

hello!



Create

Add task or students here



ENGINEER

Add task or students here



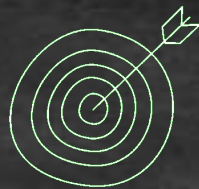
SOLVE

Add task or students here



spider : 8 ::

??? : ???



Today we will...

be **CRITICAL THINKERS** and **SOLUTION FINDERS** as we explore our **Solve Station**



Class

meeting



Greeting

- Say hello to at least 3 people in class
- Make eye contact
- Remember to greet your teacher

Share

- Add in what you want **students** to share
- Reminders:
- listen to the speaker
 - take turns to talk
 - speak loud enough for everyone to hear

Message

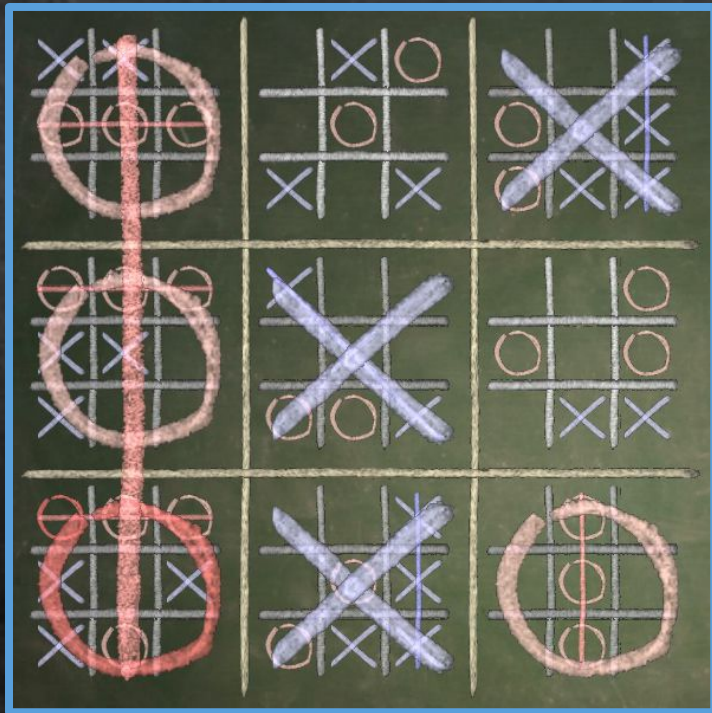
- Add in class announcements or what **teacher** would like to share with class here

Mindfulness

- Optional Resource

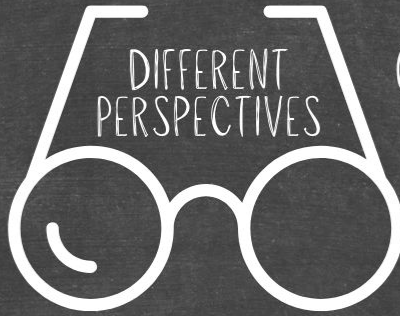
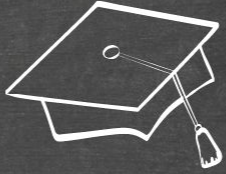
Let's SPARK your
Curiosity

What do you
notice?



What do you
wonder?

