

INSTRUCTIONAL USES OF GOORU

Blend, flip, flatten, rotate, inquire--each teacher has his or her unique way of integrating Gooru into their classroom. Gooru is versatile enough to be productive for you and your students in many different ways. Take a look at these instructional uses of Gooru and see if one of these methods is right for the students in your class.

INSTRUCTIONAL USES OF GOORU	WHAT DO I NEED?	SAMPLE COLLECTIONS
<p>Presentation (5-10 minutes): Use a Gooru collection to make your direct instruction more engaging. Blend videos, activities, and games to create an interactive lesson to introduce new information to your students in a whole-class setting.</p>	<p>A Computer, A Projector</p>	<p><i>Feudalism</i> (bit.ly/1hY0boz) <i>Fall of Rome</i> (bit.ly/1eE7xdh)</p>
<p>Pre-Teach (10-15 minutes): Activate your students' prior knowledge or introduce background information by sharing a Gooru collection before a future lesson or activity (or for homework). This instructional use is most often used in a <i>flipped classroom</i> model.</p>	<p>A set of computers in the classroom (for station rotation) or 1:1 Devices or A Computer Lab</p>	<p><i>Greece Falls to Rome</i> (bit.ly/K3Yv06) <i>Major World Religion-Christianity</i> (bit.ly/1eE7KNA)</p>
<p>Re-Teach (10-15 minutes): Create a Gooru collection to help students who are struggling with a specific concept. Personalize your collection by altering resource types, reordering content, and providing questions to check for understanding.</p>	<p>A set of computers in the classroom (for station rotation) or 1:1 Devices or A Computer Lab</p>	<p><i>Subplot and Parallel Episode Review</i> (bit.ly/19vjaWo) <i>Reviewing Scientific Inquiry</i> (bit.ly/1eK1OGk)</p>
<p>Extension (10-15 minutes): Create a Gooru collection to give opportunities for advanced students to explore concepts at a deeper level and challenge those who have already mastered material.</p>	<p>A set of computers in the classroom (for station rotation) or 1:1 Devices or A Computer Lab</p>	<p><i>Greek Philosophers</i> (bit.ly/1hsedh6) <i>Gladiators</i> (bit.ly/KjZvwF)</p>
<p>Practice (15-20 minutes): After teaching a new concept or skill, allow students to apply their learning through a collection of games, simulations, or practice problems.</p>	<p>A set of computers in the classroom (for station rotation) or 1:1 Devices or A Computer Lab</p>	<p><i>Ethos, Pathos, Logos</i> (bit.ly/19vjgNJ) <i>Mood and Tone</i> (bit.ly/1b4gWZg)</p>
<p>Assessment (10-20 minutes): Quiz your students on their content knowledge by creating a collection of questions or writing prompts.</p>	<p>A set of computers in the classroom (for station rotation) or 1:1 Devices or A Computer Lab</p>	<p><i>Calculus Practice Exam</i> (bit.ly/1apXpp2) <i>Discovering Cells</i> (bit.ly/1dwMNRr)</p>
<p>Review (10-15 minutes): Pull together the key content examples from your unit and create a review collection to help students prepare for a quiz, exam, or performance task.</p>	<p>A set of computers in the classroom (for station rotation) or 1:1 Devices or A Computer Lab</p>	<p><i>The Sources of Prejudice</i> (bit.ly/1j82JTg) <i>Three Types of Irony</i> (bit.ly/1cqIVSK)</p>
<p>Project (30-60 minutes): Turn your students into creators by asking them to research content in Gooru, and then make collections to share with their peers.</p>	<p>A set of computers in the classroom (for station rotation) or 1:1 Devices or A Computer Lab</p>	<p><i>Photosynthesis</i> (bit.ly/1buKzHL) <i>Do Schools Kill Creativity?</i> (bit.ly/1d7YDCh)</p>