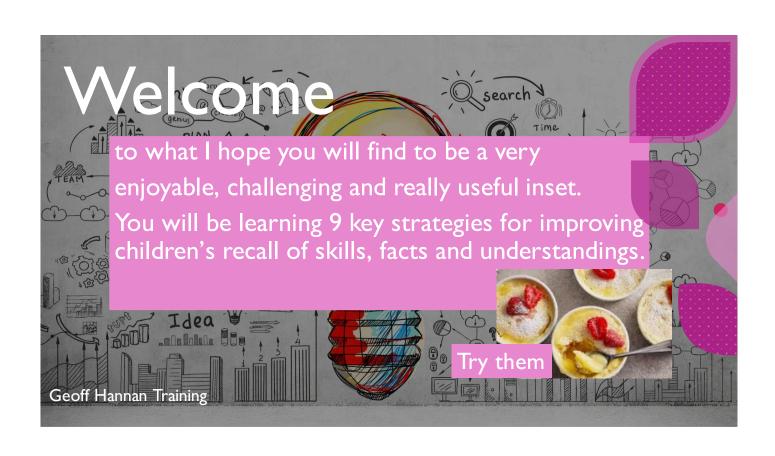
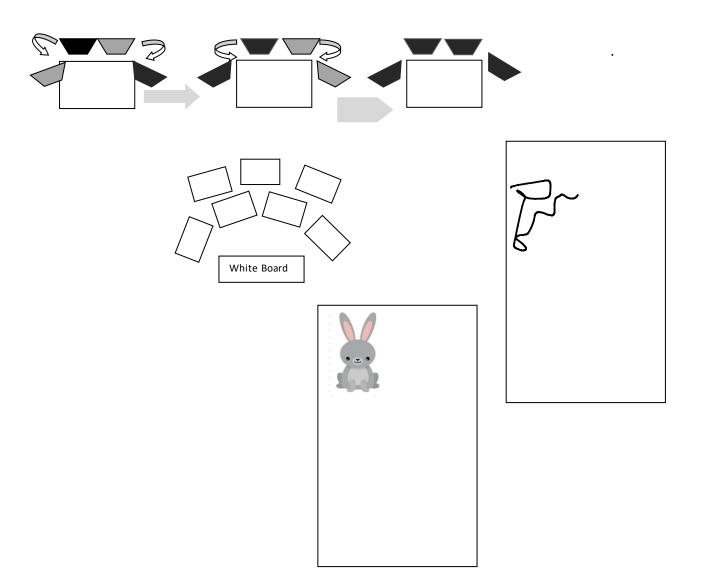
R							
						е	
	C			а			
		L					
				Geoff	Hann	an Tra	ining

This is a copy of the printed booklet I provide participants for my training programme on Retrieval. I have annotated it to give you brief resume of ideas and delivery style involved.





1/3 1/3 1/3

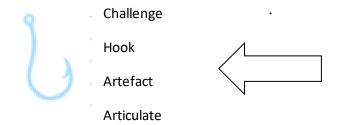
In my training programmes I model the content and strategies in the way that I present information and ideas to participants. They have just arrived to the layout above and found a large bunny on the presenter's desk and a banana for each of them on theirs! Later they will be asked to change partners, and I introduce the important role Learning Partners and their rotation play in aiding retrieval of learning: 1/3 1/3 1/3: mixed gender ability, single gender mixed ability and friendship.

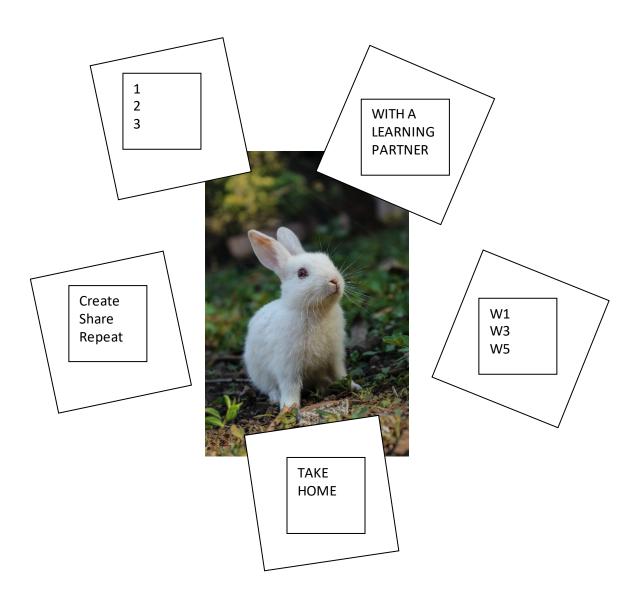
The Start: Hooks

Whoop	OS			
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To highlight the importance of challenge for student engagement I 'bet' they can't copy me in playing a children's game called Bunny Bunny Whoops! They fail at first but get it eventually. I debrief the importance that starters play to engagement and recall (for example those that revise previous learning.) I present participants with a list of 9 types of starter each with a different thinking skill to aid the development of Metacognition.

