

## Summarizers



How to get students to actively integrate and retain new learning!

Link to access "Summarizers" and "Activators" projects:  
<http://www.mcps.k12.md.us/departments/development/>

Office of Organizational  
Development

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## Questions you may be asking

- What are summarizers?
- Why should I use them?
- How can I use summarizers in my classroom?

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## Summarizers: what are they?

Instructional strategies used during or at the end of a learning experience that:

- enable students to process information and begin to construct their knowledge and
- allow teachers to check for student understanding



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### Summarizers: why use them?



#### *For students, summarizers:*

- deepen their understanding
- enable them to begin to construct their knowledge
- help them place new info in a larger framework
- support retention by developing schema

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### Summarizers: why use them?



#### *For teachers, summarizers:*

- surface student confusion or misconceptions
- check for student understanding
- gather formative assessment data

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### Summarizers also...



- bring closure to a lesson
- capitalize on the principle of learning of sequence (we tend to remember better what comes first and last in a sequence)
- can appeal to all learning styles
- are adaptable to time constraints
- **are best done by the learner, not the teacher**

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How can I use summarizers in my classroom?

- | Think-Pair-Share
- | Carousel Brainstorm
- | Ticket to Leave

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### Think-Pair-Share



#### Protocol:

- | Teacher poses a question
- | Students use **wait time** to formulate a response
- | Students discuss responses with partners
- | Students share with whole group

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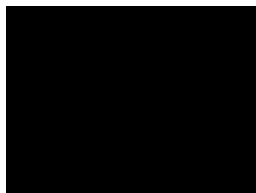
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### Think-Pair-Share Video



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## Think-Pair-Share



### Instructional match:

- Students have the opportunity to process information individually
- Students have the opportunity to rehearse their ideas with partners before going public
- Everyone talks
- Adaptable & quick--can incorporate writing
- Teachers can check for understanding during partner work and in large group

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## Carousel Brainstorming



### Protocol:

- In groups, students circulate on a timed basis through several stations. At each station, each group:
  - brainstorms on each topic or question
  - reads contributions of other groups
  - adds additional information
- Each group ends up at original station and processes accumulated information

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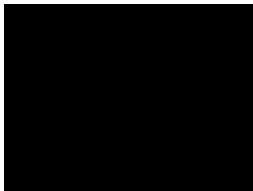
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## Carousel Brainstorming



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## Carousel Brainstorming



### Instructional match:

- | Works well when topic can be subdivided or a series of questions can be framed
- | Challenges groups to higher level thinking during final processing
- | Lengthy
- | Can be used prior to, during, or after a unit of instruction to check for student understanding

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## Ticket To Leave



### Protocol:

- | Students say or write something to indicate their level of understanding of the topic of instruction
  - | "Name one important thing..."
  - | "What is one question you have....?"
  - | "Solve this problem..."
  - | "What is one reason why...?"
- | Answer mastery objective that is reframed as a question

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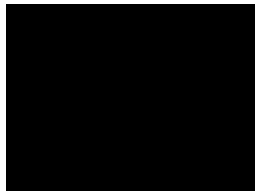
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## Ticket to Leave Video



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## Ticket To Leave



### Instructional match:

- ideal when time is limited
- can be written or spoken
- can be used to check understanding during instruction as well as at the end of the instructional period

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## 3-2-1 Summarizer

**3** things I learned about summarizers



**2** specific examples I heard today that I can use in my teaching tomorrow



**1** thing I'd like to learn more about



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