

Meet Steve Hawes.....



Steve Hawes has over 27 years of experience in the classroom and teaching degrees from four States, he is a fifth grade teacher at Stanley Switlik Elementary School in Marathon, Florida. Steve is also a motivational speaker, author and workshop presenter. He has been Teacher of the Year, Monroe County Educator of the Year, Who's Who American Teacher 3 times, Disney Educator Award nominee and has been recommended for numerous other educational awards.

The Winning Way is a Brain-Based Learning Styles Program developed by award-winning teacher Steve Hawes. The program is designed for teachers, by a teacher. The program includes over 101 Power Tips, Win Hints and 10 Successful Winning Steps by utilizing The Way Box. This action-based, brain-based program combines Working with Individuals' Needs, plus Wonder, Anticipation, Yearning for knowledge, with imagination - bringing back enthusiasm and fun into education. You will learn new and exciting ways to update and improve your teaching styles to help guide your students to a successful future and help them become a true "Winner". So, jump on board The Brain Train and share in the enjoyment of being a winning teacher who develops true leaders for tomorrow's educational needs.

To arrange for Steve Hawes to present at your school please contact the Teacher's Workshop at 800-991-1114

Quotes To Live By...

You can discover more about a person in an hour of play than in a year of conversation.

—Plato

You only live once -- but if you work it right, once is enough.

—Joe E. Lewis

Courage is what it takes to stand up and speak; courage is also what it takes to sit down and listen.

—Anonymous

A "Freeze Frame" Vocabulary Activity

In addition to spelling words on the ceiling, I also usually put some synonyms and antonyms on the walls around the classroom and play a game called Freeze Fame (emphasizing vocabulary using both novelty and change). When a teacher says, "3-2-1-Freeze," the students stop what they are doing, as the teacher points to an antonym or synonym on the wall. The students then match the meaning with one of their Spelling words. Now this sounds like a lot of stress on Spelling-Vocabulary words, but if students see that they are using those words frequently, they'll learn them with ease!

Center Stage in the Action Zone!

After students have written down their assignments each morning, it's time to step into my Action Zone, the middle of my U-shaped classroom and lead my students in exercises for their bodies and minds. We turn on the music and cross-body step for a brief time, to connect those dendrites and get the brain moving in the right direction, focused attention! Of course, these exercises are more fun when done only twice a week or so, and I choose different students to show off their steps with the class.

Knowing that my SMART (Students Minds Are Really Thinking) students are ready to learn, it's time to take center stage in my U-shaped classroom, as we all get to work. The classroom being U-shaped for two reasons. First, because all brain-compatible learning is done through three different approaches--Audio, Visual and Kinesthetic—the U-shape has students looking at me while they hear what I and others say. Also, from that shape, I can easily, move back to my hands-on Smartboard, when I need to add visual supports to the lesson. I also find that this shape helps with classroom management: I can quickly drop my two-sided sponge on their desks (we call it a Discipline Drop) if they are not staying on task or bothering the class. The sponge has two different sides with different colors, and those colors are associated with different levels of rule infraction and different levels of consequences. This discipline strategy is totally visual and hopefully, when a student changes their behavior to a positive learning behavior, then I will remove the sponge (and the disciplinary consequence) from their desk. This makes discipline visual, keeps consequences concrete, and helps students understand desired and undesired behaviors. Also, removing the sponge is a reinforcement for changed behavior, and I truly want all students to feel like they are part of our Winning Way classroom.

Ten Brain-Friendly Teaching Ideas

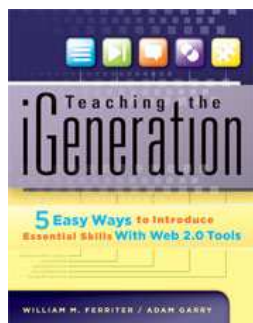
Now we are ready for real brain-compatible learning in our reading, math, science and social studies classes. Here are some of the brain-friendly ideas that work for my class.

1. In nearly every subject, all students read orally, so I can hear and help improve on their strengths and weaknesses.
2. Oral reading also builds their confidence for classroom presentations.
3. Students speak only in complete sentences, because, "The way you talk is the way you write!"
4. All questions are answered with part of the question framed within their answer to stress the direct relationship between the two. Also, once again, only complete sentences may be used.

Featured Book:

Teaching the iGeneration

by William M. Ferriter and Adam Garry



The iGeneration is the students that turn to the Internet first and the library second when assigned research projects. This book shows teachers how to capture the attention of the iGeneration and help them grow by integrating technology into classrooms in a way that focuses on the skills that have been important for decades.

