

Engaging the Student Brain

3 Semester Hours
of Graduate Credit



Accessing the Course

To access your course, you will need an Internet-connected device such as a computer, tablet, or mobile phone. Courses run within the following web browsers:

- Chrome
- Firefox (Extended Releases are not supported)
- Internet Explorer 11 (Windows only)
- Edge (Windows only)
- Safari 10 and 11 (Macintosh only)

For the best experience, please ensure that your browser is up to date.

Login

1. Go to <https://corwin.instructure.com>
2. Login with the email address and password you used to purchase the course.
3. If you don't remember the password you created, simply click [Forgot Password?](#) to reset it.

Materials

All required readings and videos are included in the course as digital files, including content from:

Tate, M. L. (2016). *Worksheets don't grow dendrites: 20 instructional strategies that engage the brain* (3rd ed.). Thousand Oaks, CA: Corwin.

Course Description

Knowing the instructional content and understanding student learning styles won't make a difference unless students retain that content. Put the power of brain science to work for your students. In this course, you will learn how to use brain-compatible strategies, based on Marcia Tate's bestselling "Growing Dendrites" series, to engage students and boost their learning and retention.

Course Objectives

By the end of this course, you will be able to



- gain insight into powerful strategies for constructing and teaching lessons across multiple content areas and grade levels;
- determine how to combine strategies for greatest impact with different types of learners;
- learn how to create an environment rich for learning that will engage all learners, including those who exhibit challenging behavior;
- discover how to apply a straightforward approach for evaluating your current lessons and making each one more “brain-compatible”; and
- access videos, eBooks, templates, and interactive tools to bring strategies to life and support educators’ learning at every step.

Course Outline


This course is self-paced. However, if you are taking this course for graduate credit, please be aware of the due date of the final assignment, as this must be met in order to receive credit.

Key Dates


Many students find the courses most rewarding if they work through at a steady pace, setting aside dedicated time to take the course. Completing one module per week is a common goal.

<p>Module 1</p> 	<h3>Implementing Discussion and Cooperative Learning</h3> <p>After completing this module, you will be able to</p> <ul style="list-style-type: none"> • demonstrate strategies to include brainstorming, discussion, reciprocal teaching, and cooperative learning techniques in your classroom; and • understand how to model behaviors of brainstorming and cooperative learning for your students and then encourage them to use those practices in the classroom. 	<p>3.5 hrs Typical time to complete</p>
<p>Focus</p>	<p>The Brain-Compatible Classroom</p>	
<p>Watch A</p>	<p>Why Engagement Matters</p>	
<p>Read A</p>	<p>Creating a Brain-Compatible Environment</p>	
<p>Read B</p>	<p>Brainstorming and Discussion</p>	
<p>Read C</p>	<p>Reciprocal Teaching and Cooperative Learning</p>	
<p>Watch B</p>	<p>Cooperative Learning</p>	
<p>Check Your Knowledge</p>	<p>Reciprocal Teaching</p>	
<p>Reflect or Create</p>	<p>Implementing Discussion and Cooperative Learning</p>	
<p>Discuss</p>	<p>Applying the Strategies</p>	
<p>Explore</p>	<p>Different Approaches</p>	
<p>Quiz</p>	<p>Implementing Discussion and Cooperative Learning</p>	<p>Graded</p>
<p>Reflect</p>	<p>Implementing Discussion and Cooperative Learning</p>	
<p>Update Your Portfolio</p>	<p>Discussion and Cooperative Learning</p>	
<p>Module 2</p> 	<h3>Effective Implementation of Drawing and Writing</h3> <p>After completing this module, you will be able to</p> <ul style="list-style-type: none"> • identify brain-compatible strategies, such as drawing, artwork, and writing, for appropriate use in your lessons; and • introduce the idea of using drawing and writing in the classroom by first modeling the strategy for the students and then providing students with a supportive environment for them to try it themselves. 	<p>3.5 hrs Typical time to complete</p>
<p>Read A</p>	<p>Drawing and Artwork</p>	
<p>Watch A</p>	<p>Drawing and Artwork</p>	

