

PAIRING

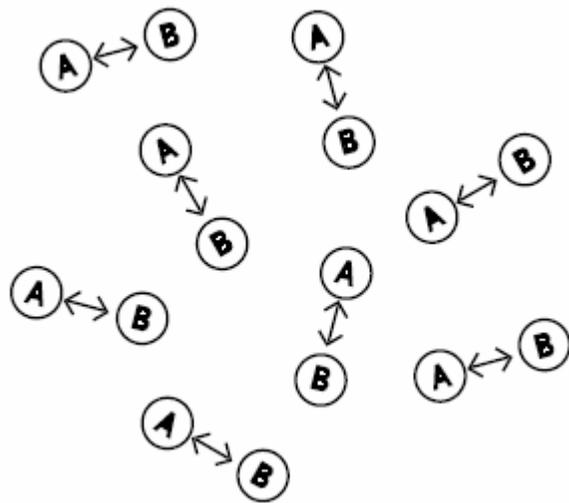
In pairing, students interact with a partner to complete their work requirements. This strategy sometimes appears so obvious that its full potential often is neglected. It is an excellent introductory structure for a teacher who has displayed some initial interest in co-operative learning arrangements. The skills gained during this activity can be used in many other activities associated with learning in a team situation.

To introduce the basic pairing arrangement:

1. Ask students to form into pairs.
2. Outline a particular task to be completed by each pair of students.

If there is an 'extra' student left over after the pairs have been organized, try the following options:

- a. The teacher can become the partner (but be careful; the 'last' child may have difficulty socializing with other children, and may simply prefer to work with the teacher);
- b. Form one 3-way group, and ask them to share the activities.



Variations

1. Pair-Check (Spencer Kagan):
 - a. Students divide into pairs.
 - b. Each student is given a problem to complete.
 - c. When they finish, they take turns to check their partner's answer, and then praise their partner for their efforts. Roles are then reversed.
2. Think-Pair-Share (Spencer Kagan):
 - a. Divide the students into pairs.
 - b. The class is asked a question by the teacher.
 - c. Each person silently thinks about the possible answer for at least five seconds (this amount of time can vary widely).
 - d. Partners turn to each other, and discuss possible answers.
 - e. The teacher then asks for one pair to share their answer with the class.
3. Moving Circles:
 - a. Form two concentric circles, with half of the students in the outside circle, and half on the inside.
 - b. Create pairs by linking an inside person with an outside person.

(N.B. It becomes an easy matter to constantly reform the pairs; the outside circle merely needs to be moved one place to the left. In fact, this strategy has been used in activities such as bushdancing for many

