



HOW TO ADAPT CORE *OWNING UP* TEACHING

STRATEGIES FOR VIRTUAL LEARNING

Owning Up is all about developing the skills to manage your response to the world around you. To that end, we have adapted some of the *Owning Up* activities for virtual learning but we also strongly encourage you to collaborate with your students to make social and emotional virtual learning what they need. Inviting them into the decision making process is a great way to increase engagement, role model the skills you are teaching in *Owning Up*, and make it relevant for your students.

Role Plays

- Use breakout rooms and have students read through the scenarios and discuss them instead of acting them out
- Ask students before the lesson begins who would be comfortable/interested in acting things out digitally. Choose just one role play and have those students act it out
- Have students write out feelings or thoughts that they think each person in the scenario is experiencing on a shared document
- Assign students a different person in each scenario and then ask them to write a paragraph about what is going on from their person's perspective

Gallery Walk

- Have students share their screens for the whole group using features like spotlight, speaker view, etc
- Have students upload them to a collective space like a Google folder or a platform like [Mural](#)
- Have students hold their example up to their camera and take turns sharing
- Share a Google Form with students asking the wall walk questions
 - ◆ Don't leave it open for long, you want their first thoughts
 - ◆ Share it with them by having them close their eyes and read some of the more poignant responses or themes
 - Put them in written form and share with them as a whole



Journaling

- Use Google Forms for submissions, which you can then make visible to the class. Allowing students to submit anonymously will likely increase their comfort sharing vulnerable material, but never publicly share journal submissions without student consent
- Platforms like [Padlet](#) do a nice job allowing many folks to share ideas at once. However, remember not to force young people to share if they don't want to
- You can create individual running Google Docs for kids to submit their journals for *Owning Up*
- Go the old fashioned route and just let them write them on paper in their homes and trust them that they're writing something down

Small Group Discussions

- Use breakout rooms for the group discussion, then they can share with the large group
- Choose to process one prompt as a whole group rather than using small groups

Four Corners or Agree/Disagree Exercise

- You can have students raise hand for agree, then disagree and then neutral
 - ◆ You can still call on a few from each to share why they feel the way they do
- Assign students a side to defend
 - ◆ Send them to break out rooms to create arguments for their side
 - ◆ Come back as a group and have representatives from each side defend it

Drawing

- Have students use white board or piece of paper to draw and then share into the camera
 - ◆ They can share all at once or individually depending on the time you have
- Have them draw it asynchronously, get them off the screen, and then let them share it the next time you meet
 - ◆ Or they can take a picture of it and then upload it into a shared file drive

Group Brainstorming/ List Generation

- Use whatever chat feature you have on your platform to collect responses
 - ◆ You can share the chat afterwards
- Have students brainstorm in small groups and come back and share with the group as a whole



- Ask individuals to brainstorm for homework and share on a common document
- Ask the group as a whole to brainstorm together and use Google Doc or a platform like [Mural](#)
- You can take notes for the group as kids share verbally and then share your screen with the list at the end. Students can take screenshots if it's information they need to keep

Beach Ball Question Toss/Icebreakers

- Give different breakout rooms different questions to ask each other
- Use a platform like [Kahoot!](#) play a getting to know you game. Get one fact about each student and put it into the quiz
- You can also create a silly facts quiz or search Kahoot's database for a fun quiz to play