



Orientation to Groupwork

Objectives

You will be able to

- Describe a design in different ways to help others make the same design.
- Use the Behavior Norms provided by your teacher to successfully complete the task.
- Reflect and share about when your group used the Behavior Norms and how the group can improve.



*How do we work
productively
in groups?*

Evaluation and Feedback

You will give feedback to each other about how to

- Play your roles in the group.
- Follow the Behavior Norms.

Task 3: Master Designer

As a group:

- Review the directions and rules.
- Make sure everyone in the group understands the directions and rules for the task.
- Determine who will begin as the Master Designer.
- Play a round of Master Designer.
- Rotate jobs and play Master Designer again.
- Share what you learned with the whole class.

Vocabulary

- tangram

Connect to the Culminating Project

Students are introduced here to specific Behavior Norms that will be utilized later in constructing scripted scenarios depicting certain norms.

Part I • Playing Master Designer

1. The Facilitator should read the following job descriptions aloud to the group.

Job Descriptions

Master Designer

- a. Make a design with your tangram pieces. Do not let anyone else see what you have designed.
- b. Help each Builder make an identical copy of your design.
 - You may not show your design to anyone.
 - You may use words and simple hand motions to describe your design.
 - You may answer questions asked by the Builders, but you cannot show them anything or look at their design until they tell you to “check” their design.

Builders (two or three people)

- a. Try to make an identical copy of the design that the Master Designer has made.
 - You may ask the Master Designer questions.
 - You may not look at the Master Designer’s or another Builder’s design.
 - b. When you think you have built the same design, ask the Master Designer to look at your copy and tell you if it is the same or different.
 - c. After you successfully make an identical copy, you may help explain the design to others.
2. Do the Master Designer task until your teacher tells you to stop.
 3. If there is time, your group will select a new Master Designer and repeat the process with a new design.

Part II • Reflecting on the Master Designer Task

Complete the following as a group:

- Share how your group worked together to complete the task. Explain your group’s successes and challenges when trying to copy the Master Designer’s design.
- Describe what happened when your group used the Behavior Norms successfully and what happened when you forgot to use the Behavior Norms.
- Discuss how using the Behavior Norms can be helpful throughout the year.
- Be prepared to share your discussion with the whole class.