

# Facilitating Students

## Monitor

Good facilitation allows students to take a conscious role in their learning process, and they can more easily apply what is learned in ST Math to settings outside the program. Monitor students while they are working. Periodically ask students to tell you how they are “winning” the games. Ask questions that will give you a window into their thinking. Make notes of their understandings and misconceptions. Use these notes to connect ST Math to your classroom instruction. It is recommended that only trained adults facilitate students.



### Step 1 Uncover Thinking

- ✓ What have you tried?
- ✓ What happened then?
- ✓ Why did you \_\_\_\_\_?



### Step 2 Examine Animation

- ✓ What is happening in the animation?
- ✓ What did you notice? What else?
- ✓ When you clicked \_\_\_\_\_, what happened?



### Step 3 Apply Hypothesis

- ✓ What do you think will happen?
- ✓ How will this work on this problem?
- ✓ What steps will you take?
- ✓ How did you decide that was correct?



### Facilitating Questions

- What does Jiji need to do?
- How might you begin?
- What do you need to do next?
- Why did that happen?
- How can you help Jiji?
- How did the earlier problems/levels work?
- Is this like \_\_\_\_\_ that you did earlier? How is it the same? How is it different?
- How did you get that answer?
- What did you see that showed you the answer was wrong?
- What will happen if you click on \_\_\_\_\_?
- What have you tried? What happened?
- What do you notice? What else do you notice?
- What did you try that did not work? Why did it not work?
- Please explain it in a different way.
- Show me how this will work on the next problem.
- What do you already know about?
- Why did you \_\_\_\_\_?

Occasionally, you might want to put a group of 2-4 students who are struggling with the same game together around one computer. Log in to your JiJi Console to access games and facilitate the students as a group. Encourage interaction among the students as they discuss the hows and whys of that game. When students feel more confident and competent, send them back to their own devices to try the games on their own.