



Using the Implementation Checklist

The basic steps for implementing cooperative learning strategies (Foyle & Lyman, 1988):

- ✓ Identify the content to be taught and determine criteria for mastery.
- ✓ Identify the most useful cooperative learning strategy and determine the size of the groups.
- ✓ Assign the students to groups.
- ✓ Arrange the classroom to facilitate group interaction.
- ✓ Teach or review group processes as needed to ensure that the groups run smoothly.
- ✓ Develop expectations for group learning and make sure students understand the purpose of the learning that will take place. Provide the students with a timeline for activities.
- ✓ Present initial material, as appropriate.
- ✓ Monitor student interaction in the groups and provide assistance and clarification as needed.
- ✓ Review group skills and facilitate problem solving when necessary.
- ✓ Evaluate student outcomes. Students must individually demonstrate mastery of important skills and instructional concepts. Evaluation is based on observations of student performance, or oral responses to questions; paper and pencil need not be used.
- ✓ Reward groups for success. Verbal praise or recognition in the class newsletter or on the bulletin board can be used to reward high-achieving groups.

Assignment:

For the purposes of this assignment, students in your class have been given individual responsibilities when assigned to work in cooperative groups. Answer the following questions about how you would manage the process of developing expectations and the roles assigned to each student.

1. How would you engage students in developing expectations for group learning?
2. What factors need to be considered when arranging the classroom for group interaction?
3. Would you most likely employ formal or informal evaluation of student outcomes? When would each type be appropriate?
4. Describe how, and how often, you would rotate the assigned roles within each group.
5. What forms of recognition would be most effective for group work to be completed within one class? For a project extending across multiple classes?