

Professional Development Situation: Coaching

Skill Focus: Managing Groups during STEM

Time Required: 15 minutes

INTERACTIONS

Participants will play “What If?” to learn to support youth through positive group management.

Agenda

What If? Game—10 minutes

Reflection—5 minutes

Materials

- [What If? Group Management Cards](#) (printed and cut apart)
 - If conducting this session virtually you can read the scenarios aloud instead of drawing cards.

Before the Session

- **Read this coaching guide** to become familiar with the content and allow time to personalize the activities to best suit your presentation style.
 - *Italics indicate text that can be read aloud or emailed to the participant.*
- Send an email to the participant being coached:
 - *Our coaching session is scheduled for DATE at TIME. We will focus on “Managing Groups during STEM”. Please feel free to contact me with your questions or concerns at CONTACT INFORMATION.*
- Print and cut out copies of the [What If? Group Management Cards](#)

During the Session

What if? (10 min)

- Take out the deck of [What If? Group Management Cards](#).
- Remind the participant about good group management.

- *Good group management focuses on helping youth learn in a positive way. It's not a positive group management strategy to only do things that make the adults feel comfortable. Good group management is sometimes noisy and chaotic, as long as it is focused on engagement with STEM phenomena. And it always involves positive engagement with adults and high-quality STEM activities.*
- *One way to remember this is that group management is about supporting learning, and control is about making adults comfortable. We should always try to highlight managing learning, not controlling behavior.*
- Now you will go through the “What If?” cards to think about what might be good solutions to problems of practice in your learning environment.
 - *We are going to draw cards and practice talking about what we would do to positively manage group behavior.*
- Go through the entire stack of cards.

Reflection (5 min)

- Ask the participant to share one thing they find helpful in this activity that they will use in their facilitation practice.
- State how you will follow up with them to support them in their facilitation.

After the Session

- Follow up with your participant to see how they are progressing with group management. Try to be supportive and helpful, not evaluative.

Want to Earn Credit? Click2Science has teamed up with Better Kid Care to provide continuing education units. Check it out at: <http://www.click2sciencepd.org/web-lessons/about>

What If? Group Management Cards

Your space is too small.	A girl is taking notes for her group but not using the materials.
It's too noisy in the learning space.	Youth aren't talking to each other at all; it's too quiet in the STEM learning space.
Youth have a different idea than adults about how something works in STEM.	Youth have difficulty waiting their turn.
There are not enough materials.	The space is too big (leading to running near materials).
Youth are making mistakes and getting frustrated with the activity.	Two students get into a heated conversation about what to do next.
Another adult misunderstands youth behavior and corrects them harshly.	Materials aren't functional for the activity.
Youth are over-stimulated (too much noise/ color/ activity).	Youth has a difficult day at school or at home.