

CLASSROOM PROTOCOL

Classroom management

Set the tone:

- How do you relate to your students? Do your students feel important/safe? Do they feel your frustration? Dedication?
- Your tone will influence behavior above all else. Therefore, you must be the best person you can be in the classroom.
- Correct behavior the first time it happens. Students are less likely to push boundaries if you talk to them right away. Take students aside during coding activities to do so, rather than calling a student out in front of the class.
- Emphasize that the issue is their *behavior*, not them.
- Follow through with your word. Stay consistent.
- Give students a clean slate.
- Empower students by expecting the best of them, not correcting the worst.

**Facilitator action item: Create a “contract” of expectations for the space. You can create this list as a class before starting the program. Everyone signs this, including you.*

During robotics activities:

- Actively reach out to students to provide help. Engage students by walking around, checking in, and asking questions.
- When a student asks you a question, make sure you understand what issue they are trying to communicate. Ask questions back to assess their problem. Avoid giving them answers right away.
 - Say More
 - “Can you say more about that?”
 - “What do you mean by that?”
 - “Can you give an example?”
 - So, Are You Saying...?
 - “So, let me see if I’ve got what you’re saying. Are you saying...?” (always leaving space for the original student to agree or disagree and say more)
- Empathize with your students when they are frustrated and *positively* re-direct their attitude.

Important note: If you find some students are completing exercises much faster than others, direct them to typing.com -- a website to help students practice their typing skills. Navigate to "Typing Games" located in the upper right-hand side of the page.

Language in a Coding Environment

Language is the most important and powerful tool used within the classroom. Words have the power to invite, inspire, and potentiate but also to shut down and exclude. We encourage you to, again, deeply consider the language and overall tone used in your space. Part of the power of language is knowing when to use your voice at all. Exercising restraint at key times can invite new questions and ideas, empower youth, and help balance the voices in your space.

1. Harmful phrases:
 1. You're so smart.
 2. You're the best.
 3. Good job (when used alone)
2. List of helpful phrases:
 1. I wonder...
 2. I noticed...
 3. Wow, I see a huge amount of progress...
 4. How did you...?
 5. What would you think about helping others if they need it?
 6. I see []. (for describing)
 7. What about... (for elaboration)
 8. I'm curious about this. What can you tell me about it?

pg. 51: http://makered.org/wp-content/uploads/2015/09/Youth-Makerspace-Playbook_FINAL.pdf

Growth mindset: <http://yourbrainhealth.com.au/8-ways-to-encourage-a-growth-mindset-in-kids/>