Read B	Writing and Journals	
Watch B	Writing and Journals	
Synthesize	Writing Methods in Your Classroom	
Discuss	Applying the Strategies	
Dialogue	Grouping Strategies	
Quiz	Implementing Drawing and Writing	Graded
Reflect	Effective Implementation of Drawing and Writing	
Update Your Portfolio	Effective Integration of Drawing and Writing	

Module 3 	<h3>Using Technology</h3> <p>After completing this module, you will be able to</p> <ul style="list-style-type: none"> • identify areas of the curriculum where technology can be implemented to augment student learning and understanding, and • implement the use of technology to align with the needs of your students and to challenge the students' learning. 	3.5 hrs Typical time to complete
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Focus	The Positives and Negatives of Technology	
Read	Technology	
Watch A	Technology in Language Arts	
Watch B	Technology in Science	
Examine	Technology at Your Fingertips	
Evaluate or Create	Successfully Implementing Technology	
Discuss	Existing Technology	
Explore	Digital Citizenship	
Quiz	Technology	Graded
Project	Combining Brain-Based Strategies	Submit for grading
Reflect	Technology in the Classroom	
Update Your Portfolio	Technology in the Classroom	

Module 4 	<h3>Using Humor and Games</h3> <p>After completing this module, you will be able to</p> <ul style="list-style-type: none"> • identify uses for humor and games, and determine ways to incorporate these strategies into professional practice; and • implement three strategies to begin using and provide a rationale for why these strategies meet the unique learning needs of your students. 	3.5 hrs Typical time to complete
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Read A	Games	
Read B	Humor	
Watch	Humor in the Classroom	
Create or Reflect	Make a Game of It	
Discuss	Using Humor Wisely	
Explore	Finding Something Funny	
Quiz	Games and Humor	Graded
Reflect	Humor and Games in the Classroom	
Update Your Portfolio	Humor in the Classroom	

Module 5



Implementing Manipulatives, Experiments, and Technology

After completing this module, you will be able to

- implement examples of the brain-compatible strategies of manipulatives, experiments, labs, and models into your classes; and
- identify students who will benefit from these practices and encourage them to use these strategies.

3.5 hrs
Typical time to complete

Focus	New Approaches	
Read	Manipulatives, Experiments, Labs, and Models	
Watch	Manipulatives	
Examine	Manipulatives at Your Fingertips	
Analyze and Evaluate	Which Manipulatives Do You Use?	
Discuss	Vocabulary and Manipulatives	
Dialogue	Alternative Manipulatives	
Quiz	Manipulatives and Experiments	Graded
Reflect	Manipulatives and Experiments	
Update Your Portfolio	Manipulatives and Experiments	

Module 6



Effective Use of Organizers and Visuals

After completing this module, you will be able to

- identify uses of graphic organizers and other visuals in your classroom, and
- implement the use of these strategies in your curriculum.

3.5 hrs
Typical time to complete

Focus	KNL Chart	
Read A	Graphic Organizers, Semantic Maps, and Word Webs	
Watch A	Graphic Organizers	
Watch B	Graphic Organizers in Middle School	
Read B	Visuals	
Watch C	Visuals	
Check Your Knowledge	Using Graphic Organizers	
Create	Implementing Graphic Organizers	
Discuss	Strengths and Weaknesses	
Dialogue	Graphic Organizers and Visuals	
Quiz	Effective Use of Organizers and Visuals	Graded
Project	Combining Brain-Based Strategies	Submit for grading
Reflect	Effective Use of Organizers and Visuals	
Update Your Portfolio	Effective Use of Organizers and Visuals	

Module 7



Using Mnemonics and Wordplay


After completing this module, you will be able to


- develop strategies for implementing wordplay into your curriculum to help enhance and foster student learning, and
- model different examples of wordplay in the curriculum as a way to encourage your students to adopt this strategy in their learning.