Each chapter introduces an enduring skill: information fluency, persuasion, communication, collaboration, and problem solving. Then, the authors present a digital solution that can be used to enhance traditional skill-based instructional practices. A collection of handouts and supporting materials tailored to each skill and tool type ends each chapter. This book is a must have for all teachers that want to continue to reach their students!

\$34.95

To order this book contact Solution Tree at www.Solution-Tree.com

Funny Headlines

- Eye Drops Off Shelf
- Child's Stool Great for Use in Garden
- Police Begin Campaign to Run Down Jaywalkers
- Queen Mary Having Bottom Scraped
- Stolen Painting Found by Tree
- Grandmother of Eight Makes Hole in One

5. During reading class, students are always looking for the Big 4: main characters, setting, plot, and conclusion.
6. Reading should have something in common with my student's lives because then they will want to be more involved in the class.
7. Students check and sign co-operative partners' work before it is passed in to me. Learning is a team effort in that sense. This is not required on most tests, of course, where I want to see their individual work.
8. All projects are family projects, so parents and other family members are responsible for being a part of my student's grades.
9. As a brain-compatible teacher, I constantly try to *show* my students how to complete their work properly and continually provide positive reinforcement. The brain works best when it's ready to learn.
10. Finally, I always try to teach using two or more of our three brain-compatible approaches: Audio, Visual, and Kinesthetic.

Winning Way Brain-Compatible Games

In my brain compatible class, I make every effort to make learning fun, since brains function more effectively when they enjoy learning. I often use games for teaching, since games energize the brains in the classroom. They are fun, competitive in nature, and keep students focused on task. Here are some examples that I use.

1. SWAT (Some Words Are Tough) A Vocabulary Game for Any Subject. First, separate your class into 2 lines, and give the 2 line leaders a fly swatter. On the board put the vocabulary or spelling words in "bug shapes." Then have a student read any random word from the list, and the first student to swat the right answer will get a point for their team. After students swat one bug, they move to the back of their line, and hand the fly swatter to the next teammate.
2. HOLES AND WHOLE: A fun way to teach vocabulary in any subject: Take 2 mop buckets and fill one bucket with vocabulary words written on cardstock in the shape of shovel heads. Fill the other bucket with cards that have definitions of the terms, again in the shape of shovel handles. Using 2 teams, see who can dig in the buckets fastest, while matching terms and definitions to make whole shovels.
3. STUMP: A Math Game STUMP stands for Students That Understand Math Problems. Create a STUMP Problem Box by placing 20 problems on separate cards in a box. Next, divide students into groups of 3 or 4 and have them select a problem from the box and solve it. When they finish they should immediately select another problem. The group with the most problems solved in a certain time wins!
4. THINKING SKILLS CHALLENGE: For having students review content facts, we often play the Thinking Skills Challenge game. I use "Brain at Work" gear, including a hard-hat and caution tape. Students are picked by the 2 team leaders that I designate. Next, the team leader sits inside the caution "taped off" section with their Brain at Work hat on. The game is based on Who Wants to be a Millionaire from television. When the teacher asks a question the team leader in the circle may answer or seek help their team members.

***Check Out Our New Youtube Video!
RTI In High Schools!***

See instructions on the next page!

Two Exciting Items...

Teachers Workshop is on **FACEBOOK**. Please join us there at www.facebook.com/TeachersWorkshop and join in one of our discussions or start one of your own.

YOUTUBE...

Teacher's Workshop is thrilled to have our first **YOUTUBE** video up and running for you to view. Dr. William Bender elaborates on the difference on RTI in Elementary grades and RTI in Middle and High schools. You can find it by going to our facebook page or by searching for "DrWilliamBender RTI High School" (exactly as written here) on www.youtube.com.

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Teaching in a Winning Way Classroom!

Teaching in a brain-compatible, Winning Way classroom is a joy! Of course, there are many more games and activities that I use, but these illustrate the brain-compatible ideas. In a Brain-compatible Winning Classroom, all learning avenues are open. We know that the brain is made up of 2 sides, the left hemisphere (logic—language—numbers), and the right hemisphere (creativity—emotions—pictures). Brains also have 3 memory parts (short term, working memory, and long term), and our goal is to teach to the Long-Term. Using games, novelty, challenge, team activities, and mnemonics are all brain compatible teaching strategies that help transfer knowledge and understanding into that giant file cabinet called Long-Term Memory.

In short, these teaching ideas work. They will make any classroom a brain-compatible, Winning Classroom.

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