



RANDOMIZATION MENU

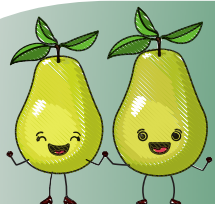
Build accountability by using predictable, low-stakes random calling tools (cards, sticks, spinners) with wait time so every learner has an opportunity to think & participate, not just the fastest hand-raisers.

Pearland ISD C&I | Developed by Jodi Christopoulos | Curriculum Specialist | Scaffolded Supports Lift | Attribute if sharing.

WHO?
?

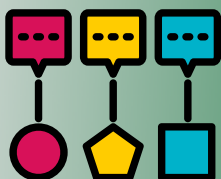
Who has...

This is a great little cognitive shift, getting to know each other better, and then transition right back to the target. Tell students that partner A/B, or whoever has,... will speak first. Then spin/ pull out another card when you randomize for group share. (Ideas: next birthday, most pets, stayed up the latest, wore the most colors, has the youngest family member, etc.)



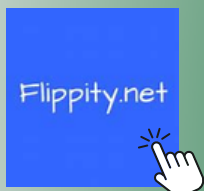
Perfect Pairs

Students each receive half of a matching pair (i.e. term/definition, a question/ answer, equation/solution, historical date/event.) They circulate to find their match (movement break.) Grouping & content review could happen at the same time. Idea: Prepare at the B.O.Y a unit or year set of laminated cards that you can use for pairing up so you can reuse them each year.



Content Categories!

Each student or group is randomly assigned a category: a "last" name, a college mascot, shapes, planets, historical figures- then each get an individual # or word) (Ideas: For B.O.Y., this can be an icebreaker if it's secret & students have to talk to find their category) Spiral in Academic Vocab- through assigning a unit to a group & then academic vocab with a # related to that topic or even cross- curricular!!)



Flippity

A free Google Sheets-based tool that turns your class roster into a virtual spinner, random name picker, or team generator in seconds- virtually zero setup after initial set up. (Idea: Bookmark your class's Flippity spinner link for one-click access. Students love seeing the spinner- it takes ownership of the randomness away from you completely. It can group in 2 + or just create a list of randomized students.)

Numbered Heads Together



1. Assign each student a number within their group (1-4 typically).
2. Pose a question and give groups 2-3 minutes to discuss and make sure everyone knows the answer.
3. Randomly call 1 number- all students with that number stand or raise their hand.
4. Choose one to share; others selected will confirm or extend in their own words.



Smart sticks (a Glow Up for Popsicle Sticks)

Color-code popsicle sticks (shape, sticker, or painted tip) paired with a hidden inside/outside bucket to systematically (4:1) ensure certain students/populations are called on at a higher rate and still be equitable at holding all accountable. (Ideas: Note DOK or TELPAS Level on stick with your own coding system, focus population based on data, diverse learner profiles or needs, etc...)



Cards/ Dominoes/ Dice

Each student gets a playing card or domino tile as they enter. Suits, letters/numbers, and dots do all the grouping/ partnering work for you. (Ideas: Roll a die (virtual one works great) : Those with that number form a group. Once groups discuss, roll again: the tile that has the highest matching number (or closest to the roll) shares out for the group. Students with doubles can float.