Questioning and Response Strategies

- ✓ Remember to ask one question at a time, require students to raise their hands, and to call on one student at a time, provide "wait time", listen to the response, and then provide feedback on the response.
- ✓ Provide at least five seconds of thinking time after a question and after a response.
- ✓ Use probing and prompting to get students to respond, don't let them off the hook, come back to them if necessary.
- ✓ Use a seating chart to record the rigor level of questions asked. Have a peer, student, or coach do this for teachers. Analyze and discuss the data.
- ✓ Use response boards-Sheet Protectors with card stock inside/dry erase markers (make a response board)
- ✓ Put student names on a tongue depressor with a red, yellow, green dot (representing levels of complexity) to call on students.
- ✓ Ask "follow-ups'. E.g., "Why? How do you know? Do you agree? Will you give an example? Can you tell me more?
- ✓ Cue responses to "open ended" questions. E.g., "There is not a single correct answer to this question. I want you to consider alternatives."
- ✓ Use "think-pair-share"
- ✓ Allow individual thinking time, discussion with a partner, and then open up for class discussion.
- ✓ Call on students randomly. Avoid the pattern of only calling on those students with raised hands. Say you are going to wait until you see 5, 10, 15 hands, etc...
- ✓ Ask students to "unpack their thinking". E.g., 'Describe how you arrived at your answer."
- ✓ Ask for summary to promote active listening. E.g., "Could you please summarize our discussion thus far?"
- ✓ Play devil's advocate
- ✓ Require students to defend their reasoning against different points of view.
- ✓ Survey the class. E.g., "How many people agree with the author's point of view?" (thumbs up, thumbs down)
- ✓ Allow for student calling on other students. E.g., "Richard, will you please call on someone to respond?"
- ✓ Encourage student questioning
- ✓ Provide opportunities for students to generate their own questions. Use task cards. This must be modeled!