**Problem-Based Learning Structure**

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I.  Formation of Groups: Human Graph-Knowledge of [your topic of inquiry]

II. Role Assignments: Beginning with the Checker all roles are assigned to the right (clockwise)  
 Materials Manager/ Encourager:  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Checker/Timekeeper: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

         Data Recorder:     \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

         Observer/Reporter:    \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

         Other: Traveler/Spy:     Can be the checker \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

III. Task (clearly defiend):\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

IV. Time Limit:

V. Social Skills and or Habits of Mind to Engage/Assess e.g: Attentive Listening; Disagree with Idea Not the Person; Flexibility in Thinking; Perseverance; Team Work

VI  Level of Voice: 

VII. Processing—Use this time for teams to self assess their engagement and learning. What were their questions; problems they encountered and solutions they found; what they needed to do to be successful in accomplishing the task in the time allotted.

VIII. Assessment of Cooperation/Collaboration:    
Self-Assessment of Collaborative Activity Performance

Rate Your Mates

VIII. Encouraging Energizer: Varied: Team selected

**Based on the book: *Blueprints for Achievement in the Cooperative Classroom*. Bellanca and Fogarty, 2001.**