



Andrell Education
Raising Standards in Education

presents

Big Write® & VCOP®

Professional Development Conference

Utilising the VCOP Boards

Mini Course

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Schedule:

Session:

Welcome

Activity 1: Round the World with Vinny

Utilising the VCOP Boards

VCOP Board Reminders

VCOP Board Challenge

Activity 2: Knockout

Endless Games

Activity 3: Quick Flip Openers Differentiate

Race to the Finish

Punctuation Air Writing

Activity 4: Integrating into H&PE

Activity 5: Integrating across the school

Big Write & VCOP PowerPoint Notes

Andrell Education's

Big Write & VCOP

Utilising the VCOP boards

The aim of this session to help you to ensure that the VCOP boards are a continued focal point, and their full potential is recognised.

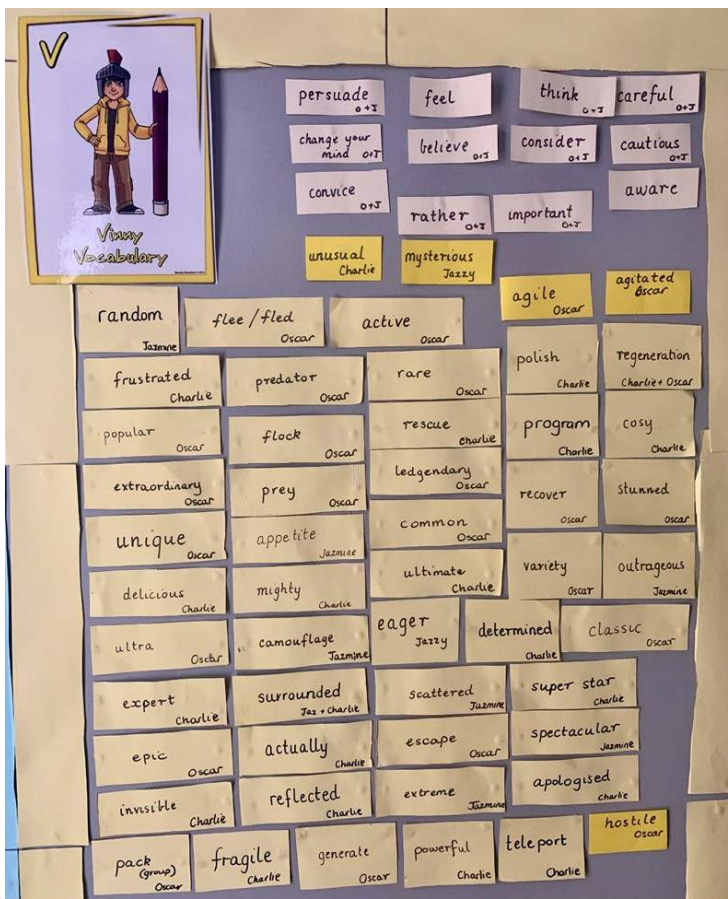
Warming Up the Brain

Whether we are a student in school, a parent at home, or a teacher sitting here tonight after a full day teaching, in order for our brains to be switched on and connecting with the information, we need to warm them up.

The most effective way to truly warm up the brain is through verbalisation- talking.

And the quicker the thinking, the better.

So let's start with a game...



Round the World with Vinny:

Everyone needs to stand up.

The teacher will start by giving a definition of a word on the vocabulary board.

Students must raise their hand once they think they know the word.

If the student is correct, the teacher sits down and play is passed to them to come up with a definition for a new word.

The goal is to have all the class sitting down.

Challenge: you can't use your own word to create a definition.

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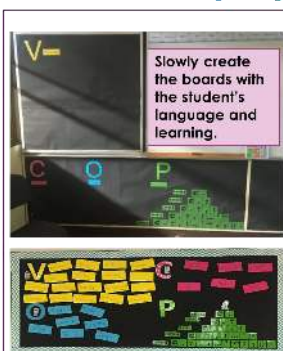
How to Utilise the VCOP Board as an endless game resource

The VCOP display is an organic display of the students' learning. It should be constantly referred to and celebrated to encourage students to start using the information more frequently in their speaking and writing.

