



Principle



Learning should have real-world impact



Principle



Develop intelligence/abilities through persistence (Growth mindset)



Principle



Provide constant challenge at the edge of student's abilities (Zone of Proximal Development)



Principle



Connect learning to students' prior knowledge



Principle



Encourage student choice in learning (Choice Theory)



Principle



Apply the information; learn by doing



Principle



Provide students responsibility for their own learning (Agency)



Principle



Learning should feel like play





Principle Card

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Seek student cooperation for building purpose to learning

Principle



Design learning activities around students' interest (Anchored Instruction)

Principle



Encourage children to work not only with intensity but also with stamina (Grit)

Principle



Project to students that you believe they can be successful (Expectancy)



Scenario



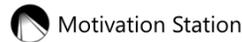
A small group experiment led to unexpected results for the student



Scenario



Student gives a presentation to the class and they stumble while presenting, stopping and restarting a few times



Scenario



Student was out sick for four days, comes back to school for the last day of the unit



Scenario



Group activity where the student complains that the rest of the group is not considering their participation



Scenario



Student is not able to understand why they are being made to do certain activity



Scenario



Student comes after class and expresses that they are not able to follow the topic being taught



Scenario



Student doesn't know the answer to a question and responds in a disrespectful manner



Scenario



Student passes a mocking remark at the presentation of another student who stutters while speaking



MOTIVATION
STATION



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Scenario Card

Scenario Card

Scenario



Student is playing a game on their cellphone and not paying attention in the class



Scenario



In an activity requiring making cardboard models, student breaks their model right before demonstration



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Student Card

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Student Card

Steve Timland



- 7th grade Male
- Caucasian
- Often tired in class
- Plays Minecraft all the time
- A in 6th grade science, A in 6th grade math



Motivation Station

Cindy "CJ" Harper



- 7th grade Female
- Caucasian
- Sent to principal for fighting
- Loves movies, spends lots of time with 9th grade boyfriend
- F in 6th grade science, C in 6th grade math



Motivation Station

Mike Bilson



- 7th grade Male
- African American
- Plays in a band, sings in the school chorus
- A in 6th grade science, A in 6th grade math



Motivation Station

Ada Phillipe



- 7th grade Female
- Haitian
- ELL, native language is Haitian Creole
- Auditory disability, has IEP
- Wants to be a doctor
- B in 6th grade science, B in 6th grade math



Motivation Station

Jasmine Martine



- 7th grade Female
- African American
- Reserved behavior
- Plays a sport every season
- Free and reduced lunch
- B in 6th grade science, B in 6th grade math



Motivation Station

Ed Lewis



- 7th grade Male
- African American
- Talkative
- Wants to be an air force pilot like uncle, plays basketball
- B in 6th grade science, B in 6th grade math



Motivation Station

Manuel Martinez



- 7th grade Male
- Puerto Rican
- Arrives late to class frequently
- Does not like to read, very interested in Puerto Rican politics
- C in 6th grade science, B in 6th grade math



Motivation Station

MOTIVATION
STATION



Challenge Card

MOTIVATION
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Challenge Card

RAP BATTLE
(Challenge)



 Motivation Station

RAP BATTLE
(Challenge)



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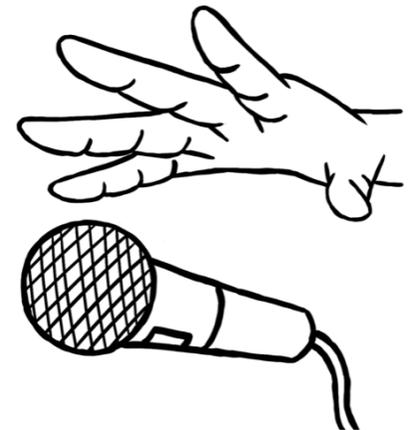
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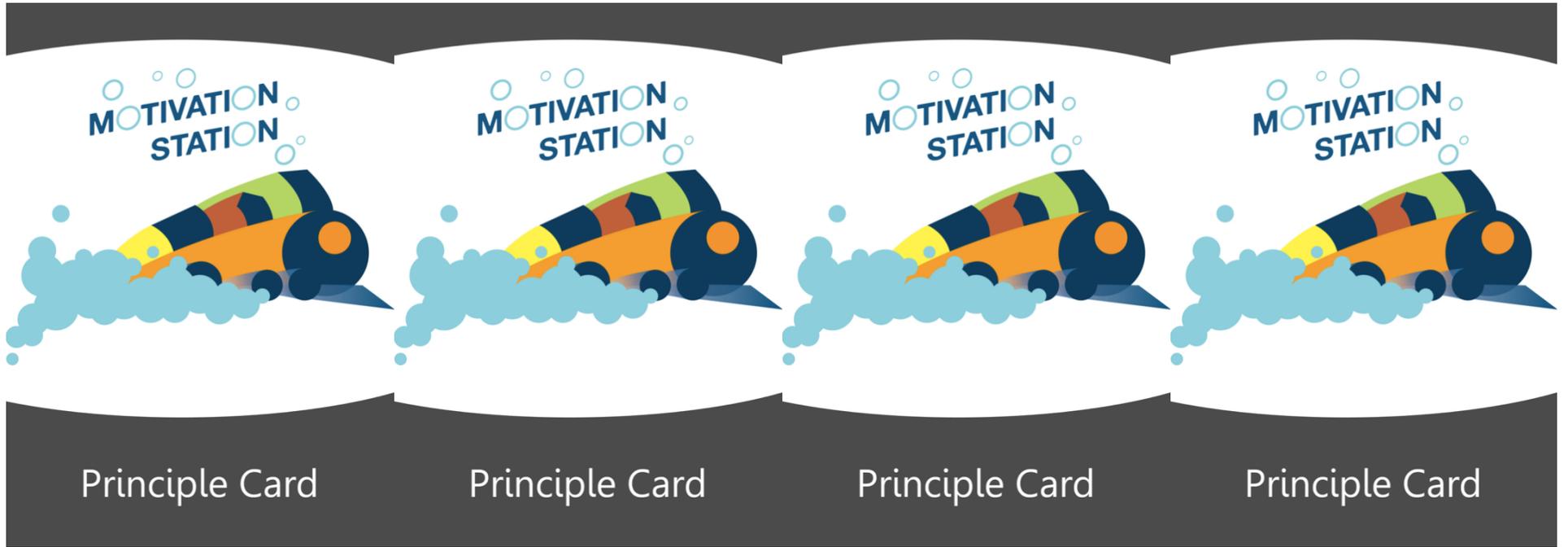


Provide students responsibility for their own learning (Agency)

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(Anchored Instruction)*

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*Encourage children to work not only with intensity but also with stamina
(Grit)*

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*Project to students that you believe they can be successful
(Expectancy)*

Judge Card

1. Draw a Student and a Scenario Card
2. All other players choose which Motivation Principle fits best
3. Judge their performance
 - Authentically fits the scenario
 - Speaks fluently and concisely
 - Principle is faithfully applied
4. Judge any 'Rap Battle' Challenges
5. Let discussion happen
6. Switch Judges and have fun!

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