

Engage the Brain: Games, Experiments, and Graphic Organizer Strategies



About Corwin Advance

Corwin Advance courses are created from popular Corwin books in direct consultation with our author experts. Each course features learning and skills you can transfer to your classroom immediately, using video from classrooms showing strategies in action, along with interviews with authors, teachers, and students. All Corwin Advance courses are designed to support teacher license renewal and professional growth with the goal of improving outcomes for all students.

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

Based on Marcia Tate’s bestselling “Growing Dendrites” series, during this course you will learn about seven more of her research-based strategies: using humor, games, manipulatives, experiments, graphic organizers, visuals and word play.

You will learn why they work and see teachers implementing them across the curriculum. You will also be able to reflect on each brain-compatible strategy and think critically about ways to incorporate them into teaching, create lesson plans that incorporate keys ideas of brain-compatible teaching, and deepen your understanding of key concepts and strategies discussed within the readings.

Course Objectives

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

- Demonstrate strategies to include humor, games, manipulatives, experiments, graphic organizers, visuals and word play in your classroom, and
- Create a supportive environment for students to try strategies for themselves and provide a rationale for why these strategies meet the unique learning needs of students.

Course Outline

This course is self-paced.


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.

Module 1		Using Humor and Games	4.5 hrs Typical time to complete
Read A	Games	After completing this module, you will be able to <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.	
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 2		Implementing Manipulatives, Experiments, and Technology	4.5 hrs Typical time to complete
Focus	New Approaches	After completing this module, you will be able to <ul style="list-style-type: none">• 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.	
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 3 	<p>Effective Use of Organizers and Visuals</p> <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. <p style="text-align: right;">4.5 hrs Typical time to complete</p>
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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	

Course Capstone		
Final Project	Worksheets Don't Grow Dendrites	Submit for grading
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 Mode 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	Covered in Modules
Standard 1: Learner Development	Module 1, 2, and 3
Standard 2: Learner Differences	Module 2
Standard 5: Application of Content	Module 1, 2, and 3
Standard 7: Planning for Instruction	Module 1, 2, and 3
Standard 8: Instructional Strategies	Module 1, 2, and 3

Course Policies

Grading Policy and Rubric

Letter Grade	% Grade
A	94–100
A-	90–93
B+	87–89
B	84–86
B-	80–83
C+	77–79
C	74–76
C-	70–73
D*	65–69
F*	0–64

Component	Percentage of Final Grade
Final Project	45%
Module Projects	35%
Module Quizzes	20%

**Students earning a D grade or below will not be eligible to receive a Certificate of Completion or graduate credit.*

Assignment Resubmission Policy

Students receiving a non-passing grade in the course have one opportunity to re-submit a project assignment to improve their grade. To resubmit an assignment please work directly with your course facilitator; you have seven days from completion of the course to resubmit the assignment.

Facilitation Model

Throughout your course experience, you will have a dedicated facilitator to answer questions and provide feedback on your submitted projects. Your facilitator will respond to any questions within one business day. All submitted assignments will receive written feedback and grades within 5 business days of their submission date.

Standards of Academic Integrity

Corwin Advance maintains high standards of academic integrity related to student academic performance in our courses. When enrolling in a Corwin Advance course you do so with the understanding and agreement to produce your own work, to submit assignments that you completed yourself, and to take quizzes and exams without the assistance of others. Course facilitators will enforce our Standards of Academic Integrity Policy and will report to Corwin all suspected violations. Read the full Standards of Academic Integrity Policy at the [Corwin Advance Academic Integrity web page](#).

University Graduate Credit & Transcript

If you select a course that is eligible for graduate credit, that credit will be awarded upon successful completion of the course by the university you select upon purchase. Upon successful completion Corwin will communicate your final grade to the university and you will be directed to the university to register and access your transcript. This could take 2–3 weeks depending on the university, though you will receive a Corwin Certificate of Completion upon completion of the course. For more details on Corwin Advance university partners visit our [web page](#), or if you have questions, contact advancesupport@corwin.com.