

**Class Engagement - Meaningful structures that provide structure, organization, and consistency to the classroom rules and expectations and incorporate movement.**

ACTIVITY	EXPLANATION
Compass points	Each student is given a blank compass with 4 points (N, S, E, W). If you would like to switch, north, south, east, and west with vocabulary that might need to be reinforced in your class that would work as well. Ask the students to make 4 appointments on their compass with 4 different students in the class (make sure they only make one appointment for each point on the compass). This can be used as a "think, pair, share" strategy that incorporates movement. It is an easy way to create 4 different pairings. You can also use it to promote exercise. For instance, you can direct them to go meet with their "Western appointment" do 5 jumping jacks, and then discuss their answers to the question on the board.
Desk Olympics	Most teachers move desks around into different configurations regularly (groups, rows, horseshoe, etc...) Why not turn it into a game and competition between classes. Post laminated desk configurations on the board with numbers next to them. Time each class how long it takes to move the desks into the different configurations. Practice it from time to time. Turn it into a teamwork activity by evaluating how it could be done better.
Action / name cards	On the first day of class ask your students to fill out information cards with items that will be useful for you. (Names, email, parents' names, favorite subjects, favorite foods, etc...) Before you collect the cards ask all of the students to stand up in a circle and have them say their name and pick a movement. The rest of the class mimics the movement and the student puts the name of the movement on their card. For the remainder of the year, the cards can be used for class participation as well as whole class activities. You can call on students through the movement associated with their name. You can build a quick class workout based on students' names. For instance, you can instruct the class to do 5 Johns, 10 Angies, and 20 Jasons.
Soccer Discipline	A way to silently yet visually know students are not meeting expectations. Yellow card = warning / Red card = step out of the room / Green card = some sort of kinesthetic reward (save enough and get a whole class game)
Football Discipline	Make flags of different colors that mean different things, when a student is not meeting or is exceeding classroom expectations throw a "flag on the play"