3.5 hrs
Typical time to complete

Read A	Metaphors, Analogies, and Similes	
Read B	Mnemonic Devices	

Check Your Knowledge	Using Words Creatively	
Create or Reflect	What Does That Stand For?	
Discuss	Do You Remember?	
Dialogue	Using Wordplay	
Quiz	Mnemonics and Wordplay	Graded
Reflect	Using Mnemonics and Wordplay	
Update Your Portfolio	Effective Integration of Wordplay and Mnemonics	

Module 8 	Implementing Movement and Drama After completing this module, you will be able to <ul style="list-style-type: none"> • use strategies in your classroom that encourage movement and interaction among your students, and • identify opportunities in your lessons to role-play as a way to supplement and enhance student learning. 		3.5 hrs Typical time to complete
	Read A	Role Plays, Drama, Pantomimes, and Charades	
	Read B	Movement	
	Watch	Movement to Increase Engagement	
	Examine	Encouraging Role Play	
	Create and Observe	Movement in Your Classroom	
	Discuss	Planning the Movement	
	Dialogue	Getting to Movement	
	Quiz	Implementing Movement and Drama	Graded
	Reflect	Implementing Movement and Drama	
	Update Your Portfolio	Implementing Movement and Drama	

Module 9 	Using Visualization and Storytelling After completing this module, you will be able to <ul style="list-style-type: none"> • use the strategies of storytelling and visualization as part of your curriculum, and • provide your students with the opportunity to practice the techniques of visualization and storytelling in their own learning process. 		3.5 hrs Typical time to complete
	Focus	How Do You Visualize Yourself?	
	Read A	Storytelling	
	Watch	Storytelling	
	Read B	Visualization and Guided Imagery	
	Analyze or Create	Stories in Your Lessons	
	Discuss	Guided Imagery	
	Explore	Empowering Our Students	
	Quiz	Using Visualization and Storytelling	Graded
	Project	Using What You've Learned	Submit for grading
	Reflect	Using Visualization and Storytelling	
	Update Your Portfolio	Using Visualization and Storytelling	

Module 10



Using Music and Rhythm

After completing this module, you will be able to

- compose songs, poems, or rhythmic patterns to supplement the subject matter in your curriculum; and
- provide your students the opportunity to use the same strategies in a peer learning scenario.

3.5 hrs
Typical time
to complete

Read	Music, Rhythm, Rhyme, and Rap	
Watch	Music	
Reflect or Observe	Setting a Mood for Learning	
Discuss	Teaching and Setting the Mood	
Explore	A Song for Everyone	
Quiz	Using Music and Rhythm Techniques	Graded
Reflect	Using Music and Rhythm Techniques	
Update Your Portfolio	Using Music and Rhythm Techniques	

Module 11



Implementing Project-Based and Real-World Learning

After completing this module, you will be able to

- identify opportunities for field trips, project-based learning, or real-world experience to enhance a portion of your curriculum; and
- implement one of the above strategies into your lessons or classroom.

3.5 hrs
Typical time
to complete

Read A	Get Out There!	
Read B	Project-Based and Problem-Based Learning	
Watch	Project-Based and Problem-Based Learning	
Create	A Cross-Curricular Approach	
Discuss	Real-World Experiences	
Dialogue	Events and Experts	
Quiz	Implementing Project-Based and Real-World Learning	Graded
Reflect	Project-Based and Real-World Learning	
Update Your Portfolio	Implementing Project-Based and Real-World Learning	

Course Capstone

Final Project	Worksheets Don't Grow Dendrites	Submit for grading
Final Exam	Worksheets Don't Grow Dendrites	Graded
Final Reflect	Worksheets Don't Grow Dendrites	
Update Your Portfolio	Worksheets Don't Grow Dendrites	

InTASC Standards Alignment

Our courses have been aligned to the InTASC Model Core Teaching Standards that outline what all teachers across all content and grade levels should know and be able to do to be effective in today's learning contexts. You can also view alignment to other popular frameworks [here](#).

Standard	Modules
Standard 1: Learner Development	All Modules
Standard 2: Learning Differences	All Modules
Standard 5: Application of Content	5, 9
Standard 7: Planning for Instruction	All Modules
Standard 8: Instructional Strategies	All Modules

Course Policies

Grading Policy and Rubric

Component(s)	Percentage of Final Grade
Final Project	40%
Final Exam	20%
Module Projects	30%
Module Quizzes	10%