



Kagan Structure Brief Descriptions

The Kagan Structures described briefly below have many uses, they help to make teaching and learning more fun and successful. Just plug in new content to create engaging activities. All of the Kagan structures outlined below are taught on the termly Teacher To Teacher (UK) Kagan Workshops. See www.T2TUK.co.uk for further details.

Fan-N-Pick

Teammates play a card game to respond to questions. Each teammate has a role that rotates with each new question:

Student 1: Fans the cards

Student 2: Picks and reads

Student 3: Answers

Student 4: Tutors or praises

Find Someone Who

Students mix about the room finding others who help them learn content or skills, or who have certain characteristics.

Find The Fiction

In teams, each student writes three statements: Two true, one false. Students take turns sharing their statements. Teammates try to identify the fictitious statement.

Inside-Outside Circle

In concentric circles, students rotate to face partners and then answer or discuss teacher questions.

Mix Pair Share

The class “mixes” until the teacher calls, “pair”. Students find a new partner to discuss the teacher’s question.

RallyRobin

In pairs, students alternate generating oral responses.

RallyTable

In pairs, students alternate generating written responses or solving problems.

RoundRobin

In teams, students take turns responding orally.

Timed Pair Share

In pairs, students share with a partner for a predetermined time while the partner listens. Then partners switch roles.

Talking Chips

During a discussion, teammates place their chip in the centre each time they talk. They cannot talk again until all teammembers have placed a chip.

Numbered Heads Together

After writing their own answer to a question, teammates put their “heads together” to ensure all members can answer. The teacher then calls a number and students with that number share their answers.

One Stray

On each team, one teammate “strays” from his or her team to a new team to share information.

Showdown

One teammate reads a question aloud. Students work independently to solve the problem, then show their answers when a teammate calls, “Showdown!” They then celebrate or coach.

Pairs Compare

Pairs generate multiple responses to a question, then compare their answers with another pair. Finally, they team up to create additional solutions.

RallyCoach

Partners take turns, one solving a problem while the other coaches.

Telephone

One student per team leaves the room during instruction. When students return, teammates provide instruction in the information missed.

Simultaneous RoundTable

In teams, students each write a response on their own piece of paper. Students then pass their papers clockwise so each teammate can add to the prior responses.

Spin-N-Review

Students play a game to review content; for each step of each round, the spinner determines who will ask, answer, check, coach or praise.

Spin-N-Think

Students play a game to think about and discuss the content; for each step of each round, the spinner determines who will ask, answer, paraphrase and praise.

Match Mine

Partners are on opposite sides of a barrier. The Sender arranges gamepieces on a gameboard and attempts to direct the Receiver to match the arrangement.

Pairs Check

One partner solves a problem while the other coaches. Then they switch roles. After every two problems pairs check their answers with another pair and celebrate.