TIME CHECK

Toward the end of the allotted time ask managers to hold up fingers to indicate how many more minutes their team needs to get to the next stopping point.

RUNNING TIMERS

Imbed timers into projected slides so that the amount of time remaining is displayed on board.

Variations: Use a large stopwatch or timer at front of class. Display a stopwatch or timer on document camera. Project a stopwatch or timer app on computer.

TIME MARKS

Write actual time team is to reach a specific point on projected activity.

Variation: Project the time allotted (or time to be done) for section on board.

STOP POINTS

To keep teams from advancing ahead of class, insert stopping points into activity, such as a stop sign.

Variation: Require team to get facilitator signature or verbal permission to move on after having responses verified.
ELICIT DEEPER THINKING
For a team that is ahead of the class, facilitator poses question(s) that elicits deeper thinking or discussion within the team.

TEAM TO TEAM
If one team is significantly ahead of the class, have one or more of those team members assist another team.

POLLING/CCLICKER QUESTION
Set specific time for team to be prepared to answer a polling or clicker question.

REFLECTIVE TROUBLESHOOTING
Ask team to reflect on why they are not able to meet the time marks. As facilitator, assess if students are using their roles appropriately.
TEAM STATUS INDICATORS

Each group has a set of three plastic cups (red, yellow, green). One team member is assigned to move appropriate cup to top of stack to indicate to facilitator the team’s current status (green: doing well; yellow: need to check in; red: need assistance).

Variation: Use set of laminated colored cards or colored card stock table tents.