

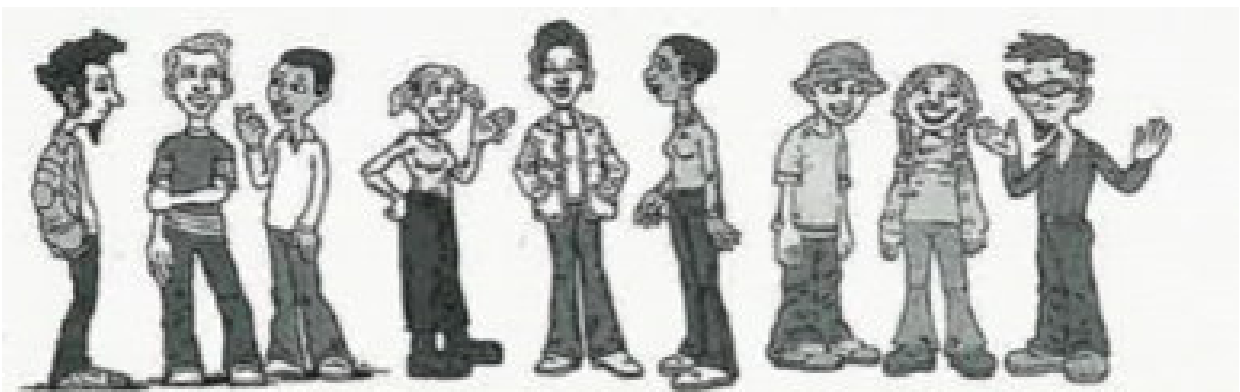
# involving learners in decision-making

## Introduction

### 1. Scale query

Topic: social affair, work strategy or just fun

- 1) Ask your students to line up based on a specific question: e.g. *Who can explain very well to other children?*
- 2) Put a string/rope on the floor (classroom, walkway at school...). Put the number 0 (I cannot explain anyway) at one end and the number 10 (I can explain very well) at the other end and 5 (half and half) in the middle of the string/rope.
- 3) Let the students think, assess themselves and position themselves on the string, using each number between 0 and 10.
- 4) Motivate them to discuss how to line up and find a position on the string, using each number between 0 and 10.
- 5) Ask some students, why they have this position the line.
- 6) Note: the “experts” need a role and function in your lessons (see “autonomous learners”)



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### 2. Chat in a corner

Topic: social affair or academic

- 1) You have an important question for your learners, e.g.: "**How can you learn well?**" "your teacher explains everything?" or "alone with your textbook?" or "with a partner?" or "in a group?"
- 2) The answers must be important to you. Because you have to take them into account in class.
- 3) Position 4 different symbols or objects, related to your question in each corner of the classroom.
- 4) Ask the learners your key question.
- 5) Let them choose a symbol/object.
- 6) Invite them to discuss their choice in the group.
- 7) Make „interviews“ with two or three learners of each group.



**Classroom**

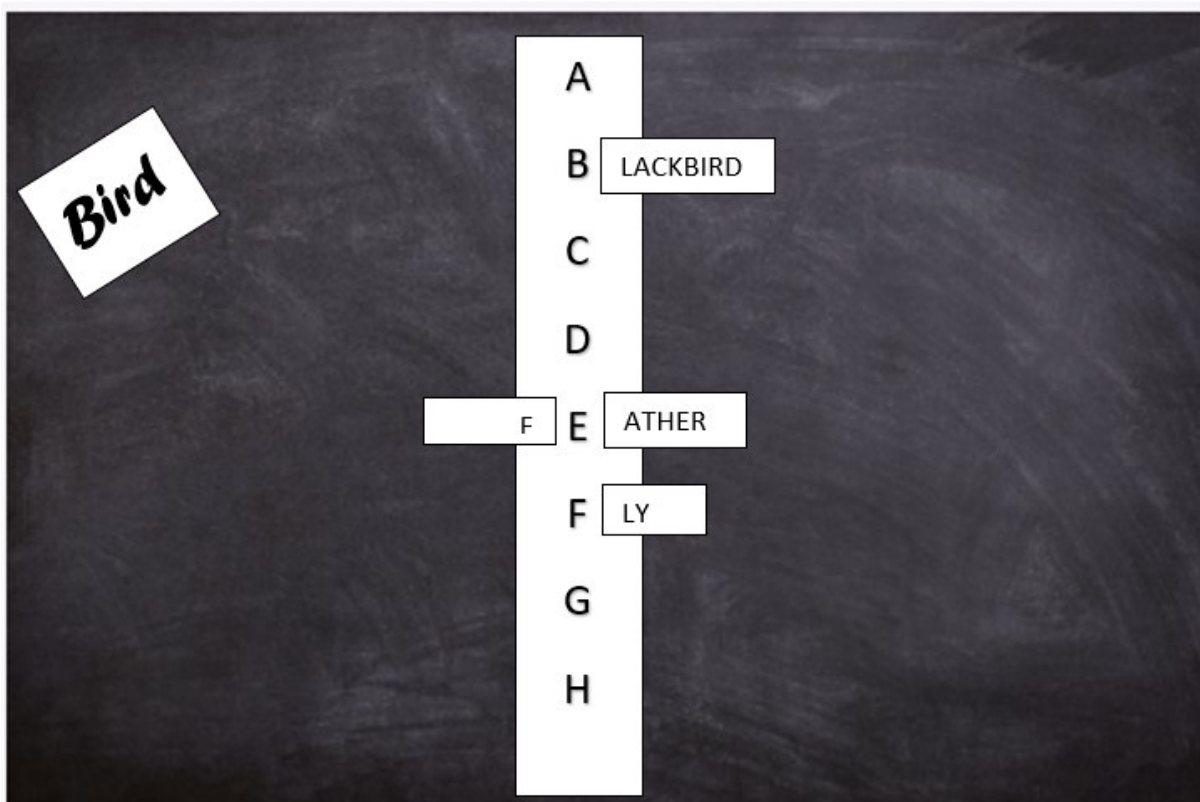
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### 3. ABC list: query previous knowledge or acquired knowledge

Topic: academic

- 1) Write ABC on blackboard (or poster) on the left-hand side.
- 2) Ask the students, e.g.: „What do you know about birds?“
- 3) Each student can associate keywords to each letter.
- 4) Allow your students not to give answers in order.
- 5) Note: Each answer is interesting. Don't assess with wrong or right. But ask: Why did you use this term?



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### 4. Mind map

Topic: academic

3 basic rule – „3 S-rules“ for creating a mind - map

Speed: quickly associate

Suspend judgement

Synergy: inspiration from other ideas

