OPEN CLASS MANAGEMENT SUPERHERO GUIDE

The 5-Gs. This is top-secret, classified information. It is the work of Superheroes. Hide this under your pillow and memorize it. Follow this plan and you will impress your friends and humble your enemies. You will astonish even the most difficult people to impress. People will name their children after you. Great things happen to great people when great people do great things. The 5-Gs will make you legendary.

1. Greet'em

- Greet students coming to you and make a quick connection.
- For example, "Hey Team! Great to see you! It's Coach Kent here. Today we're going to be active, healthy, helpful, and kind. Are you ready to have more fun than you can shake a stick at?!"

2. Gather'em

- Get the group gathered around you so they can focus on your instructions. If you use assigned spots, make sure all students can see you from their position.
- For example, "Huddle, huddle!" Then, "Hey Team! Eyes on me."

3. Group'em

- Read and know your activity. The instructions will set you free.
- You must know ahead of time if the activity requires students to be divided into 4 groups, 6 groups, 8 groups, etc. You need to think about any students that need to be together, or those better off kept separate. Details of management matter.
- You must also know whether EVEN NUMBERS MATTER or EVEN NUMBERS DON'T MATTER when grouping kids for the activity. And what to do if you don't get the numbers you want.
- To group kids, always start with, "When I say 'Go!' find a group of 3 (or other number) and get toe-to-toe. Ready, Go!"

4. Give'em instruction

- Give clear and <u>concise</u> instructions. Start with the object of the activity. This helps the kids visualize the instructions that you will give from that point on.
- It might be helpful to practice this out loud beforehand.

5. Get'em going!

- Start the activity. Watch for kids who don't quite understand what to do. Move to them quickly and help get them on track.
- Think about safety. Think about safety. Did I say, *Think About Safety*?
- Stop the activity if it doesn't seem to be going quite right. Don't freak out. Just say, "Freeze!" Explain the instructions again and re-start the activity.
- Cheer them on! Give them high fives! Tell them how awesome they are!
- During the activity, don't get districted and accidentally ignore the group. Stay engaged
 and supervise the activity. Prepare for activity transitions ahead of time so that you can
 focus on student learning and not on what equipment you need from the equipment
 room.



CHEN CLASS MANAGEMENT SUPERHERO GUIDE

Top Secret Teaching & Management Tips

These teaching tricks and tips cost us years of classroom time. Today you get them for free!

Aim the Arrow

Your voice is an arrow, aim for the back of the group and "shoot" over their heads.

The "When" Before the "What"

"When I say 'GO..." are the 4 most important words when giving directions. Don't forget to say "GO!" That would be awkward (trust us, we know).

Hustle. Hustle

After you have finished giving instructions (and saying "Go!"), slowly start counting, "10, 9, 8, 7, 6...." The kids will scurry like field mice. Amazing really.

You Are My Sunshine

You are so bright you have to wear shades! Better bring a pair. When giving instructions outside, always position students with their backs to the sun. This means you are facing the sun. Uncomfortable? Yes, but you will look even more stunning and radiant.

Instructional Power Words

Use repetitive management words every day, all day to establish routines that save you time.

You Say	They Say	They should
"Hey Team!"	"Hey Coach!"	Turn and face you.
"Freeze!"	"Hands to knees!"	Stop and square up with hands on their knees.
"Huddle-Huddle!"	"Hustle, Hustle!"	Gather and stand in a group by you.

Tips for Managing Behavior

Catch Them Being Good

To get someone back on task, find another student nearby who is doing the right thing and praise their behavior. It is magic. Don't get too excited when it works.

Cold Call

Choose a student daydreaming or off-task and preface instruction or give a reminder with somebody's name. It's hard for students to daydream after you "cold call" them.

Proximity

I bet you're less likely to misbehave when I am looming over your shoulder, eh? If a kid seems distracted, go stand near them and smile. Don't growl. Your charming smile will suffice.

Demonstrate Confidence

If 1-2 sheep dogs can control large flocks of sheep, then you can herd groups of students. Be confident and speak clearly – they can smell fear.

