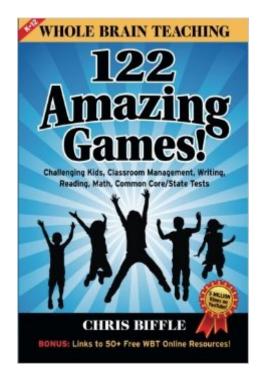
The book was found

Whole Brain Teaching: 122 Amazing Games!: Challenging Kids, Classroom Management, Writing, Reading, Math, Common Core/State Tests





Synopsis

With over 5,000,000 views on YouTube, Whole Brain Teaching's strategies are used across America and in 30 foreign countries. Including K-12 games for challenging kids, classroom management, writing, reading, math, and Common Core/State Tests, "Whole Brain Teaching: 122 Amazing Games!" will have your students playing so hard, they won't realize how much they're learning! Join the first education reform movement ... with a sense of humor! Want to amp up student engagement? Giggle with glee as students race against the clock in SuperSpeed games that build reading, writing, and math skills. Snicker with satisfaction as students play Brainies, a sign language that, amazingly, deepens critical thinking insights. Click your heels joyfully when students review months of work battling each other in hilarious Mind Soccer Contests. Mirthfully hoot as you skip thorough class playing Red Green Dotty, the proofreading contest that eliminates 100s of student writing errors. With 122 hilarious games to choose from, "Whole Brain Teaching: 122 Amazing Games!" is perfect for K-12 students ranging from Special Ed to Gifted. Discover entertainments that will lift the reading, writing and speaking skills of English Language Learners, bedazzle your most challenging students and turn your classroom into a Funtricity powered dynamo. Join the legions of jolly instructors who have learned the easiest way to reach kids is through their funny bones!

Book Information

Paperback: 186 pages Publisher: CreateSpace Independent Publishing Platform; 1 edition (May 23, 2015) Language: English ISBN-10: 1512221872 ISBN-13: 978-1512221879 Product Dimensions: 6 x 0.4 x 9 inches Shipping Weight: 12 ounces (View shipping rates and policies) Average Customer Review: 4.8 out of 5 stars Â See all reviews (68 customer reviews) Best Sellers Rank: #17,429 in Books (See Top 100 in Books) #22 in Books > Education & Teaching > Schools & Teaching > Common Core #47 in Books > Education & Teaching > Schools & Teaching > Curriculum & Lesson Plans #257 in Books > Education & Teaching > Schools & Teaching > Instruction Methods

Customer Reviews

I LOVE Whole Brain Teaching and fully recommend it to anyone who hasn't explored it. This book's

title, however, is misleading. "Games" is used in a very loose definition of the term - there are not 122 "games" in this book. This book takes the tenets and procedures of Whole Brain Teaching and spells each out individually, several in great detail; it is an excellent companion to the other book, Whole Brain Teaching for Challenging Kids. If, however, you're expecting to pick up this book to find a treasure-trove of 122 games to apply to your classroom, you may be disappointed. There are several games, but most items presented as games are procedures or teaching techniques.

I can't say enough about the power of Whole Brain Teaching to transform a classroom into a place of learning that both teacher and students adore! After reading Chris Biffle's first book, I found myself immersed in the supporting videos and webcasts, finding even more positive evidence that this amazing technique actually works! The journey of turning my classroom into a Whole Brain Teaching classroom helped me reflect upon my own teaching practices and I was able to see powerful changes, not only my students, but in myself. This new book begins with a quick review of the basics, and then offers tools to bring back the JOY of teaching. With simple but effective games and methods, teachers learn to conquer many frustrating topics and issues that we grapple with daily. These don't require the teacher to purchase supplies, and don't need hours of preparation. They are simple, effective and FUN. My classroom is high poverty (100% free/reduced) and I worried that they wouldn't "buy in" to WBT. Boy, was I mistaken! You can't go wrong with this book. If you find that you have questions, visit the Whole Brain Teaching website or Facebook pages for support from mentors that have first hand experience using these great games. 122 ways to make you smile in your classroom again!

Whether you've read the first book or not, you must have this book! It is bursting full of games that are linked to direct interactive instruction (DUI) and collaborative learning! I've been teaching this way for the past 3 years and I have to say that I've never had such high student engagement...and we are all learning and laughing along the way. Do you know what a Triple Whammy is? Superspeed Reading and Math? Super Improver Team? Diamond Rule? Mind Soccer? Brainies? Well, "it's cool" because you can find out how all of these will help get you to Teacher Heaven. This book isn't drowned in theory, it's all practical and ready to use in your class the next time you see your students. Get this book! You won't regret it.

After reading WBT For Challenging Kids, I was excited to be teaching in my classroom. My students were happy and enjoying learning. I was excited to hear about Whole Brain Teaching 122 Amazing

a Games. I knew I had to have it, and was I right. This book is a great addition to the first book. As this book has 122 games (academic, classroom management., and just plain fun), that I can use in my classroom. For example, I know that with the scoreboard game (which you use all year) my students will not get board with all the variations the offer.

This is amazing book. I started implementing whole brain teaching in my classroom this past year. I only started with the basics of whole brain teaching. It was helpful that it reviews the seven main components but then I was excited to see that it had 10 games that I can use in my classroom. I am also ready to implement the classroom management games as well as the games for the different subjects. This year I was moved to a testing grade so the chapter for common core state test games will definitely be helpful.

I am a huge fan of the Whole Brain Teaching book and strategies it provides. I was very excited for this book. I only gave 4 stars because it seems to repeat a lot of the information that was already given in the Whole Brain Teaching book. For example, if you have read the first book you are familiar with the "Teach-okay" strategy. At least 4 of the games in this book are variations of the "teach-okay" strategy. In addition, for many of the games the description was brief and/or vague so I had to seek out more details from the Whole Brain Teaching Website. However, there are some great games and some great ideas for incorporating technology in this book that make it worth it. I would buy it again and I would recommend it to a friend.

I haven't explored all the options within the pages of this book. However, what I have used have been easy to use and well received by my students. Whole brain teaching is a fantastic approach to keeping kids moving, motivated, and out of mischief.

This is a great book! I have taught for 20 years and love the positive spin on everything in this book. This is a book that talks about how to handle behaviors and transitions, as well as how to keep the class engaged.

Download to continue reading...

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