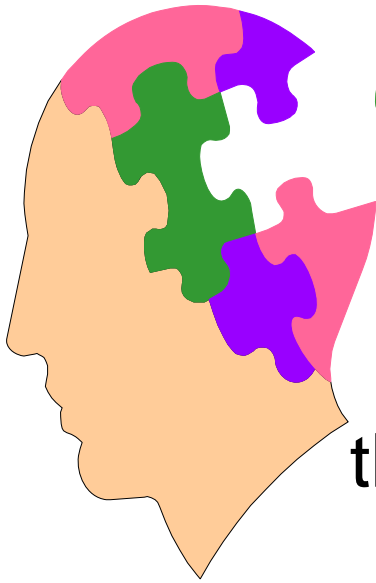
6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

9. \_\_\_\_\_

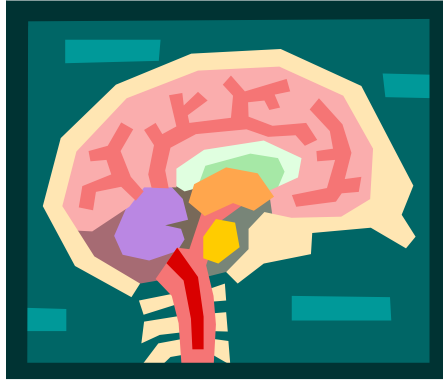
10. \_\_\_\_\_



# STRATEGIES

that take advantage of how

the



learns best

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

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10. \_\_\_\_\_

11. \_\_\_\_\_

12. \_\_\_\_\_

13. \_\_\_\_\_

14. \_\_\_\_\_

15. \_\_\_\_\_

16. \_\_\_\_\_

17. \_\_\_\_\_

18. \_\_\_\_\_

19. \_\_\_\_\_

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 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 Instruction    Reciprocal Teaching/Cooperative Learning
- Roleplay/Drama/Pantomime/Charades    Storytelling    Technolog    Visualization/Guided Imagery
- Visuals    Work Study/Apprenticeships    Writing/Journals