

LAB MANAGEMENT SUGGESTIONS

*Use 30 centimeter voices (tell (and show) the students to use their 30 cm voice...that is loud enough for their group to hear)

*Lab Group of the Day (look for cooperation, quiet working voices, etc. and tally on the board as each group earns points...they like seeing you put a point up and it is amazing how on task the other tables become when they see you are giving another table a point)

Example:

| TABLE 1 | TABLE 2 | TABLE 3 | TABLE 4 | TABLE 5 |
|---------|---------|---------|---------|---------|
| /// | // | //// | | / |

Table with most points at end of lab receives the honor of being Lab table of the day...it may include being able to lead the class out of the lab, lunch, and recess...a sticker...whatever you use in your class as a behavior motivation.

*Using cooperative group jobs is an effective way to control the ‘that’s not fair, I want to do that’. There is a detailed example of this in front of the FOSS manual.

*A Lab Ruler is a way to control cooperative behavior and noise levels. Each child takes a paper lab ruler with them to lab and keeps it beside them during the lab. You can do it two ways...you can deduct points by circling the next number down if a rule is broken...or you can start everyone at 70 and circle as they show mastery of concepts, work cooperatively, and follow safety and behavior rules.

Example of ruler:

| |
|--|
| Name _____ |
| 100 90 80 70 60 50 40 30 20 10 0 |