

Changing Roles

Strategy	Role of the Teacher	Role of the Student
Brainstorming	Cheerleader <ul style="list-style-type: none"> • Encourages participation • Is creative, has fun 	Idea Generator <ul style="list-style-type: none"> • Thinks creatively • Makes new connections
Cooperative Learning	Parent <ul style="list-style-type: none"> • Prepares students in advance • Give students responsibility • Provides for equal participation 	Peer Participant <ul style="list-style-type: none"> • Collaborates in learning process • Gives supportive feedback
Demonstration	Salesperson <ul style="list-style-type: none"> • Gives organized presentations • Has students replicate 	Interested Observer <ul style="list-style-type: none"> • Watches carefully • Asks questions • Rehearses in his/her mind
Guided Practice	Coach <ul style="list-style-type: none"> • Sets practice rules • Ties learning goals to practice 	Athlete at Practice <ul style="list-style-type: none"> • Remembers basic techniques • Repeats, repeats, repeats • Focuses on achievement
Inquiry	Mystery Writer <ul style="list-style-type: none"> • Leads to "discovery" • Provides clues • Foreshadows events 	Scientist <ul style="list-style-type: none"> • Asks questions • Makes observations • Tests hypotheses
Instructional Technology	Pilot <ul style="list-style-type: none"> • Integrates technology • Is knowledgeable about systems • Monitors learning systems 	Explorer <ul style="list-style-type: none"> • Follows new paths to learning • Uses technology • Shares with others
Lecture	Expert <ul style="list-style-type: none"> • Directs thinking • Shares knowledge • Evaluates students 	Listener <ul style="list-style-type: none"> • Pays attention • Relates to previous knowledge • Organizes knowledge
Memorization	Magician <ul style="list-style-type: none"> • Teaches "tricks of the trade" • Creates new tricks 	Sorcerer's Apprentice <ul style="list-style-type: none"> • Copies traditional techniques • Experiments with new tricks
Note-taking/ Graphic Organizers	Master Mechanic <ul style="list-style-type: none"> • Knows right tool for the job • Provides important information • Teaches how to use the tools 	Artisan <ul style="list-style-type: none"> • Captures ideas • Uses fundamental tools • Expresses personal creativity

Changing Roles, continued

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Presentations/ Exhibitions	Olympic Judge <ul style="list-style-type: none"> • Establishes ideal performance • Evaluates students 	Speaker <ul style="list-style-type: none"> • Shows well researched preparation • Has good platform skills • Informs the audience
Problem-based Learning	Coach <ul style="list-style-type: none"> • Presents problem situation • Encourages skill development • Supports students in the process 	Detective <ul style="list-style-type: none"> • Analyzes the situation • Makes detailed observations • Seeks solutions
Project Design	Consultant <ul style="list-style-type: none"> • Provides background on project • Sets design specifications • Advises on process 	Engineer <ul style="list-style-type: none"> • Examines the design specifications • Designs solutions • Tests solutions
Research	Resource Person <ul style="list-style-type: none"> • Teaches problem-solving • Poses problems • Translates into students' world 	Scientist <ul style="list-style-type: none"> • Poses problems • Collects evidence • Organizes information
Simulation/ Role-playing	Stager <ul style="list-style-type: none"> • Manages the situation • Sets simulation/game in motion • Watches from the wings 	Player <ul style="list-style-type: none"> • Focuses on the goal • Plays role with enthusiasm • Strives to improve
Socratic Seminar	Travel Agent <ul style="list-style-type: none"> • Enables learning from group • Guides group's journey 	Journalist <ul style="list-style-type: none"> • Gathers and analyzes information • Organizes thoughts and ideas • Expresses ideas clearly
Teacher Questions	Conductor <ul style="list-style-type: none"> • Orchestrates learning • Guides performance 	Expert <ul style="list-style-type: none"> • Responds to questions • Seeks new information
Work-based Learning	Navigator <ul style="list-style-type: none"> • Guides students • Shows students "destination" • Connects school and work 	Apprentice <ul style="list-style-type: none"> • Models the master worker • Develops habits of the jobs • Seeks to improve constantly