Strategy 1





Poster rules apply.

What could these become hooks for?



Subject

Hook

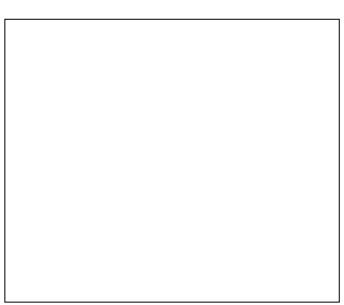


I set a quick brainstorm activity that all do together by calling out ideas- a great way to keep a class engaged- but sadly one seldom seen in classrooms (PUT YOUR HANDS UP!)

What artefacts could the children make?

Maths



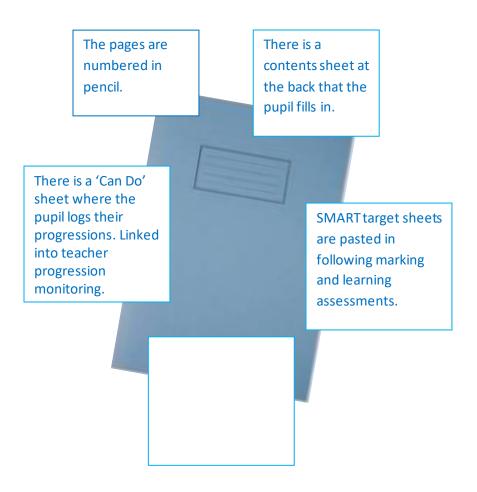


English



I am introducing the concept of an artefact in learning- an item of student's own making that represents an overview of it. I later create one with them to demonstrate exactly what I mean.

The Retrieval Exercise Book



"
Snap Quíz everyone! Fínd the page about.... What is.....? When was....? Who....? How...? Why?

AFL- English and Maths

Mark less but deeply.

Feedback

Well done you can:

1 2

_

You are getting better at:

1

2

3

To make further progress:

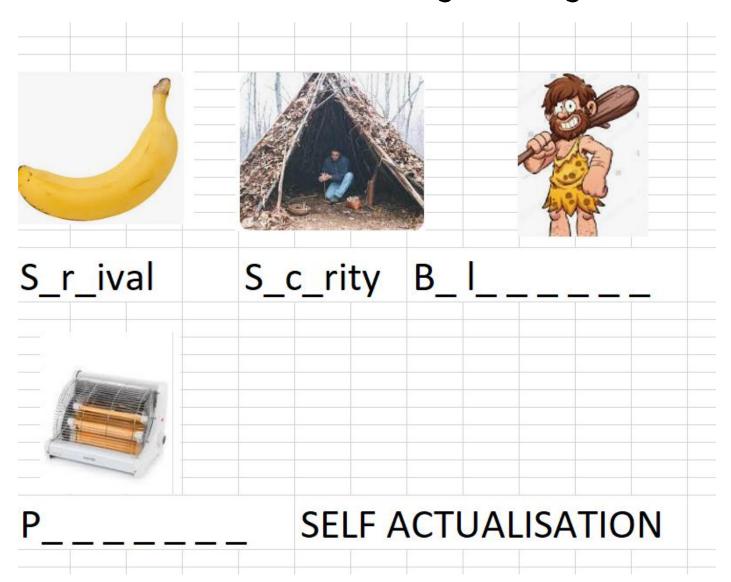
I give each participant an exercise book to introduce how monitoring your own learning in certain ways can help retrieval.

I then burst into the 'Story of Adam' with flashcards and PowerPoint slides.

Notice-I use the banana they have been given at the start- a learning artefact to aid their recall of the training!

Have an individually differentiated lesson based on this AFL directly after marking. One to one formal conferencing every term.