We want wow words to become everyday language, connectives to be more naturally varied, openers to be specifically chosen to suit the text type and engage the audience, and punctuation to become embedded and used for expression. This will only happen if we reference, update and celebrate the displays.

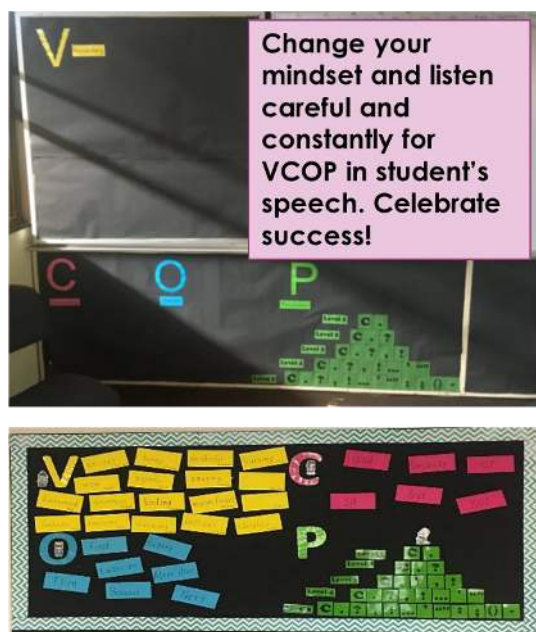
It's a brilliant free resource for unlimited games and activities to help practise their skills. Are you utilising it to its full potential?

VCOP display board reminders



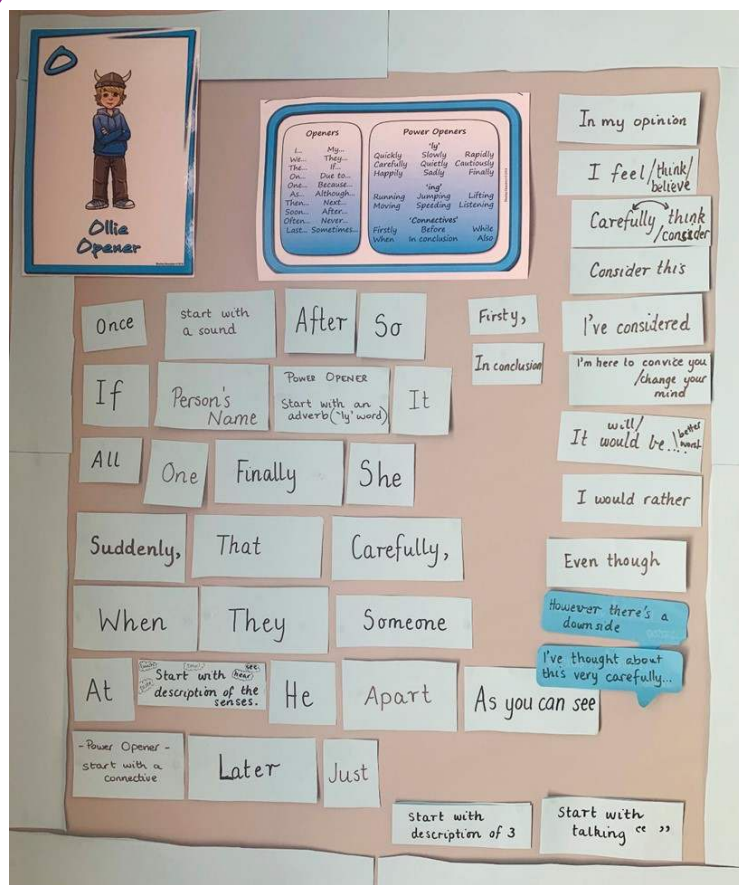
- They are an integral part of your teaching, and student celebrations.
- Don't use posters – keep it real, keep it 'theirs'.
- Frequently update them, but keep all examples.
- Relate to current teaching – 4T model.
- Games such as; I Spy a word that means..., the opposite of..., something that indicates past/future/present tense etc.
- Use and Reuse: In pairs create a sentence using something from every board, swap and up-level.
- Use them across the curriculum.

