

Knowledge Organisers and Classroom Behaviour

A	Good Classroom Behaviours	B	Reasons
	SLANT		100% focus 100% of the time maximises learning
	Bring all your equipment		Practised behaviours become character traits
	Say thank you		Practising gratitude makes you grateful
	Accept sanctions without arguing		Your teacher will make mistakes, but challenging a decision can be done after lessons.
	Follow along when reading together		Everyone is learning when we read together
	Follow instructions, first time		Having a teacher in charge is better for everyone
	Quick routines		2 mins saved every lesson = 50 mins per week
	Aim for 100%		Mastering a subject is rewarding and fun

C	Knowledge Organisers	
	What?	A collection of knowledge required for a topic, like this
	Why?	A wide knowledge base in any area is essential for creativity and understanding.
	How?	Self-quizzing and pair-quizzing moves knowledge into your long term memory
	When?	On the bus, in detention, at home, at break, when you've finished a task in lessons
D	Definitions	
	Overlearning	Recalling knowledge even when it is learnt. It moves more into long term memory
	Long Term Memory	Knowledge which you can recall automatically

E	SLANT	
	S	Sit up straight
	L	Lean forward
	A	Answer questions
	N	No interruptions
	T	Tracking the speaker

F	Self-quizzing	
	1	Cover the part you want to remember with your hand
	2	Try to remember it, then check if you were right
	3	Repeat 1 and 2 until you think you have it
	4	Without looking, write down as much of the KO as you can
	5	Check what you missed
	6	Change pen colour, and fill in everything you missed

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A	Good Classroom Behaviours	B	Reasons
	SLANT	1	
	Bring all your equipment	2	
	Say thank you	3	
	4		Your teacher will make mistakes, but challenging a decision can be done after lessons.
	5		Everyone is learning when we read together
	6		Having a teacher in charge is better for everyone
	7		2 mins saved every lesson = 50 mins per week
	Aim for 100%	8	

C	Knowledge Organisers	
	What?	1
	Why?	2
	How?	3
	When?	4
D	Definitions	
	Overlearning	5
	Long Term Memory	6

E	SLANT
S	
L	
A	
N	
T	

F	Self-quizzing
1	
2	Try to remember it, then check if you were right
3	Repeat 1 and 2 until you think you have it
4	
5	
6	