The Lesson and Plenary: 'Story Time'

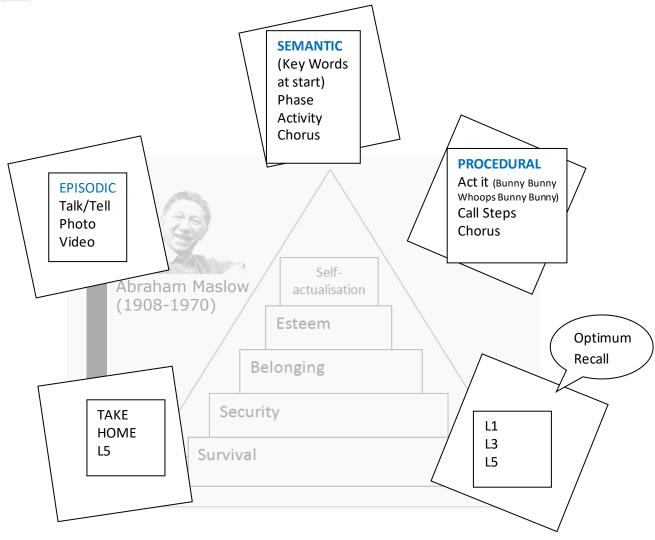


I show and explain how you can use an active retrieval tactic after a piece of work or a lesson that will aid the students recall ready for consolidation. I go through a list of retrieval practice ideas.

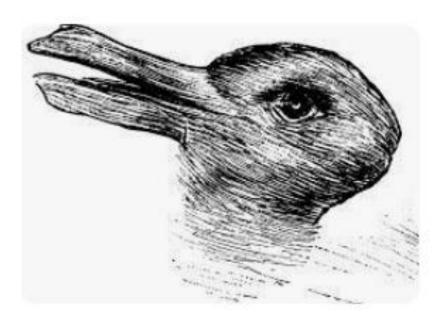
Strategy 2



Retrieval Plenaries for all

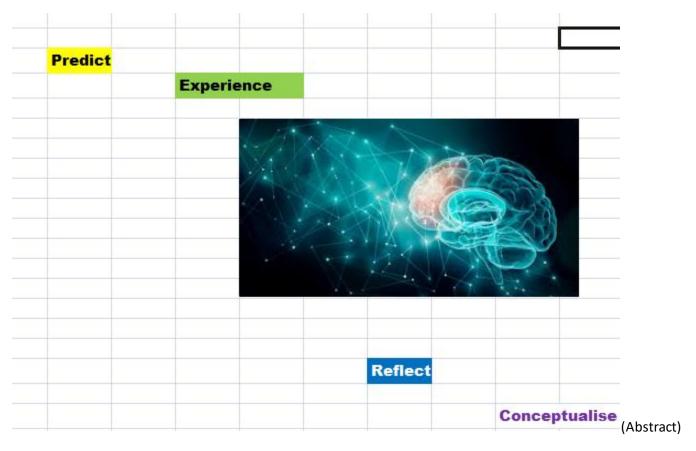


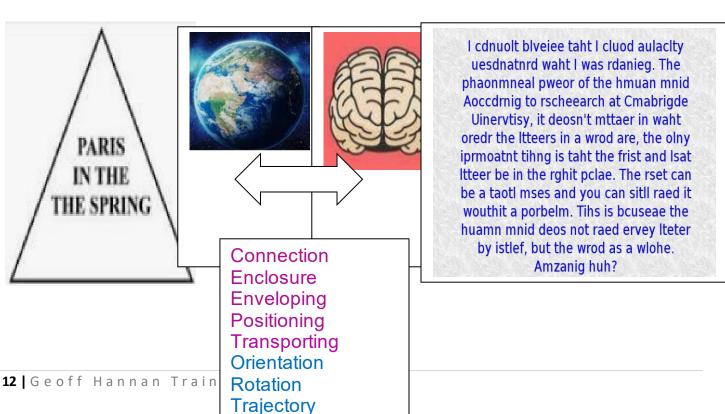
"
Tell your partner what you learnt this lesson."



I now demonstrate and explain some of the latest neurological research and thinking in how the brain works in storing and retrieving information. There is not just a flow of experience through our senses into the brain but an equal electrical/chemical output as the brain is *constantly* predicting what it sees, hears and senses. This is huge in learning- how do we help children's brains to respond in this way.... Well they do already but we can *extra facilitate* this by classroom tactics which I show here.

The Predictive Brain





Transforming

Strategy 3



Guess and Test

Ideas for 'Guess and Test'

1

2

2

4

5

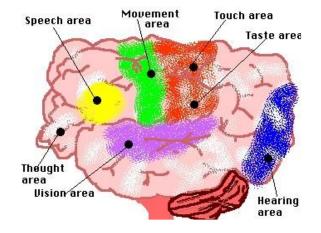
Why not 6?