VCOP display board expectations



- In the next 10 days ensure you have your VCOP displays created, along with blank cards ready to add to the displays.
- By week 3, you should have a minimum of 3 wow words, 1 connective and 1 opener on display that the students could tell a visitor how and why they were added.
- By week 5, staff should complete a school walk around with a post it note and borrow 2 wow words from 2 different year levels. They then use these in speech/lessons over that week and go back to the class to thank the student for the word.

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Knockout:

Everyone needs to stand up and form 2 even lines.

The teacher will start by selecting a Opener from the opener board (any VCOP board can be used).

Students at the front of the line must raise their hand once they think they know how to use the word.

If the student is correct they have the chance to **KNOCKOUT** the opponent on the opposite team by throwing a soft ball into an allocated bucket.

The goal is to have 1 team left standing.

Challenge: Give the opponent a chance to save themselves by creating a new sentence and adding another VCOP element to up level.

One Resource...Endless Games



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Title of activity: Quick Flip Openers

Target: *I can use varied openers to start my sentences. (Openers)*

Resources required:

- *Opener cards from your display wall, or copied on to the blue opener cards from Race To The Finish*

Instructions: *Played in pairs or threes.*

- Sit opposite your partner with the pack of opener cards face down in between you.
- Flip over a card and read out the opener on it.
- Use the opener to put it into a full sentence.
- Play continues to be passed back and forth for a designated time or until the cards run out.

Catering for intervention or younger students:

Catering for extension or older students:

Other ways to use this resource/play this game:

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Catering for intervention or younger students:

- Have a more capable student read the opener out to remove reader barriers.
- Student A models the opener in a sentence, student B to follow with their own sentence, still using the same opener.
- Place the pile of cards face up so you can see which opener is next.
- Spread cards face up between the pair so you can select openers.

Catering for extension or older students:

- Add another V,C or P elements to include in the sentence.
- Write out the sentence and then up-level it as a pair.
- Hand out a number of cards each to spread out face down in front of each player. The goal is to flip over all you cards by turning them into sentences.
- Challenge that all sentences must follow on from the first to create a paragraph (they set topic).
- Add a topic card to make all the sentences relate too. –could link to other subjects and inquiry.
- Nominate a text type the sentence shave to be used in.
- Nominate the audience you are targeting with your words.

Other ways to use this resource/play this game:

- Take the cards out to integrate into a PE game or activity.
- Use them in a Big Write for when you are stuck.
- Lucky dip sentences.

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Race to the Finish created by VCOP kid, Oscar.

It is a quick and easy board game that can be used in any year level. The playing cards are blank so that you can write your own words using your VCOP display boards. You can use words that have also been removed so that they are still being practised.

Oscar will explain how to play in this video...



Punctuation Air Writing created by VCOP kid, Charlie.

Using the Race to the Finish punctuation cards we already created, students are given a pile of cards face down and a pencil.

Holding the pencil correctly, they have to flip over a punctuation card and draw in the air the piece or pieces shown on the card, and say the name/s of the punctuation.

Charlie will explain how to play in this video...

Integrate VCOP into Health and Physical Education



Learning through movement is a highly effective way to practice and embed skills. Think of any sport or game, and see if you can add a VCOP element to the game. Complete a global share to build your bank of VCOP games.

Note: As part of a leadership program at our school, we trained all the Grade 6 leaders in these new games. They then went around to classrooms to teach both the students and the classroom teacher. Not only do we build our bank of games, but the Grade 6 students worked on presenting and leading a group and public speaking skills. This was later put on their Secondary transition papers.

Integrate VCOP into other curriculum areas

Discuss ways as a school, you can integrate VCOP across all subject areas, both inside and outside of the classroom. How with VCOP boards be used to support integration? Will specialists have their own boards, or add to classroom boards?



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Thank You...

Remember we're here for you....

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