

The Ideal Classroom Environment to Maximize Learning for All Students

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Classroom Layout

- My classroom will have all desks facing forward for each student, a round table for ESE/ELL students at the front, and detention desks at the back.



Classroom Layout

- I will put signs and positive pictures on the walls like the ones pictured right, explaining grammar, math, history, social studies, and other curricula.



Classroom Procedures

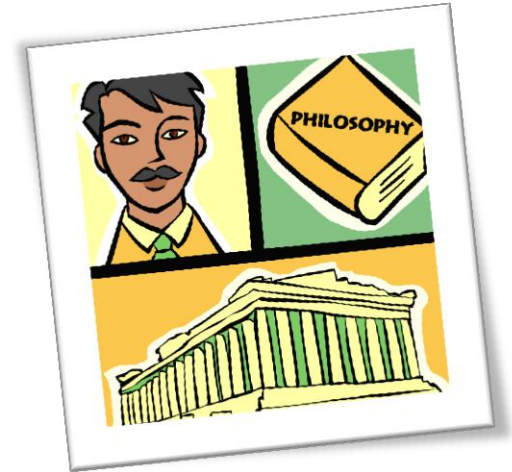
- Students will be asked at random to answer questions during lecture
- I will encourage students to raise their hands with questions or comments and allow extra time in all periods for this
- Students will write on the board or projector for some math problems
- I will follow all school procedures for discipline, period changes, anti-bullying, testing, etc.
- Students will not be permitted to be critical or rude to each other, or to disrespect each other or the teacher
- I will provide sharpened pencils and supplies

Classroom Procedures

- I will answer questions and help students with their homework, but I will not draw conclusions for them or deny them the opportunity to think critically
- At most times, I will teach skills that directly pertain to all tests and graded assignments
- I will be repetitive and rephrase statements and problems using synonyms and mental models to help students understand the curriculum, especially exceptional students
- I will teach and learn both English and Spanish, embracing diversity at all times in my classroom

Educational Philosophy

- A mix of perennialism, progressivism, essentialism, and critical pedagogy may be best
- Some students enjoy memorizing numbers, while others enjoy writing essays, active reading, or both
- Lesson plans should be adapted to appeal to different types of students
- Because public schools are beholding to the taxpayers, tradition should be upheld, unless it is wrong

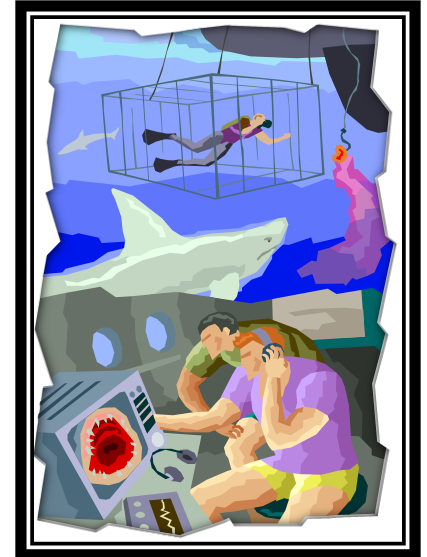


Educational Philosophy

- Since it takes up to 11 years for information to enter long-term memory, it is important to start teaching advanced subjects such as foreign languages, the unit circle, Western music, and handwriting/cursive skills early, so the student will master these skills at a reasonable age.
- *Reverse* engineering is often a more attractive approach than building from the ground up. Students may prefer using “guess and check” methods to solve problems rather than following their textbooks. The teacher should not dictate the method used to approach a problem.

Behavior Management

- Bad behavior may be a sign of bad teaching or coursework, since an interesting lesson plan will tend to quell bad behavior in all students
- Accepting or ignoring bad behavior can create a slippery slope where students becoming increasingly disrespectful
- Establishing procedures and routines promotes good behavior by defining expectations for students



Behavior Management

- My behavior management plan will be as follows:
- *1. Be nice and do not talk down to each other*
- *2. Do not distract from anyone's learning – conversation time is in the hallway*
- *3. Always be on time or early and give the teacher and others time to speak*
- *4. Bring homework to class, but do not skip class because you have not done your homework*
- *5. Follow the golden rule*
- *6. Follow directions to the spirit, not the letter; ask permission, listen carefully*
- *7. Participate individually or as a group where appropriate; make friends*

Learning Environment

- Broadly speaking, cooperative learning appeals more to girls and competitive learning appeals more to boys
- Competition and cooperation should both be used, because competition gives students a chance to show off and cooperation gives students a chance to learn from each other
- Without participation, neither cooperation nor competition work



Learning Environment

- A cooperative activity might be creating a flow-map of the progression of a story and characters
- A competitive activity could be finding as many tri-syllabic words in a story as possible under a time limit of three minutes
- Some activities will be individualized, such as art
- An example of combining cooperation with competition is dividing students into groups to solve a math problem – students cooperate with each other and compete against other groups
- Activities that do not lend themselves to grading can be made cooperative

ICE



- ICE / Ideal Classroom Environment Presentation
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