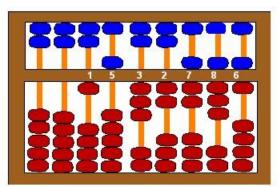
Go for Five

Assisting the Predictive Brain



From Computer Desktop Encyclopedia (3 1998 The Computer Language Co. Inc.





By delineating steps and sequences. By the visual with the verbal.

Strategy 4

1 could 'Go-for___' or 'Go-for___'

PROCEDURAL

SEMANTIC

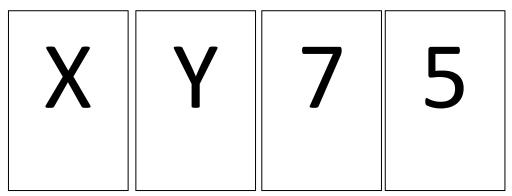
EPISODIC

| G



- 1. A bat and a ball together cost £1.10. The bat is £1 dearer than the ball. How much is the ball?
- 2. In a garden weeds double in number every day. It will take 24 days for the weeds to cover the entire garden. How long will it take for the weeds to cover half the garden?

3.



Each of the above cards has a letter on one side and a number on the other. Which two cards should you turn over to check that the following statement is true: **if there is an X on one side there is a 5 on the other?**

Can you put these words under **two** columns and then justify your reasons for doing so?

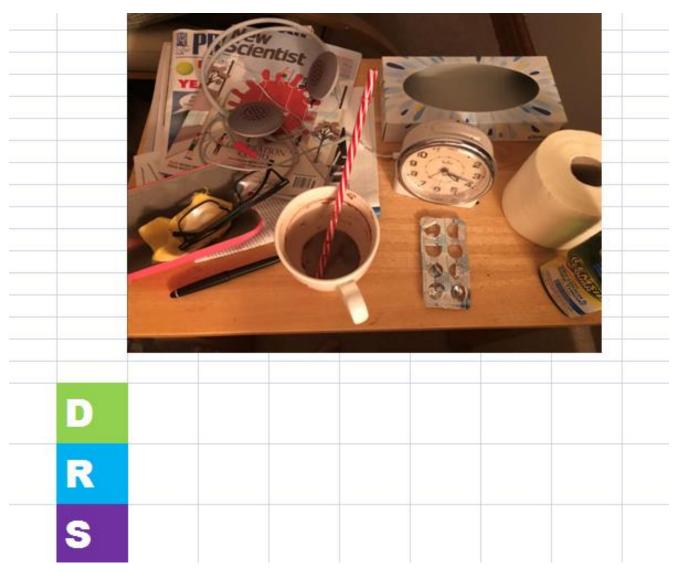
LOGIC METAPHOR DREAM **REASON PRECISION** HUMOUR CONSISTENCY **AMBIGUITY PLAY** WORK **EXACT APPROXIMATE DIRECT FOCUSED FANTASY** REALITY **PARADOX DIFFUSE ANALYSIS** HUNCH **GENERALISATION** *TPETIFI*TT

The two categories I am hoping to draw out here are the world of adult (hard thinking) and the world of the child (soft thinking). We need to soft think at times to ge the most from children.

Creating for Children:

Think _ _ _ _!

Assisting the predictive brain (2)



Use the Descriptive-Reflective-Speculative progression in 1/3 of lessons.

Strategy <mark>5</mark>



Use and Teach D-R-S

Lesson Plan

Subject:

Mini-Plenary

I draw up a quick predictive D-R-S lesson with the participants using the retrieval ideas so far taught.

MOVEMENT BREAKS ARE CRUCIAL TO RECALL!

The Planning Brain

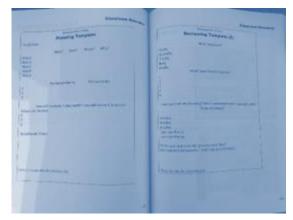
"
up you get class it's time for 'Mind Gym!'

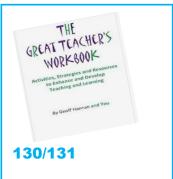
In three minutes, you will be asked to sit in the same group as before, but these rules must then apply:

- 1. You must sit in age order with the youngest on my right.
- 2. Only 2 of your group must have their arms folded.
- 3. Only 2 of your group must have their legs crossed.
- 4. One person with arms folded must also have their legs crossed.
- One person with neither arms folded nor legs crossed must say the word 'whoops' when I ask you to.



