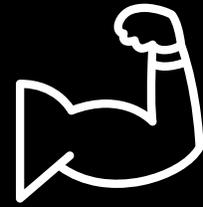


INSPECTION & REFLECTION



#3

Answer the chapter questions below. Once complete, turn to a colleague that has chosen the same chapter and share your answers, notes, and thoughts. Option: Report to larger group. (10 minutes)

#1. How often do you engage students in role play?

#2. Is role-playing a good assessment opportunity compared to a typical written test?

#3. What was a "cool project" that you did when you were a K-12 student?

#4. What are some advantages and disadvantages to having students engage in group projects?

#5. What are some subject area related items that you could buy at a dollar store or thrift store that could serve as props for role-playing?

#6. Name authentic, real-life situations where elements of your subject area can be found. Ex. Online shopping - Math.
