INFORMED Decisions

How Students Learn in Every Lesson

The lessons in The GAP: Social use these interactive modalities, so students learn through listening, writing, speaking, and hands-on and kinesthetic activities.

Interactive Modality	How It Works	Student Learning Objective
Task Card Sort	Small-group sorting into defined categories, columns, or continuum scales.	Pattern recognition, defining boundaries, and criteria debate.
Scenario Cards	Small-group analysis of authentic adolescent dilemma narratives ending in action prompts.	Perspective-taking and real-world problem-solving from safe third-person distance.
Quick Skits	Brief 1–2 minute scripted demonstrations by student volunteers for whole-class observation.	Objective behavior modeling and a whole-group conversation anchor without spotlight anxiety.
Role Play	Low-stakes paired rehearsal of verbal communication scripts and boundary stems at desks.	Behavioral rehearsal and developing conversational fluency in low-pressure pairs.
Quick Skit Role Play	Scripted skit abruptly pauses at peak friction for peer intervention and improvisation.	Directly bridging the gap between identifying negative dynamics and enacting positive resolutions.
Social Story	Step-by-step descriptive narrative breaking down unwritten social expectations.	Explicit decoding of social cues and unwritten rules for Tier 2/3 and neurodiverse learners.
Experiential Game	Rule-constrained gameplay designed to produce an immediate "aha!" realization.	Concrete cognitive realization of a breakdown before receiving theoretical instruction.
Self-Assessment	5-point rating scale measuring Attitudes, Knowledge, and Skills via Form/PDF.	Baseline understanding of topic skills and progress monitoring without grading anxiety.
Guided Notes	Doodle notes combining graphic organizers with a dedicated right-hand note margin.	Structured private processing, visual retention, and reflection before sharing.
Question Prompts	Open-ended conversational catalysts displayed on slides or journal pages.	Independent written reflection, think-pair-share, and small-group dialogue.
Brainstorming	Rapid, judgment-free idea generation in pairs or small groups, captured on chart paper, sticky notes, or a shared board.	Activating prior knowledge, generating multiple solutions, and building on peers' ideas.
Collaborative Problem-Solving	Small groups work together to name a problem, brainstorm possible solutions, weigh the options, and agree on a plan.	Teamwork, perspective-taking, and respectful negotiation to reach a shared solution.
Guided Q&A Discussion	Structured facilitator-led questioning with targeted inquiry stems and model responses.	Active listening, evaluating communication dynamics, and whole-group conversational etiquette.
Station Walk	Perimeter station rotation with clipboards to analyze posted prompts and record data.	Low-stakes kinesthetic engagement and active movement without public speaking pressure.
Station Rotations	Timed group rotations through distinct task centers (e.g., video, cards, notes, and sort).	Differentiated, multi-modal learning and active small-group collaboration.
Scavenger Hunt	Clue-driven discovery search and self-checking paths around the room perimeter.	Kinesthetic review, decoding challenges, and procedural problem-solving.
Continuum Walk	Physical positioning along a room-wide spectrum line based on nuanced situational prompts.	Evaluating gray areas and assessing the subtle spectrum of behaviors.
Interactive Vocabulary Puzzles	Puzzles (ciphers/cryptograms, crosswords, and word associations) reinforcing key concepts.	High-engagement vocabulary mastery, contextual decoding, and term retention.

These are the interactive modalities in the lessons right now. Lessons aren't limited to these options, and new modalities are added as new lessons are created.

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