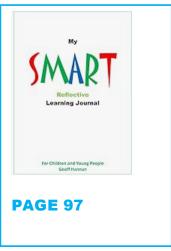
Teach and use PLAN-DO-REVIEW





SEE PLANNING TEMPLATES ON PAGES





Recap

TACTICS

- ₁ Use hooks
- ₂ Active plenaries
- **3 Guess and Test**
- 4 Go for 5/Go for 3
- ₅ Use and teach DRS
- 6 Plan-do-Review

w1	w2	w3	w4	w5

The '3 and 5' rule applies.

We learn nothing by writing. Agree? Disagree?





Staging Strategies

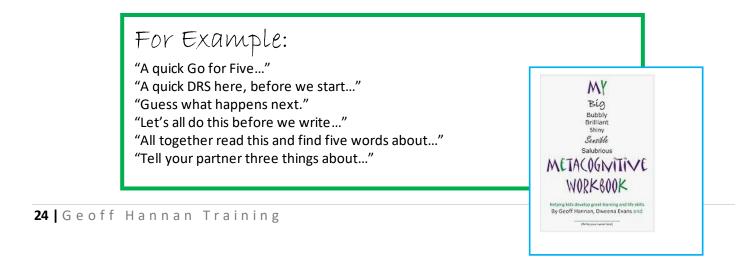


For Example:

B DO Read-Think-C______

For Example:

9 DO Mind Gym to teach Metacognition.



Worksheets **X** 'Thinking Frames' ✓

What is your classroom becoming today?



Putting it all together!

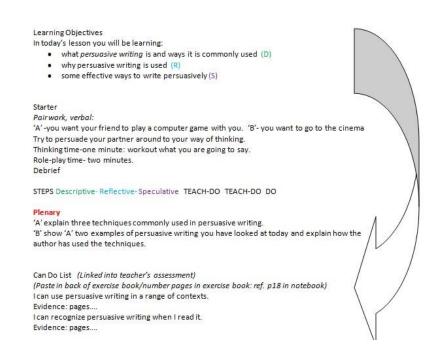


GO FOR FIVE

To develop reflective and speculative thinking skills

- Think of *five* possible solutions to a problem and then select the best
- Think of *five* reasons why something might have happened before deciding on the most probable
- Try to find *five* reasons for something and *five* reasons against something before making a decision
- Find five good things and five bad things
- Find *five* unknown things prior to seeking information

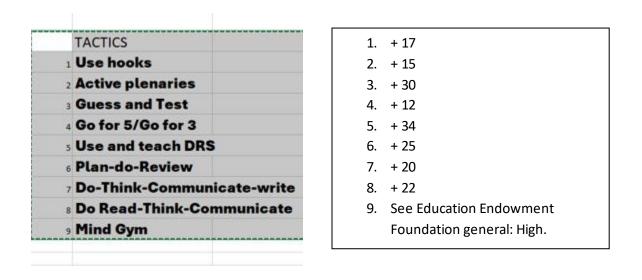
Putting it all together!



Geoff Hannan TEACHING METHOD: LESSON PLAN



RECALL RESEAYCH TCI TEACHING LAB with Glasgow Uni 2011 (incomplete) et Al



Education Endowment Foundation Research

Collaborative learning Moderate impact for very low cost, based on extensive evidence.	(£)(£)(£)(£)	8888	+5
Metacognition and self-regulation Read more about Metacognition and self-regulation High impact for very 100° cost, based on extensive evidence.	$(\underline{\mathbf{E}})(\underline{\mathbf{E}})(\underline{\mathbf{E}})(\underline{\mathbf{E}})(\underline{\mathbf{E}})$	8888	•7
Oral language interventions Moderate Impact for very low cost, based on extensive evidence.	$\mathbf{E}(\mathbf{E})(\mathbf{E})(\mathbf{E})(\mathbf{E})$	8888	+5
Peer tutoring Moderate impact for very low cost, based on extensive evidence.	E E E E	8888	+5
Social and emotional learning Moderate impact for moderate cost, based on extensive evidence.	(£)(£)(£)(£)	8888	•
Setting or streaming Negative impact for very law cost, based on moderate evidence.	(£) (£) (£) (£)	8888	•

TACTICS	w1	w2	w3	w4	w5
Use hooks					
Active plenaries					
Guess and Test					
Go for 5/Go for 3					
Use and teach DRS					
Plan-do-Review					
Do-Think-Communicate	-write				
Do Read-Think-Commun	nicate				
Mind Gym					

P						
	e	e	e	e	e	

014 DT T				
SMART Target				
What?				
When?				
How?				
Why?				
, -				
Success looks like				
Metric				

SMART Target			
What?			
When?			
How?			
Why?			
Success looks like			
Metric			



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