<table>
<thead>
<tr>
<th>Name of Strategy</th>
<th>Description</th>
<th>Applications to My Discipline</th>
</tr>
</thead>
<tbody>
<tr>
<td>Concentric Circles</td>
<td>Like boxing, have students write the essential question in the innermost circle of the concentric circle template. Students can respond to the question at various times adding new or refined understandings to outer circles. Have students write the date in each circle.</td>
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<td>Opinionaires</td>
<td>Create a variety of statements to which students can respond. They can be yes/no opinionaires, ranking systems, etc. Students then have to activate their background to justify their opinions.</td>
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<td>Four Corners</td>
<td>The four corners of a room are labeled: &quot;strongly agree,&quot; &quot;agree,&quot; &quot;disagree,&quot; and &quot;strongly disagree.&quot; Students move to the corner that represents their opinion. Students then have the opportunity to try to convince their classmates to move to a different corner by presenting their opinion and reasoning.</td>
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<tr>
<td>Give One, Get One</td>
<td>Give One, Get One is a discussion strategy in which each student shares one idea with a peer and then gains one new idea from a peer. Students can give one and get one with multiple students in the class, leading to each student gaining a variety of ideas.</td>
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**Save the Last Word**

Students gather in a small group. One student shares his/her ideas. Then each student in the circle says one thing in response while the initial student is quiet. Finally, the initial student gets the last word to respond to all of the ideas presented.

**Exit Ticket**

An exit ticket is a quick formative assessment tool to see what students have learned and what they may still need to learn. There are a plethora of different exit tickets.

### Examples:

- **Muddy/Marvy**
  - *Muddy*: What is still confusing?
  - *Marvy*: What is marvelous?

- **Circle/Square/Triangle**
  - *Triangle*: Three important points
  - *Square*: Something that squares with your thinking
  - *Circle*: Something that is still rolling around in your mind

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**Praise-Question-Prompt/Polish (PQP)**

Praise-Question-Prompt (PQP) is a strategy used for reflection and providing feedback. Students write a praise (something that went well and they want to commend), a question (something they are wondering about), and a prompt/polish (an idea for future revision) in response to another student’s presentation.

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**Instructional Strategies taken from the following sources:**
