

## Strategies for SIOP

1. **Outcome Sentences** – used when you want to prompt a student to respond in a specific way (I learned, I wondered, etc.)
2. **Conga Line** – a great way to share ideas with different partners (two lines, one moves) – same question or a new one
3. **On the Line** – an opinion activity, great for debates, but can also be a simple way to find a partner to talk to (How do you feel about the war in Iraq?)
- ★ 4. **Inner – Outer Circle** – an interactive activity to share ideas (two circles – one spins to the right to find a new partner)
5. **Headlines** – great reading strategy, after reading something, have students create a headline for it
6. **PMI – Plus, Minus, Interesting** – a reading strategy using a matrix graphic organizer – organize your thoughts into the three categories as you read
- ★ 7. **Pair – Share** – a great way to activate prior knowledge or share knowledge – share your ideas with a partner
8. **Paired – Squared** – take the two above partners and find two more to share with
- ★ 9. **Jigsaw** – each group only reads a certain part of the reading, becomes an expert on that section and shares it in some way with the whole group
- ★ 10. **Modified Jigsaw** – give each group a *topic* contained within the entire reading and ask them to find everything they can from the reading that talks about that topic
- ★ 11. **Affirmations** – turning to someone and telling them an affirmative statement (I knew that!)
12. **Point to the Ceiling (and Pick a Leader)** – great way to make sure everyone is listening and consciously knows who to report to
- ★ 13. **3 – 2 – 1** – great way to close the lesson – numbers can be anything you want – 3 points to remember, 2 things you liked, 1 question you still have
14. **Hot Dog Notes** – great for kinesthetic learners who need to be doing something while reading – fold a piece of paper in half and slide one side

- ★ 23. **Quick Write** – a timed activity where students are given a writing topic and allowed to write freely over the topic
- 24. **Demo the Concept** - essential activity where you actually take the time to teach and sell the activity to students – should be used with every new strategy/activity
- 25. **Stand Up / Sit Down** – great for multiple choice questions (no way to cheat by looking at your partner – you own your answer) – everyone stands and then you sit when the teacher reaches the answer you agree with (and then you justify your answer)
- 26. **Take a Stand T/F** – If you think it's true, sit down, if you think it's false, stand up
- 27. **Thumbs UP (Find a Partner)** – put your thumbs in the air if you can hear me – now find a partner by touching thumbs
- ★ 28. **Carousel Activity** – a way to organize ideas and time – everyone moves when the music stops – can be used with stations, posters, etc.
- ★ 29. **Gallery Walk** – you have stations with information, students get to write their comments and questions on post-it notes or directly on the poster
- ★ 30. **Think – Write – Share** – like pair – share, but you get a minute to organize your thoughts, practice writing them down, and then you share
- 31. **Index Thoughts** – If you are doing an interactive activity, allow students to put their thoughts down on an index card. This allows ELLs to always have something to say, even if they have to read their response.