HABITS OF A SCHOLAR

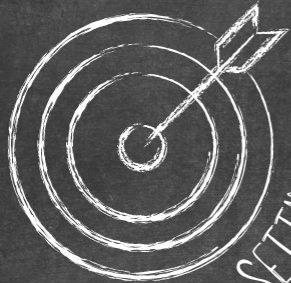


DIFFERENT PERSPECTIVES

CURIOSITY



PONDERING IDEAS



GOAL SETTING



SAVING IDEAS



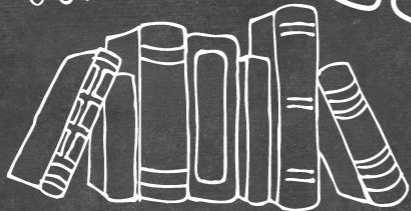
PREPARATION



ACADEMIC HUMILITY



INTELLECTUAL RISK-TAKING



VARIED RESOURCES



EXCELLENCE

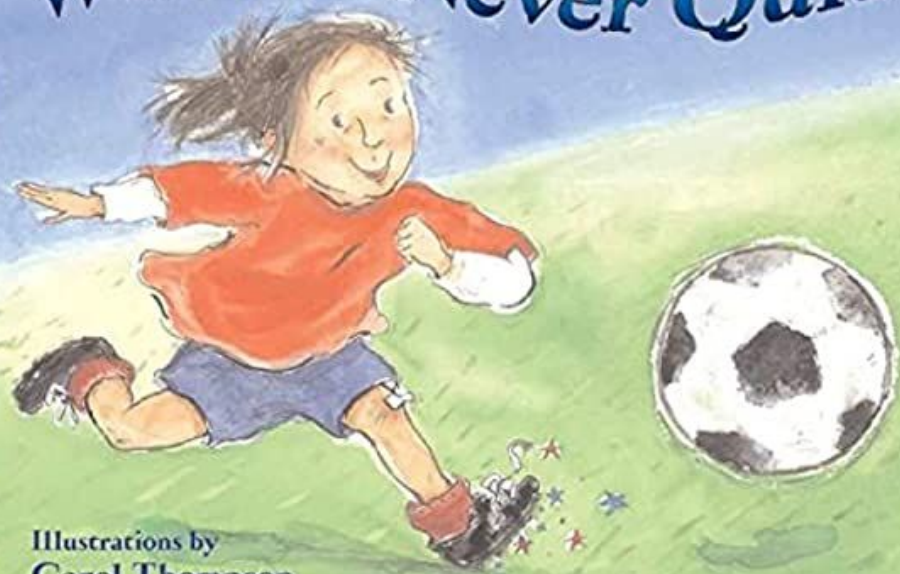


PERSEVERANCE



SCHOLARS EXERCISE THEIR
MINDS AND KEEP GOING,
EVEN WHEN FACED WITH
CHALLENGING TASKS

MIA HAMM
Winners Never Quit!



Illustrations by
Carol Thompson

SOLVE



AS PROBLEM SOLVERS, WE ARE...

- EMBRACING CHALLENGE
- THINKING CRITICALLY
- SHOWING GRIT
- FOCUSED



SKILL STATIONS

SOLVE EXPECTATIONS:

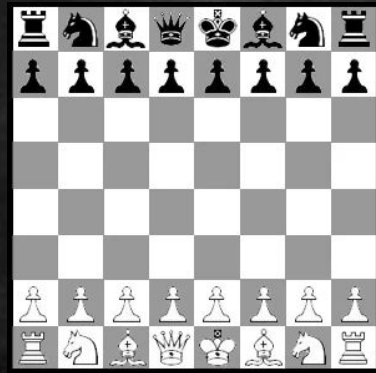
- what tools are available?
- what does it look like?
- what does it sound like?
- what does it feel like?
- what means you were successful?



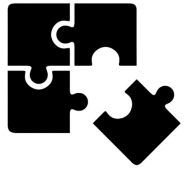
SKILL STATION: SOLVE



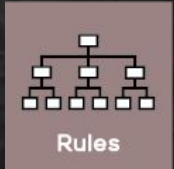
STRATEGY



SKILL STATION: SOLVE

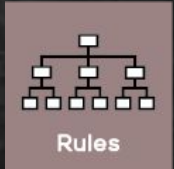
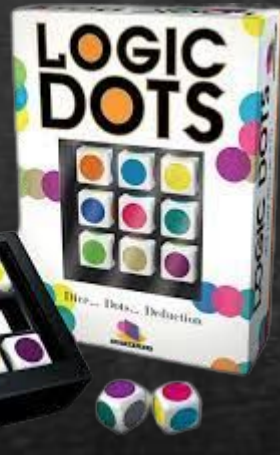


PROBLEM-SOLVING

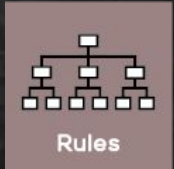
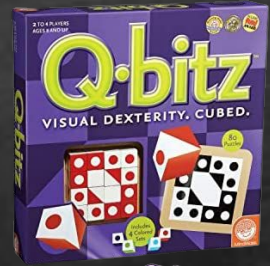
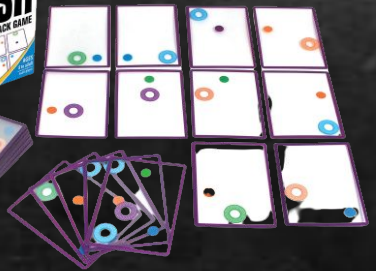
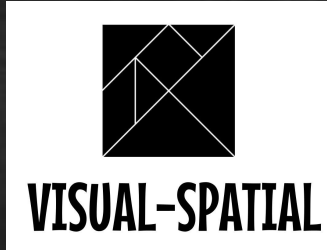


Rules

SKILL STATION: SOLVE



SKILL STATION: SOLVE



SKILL STATIONS

SOLVE

Explore and play your game.
After a few minutes, we'll
switch and try another one!



SKILL STATIONS

Reflection:

Did you ever feel like quitting while playing a game today?

what did you do when you felt that way?





EXTEND

