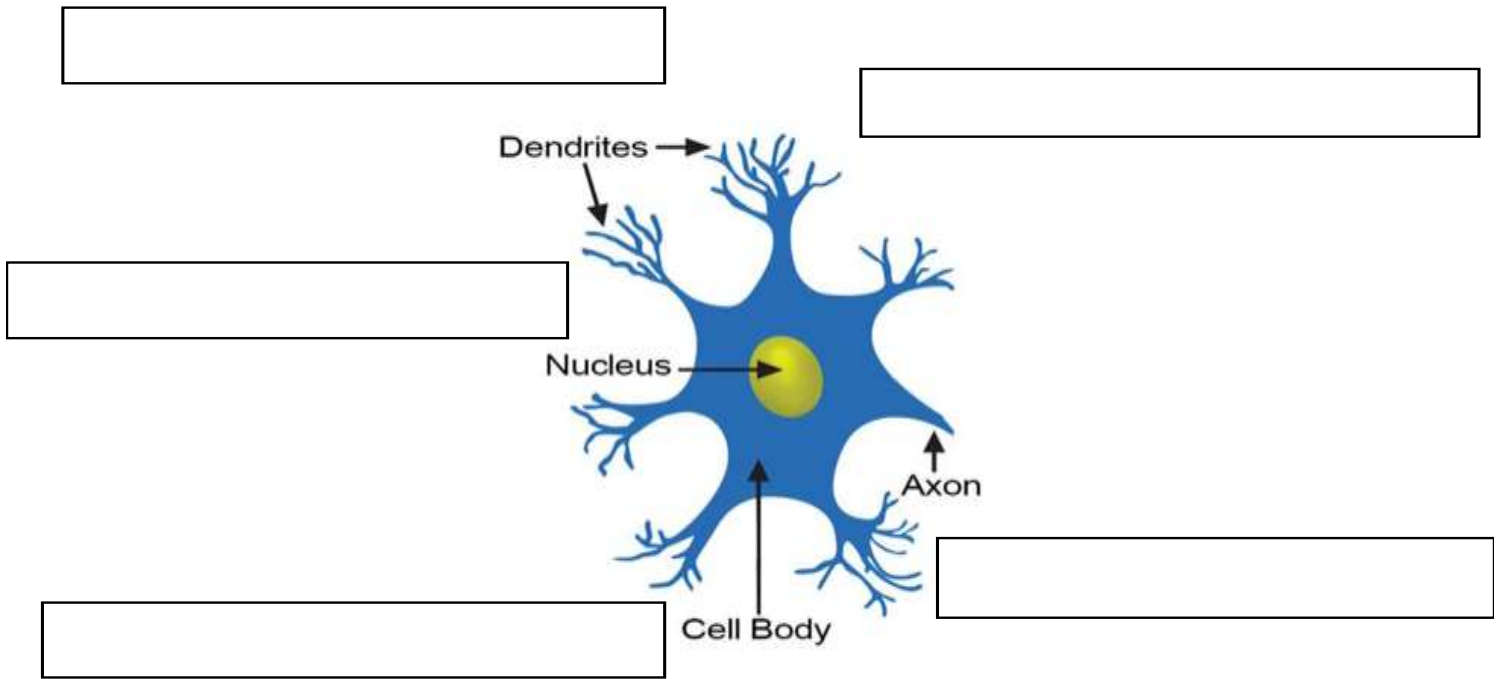


# NEURON

## The Memory Cell



# 10 CHARACTERISTICS OF A BRAIN-COMPATIBLE CLASSROOM

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_



# BRAIN COMPATIBLE LESSON PLAN

**LESSON OBJECTIVE(S):** What do you want students to know and be able to do?

**ASSESSMENT (TRADITIONAL / AUTHENTIC):** How will you know if your students have mastered essential learning?

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**WAYS TO GAIN / MAINTAIN ATTENTION (PRIMACY):** How will you gain and maintain students' attention? Consider need, novelty, meaning, or emotion.

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**CONTENT CHUNKS:** How will you divide and teach the content to engage students' brains?

Lesson Segment 1:

Activities:

Lesson Segment 2:

Activities:

Lesson Segment 3:

Activities:

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**BRAIN - COMPATIBLE STRATEGIES:** Which will you use to deliver content?

- Brainstorming / Discussion
- Drawing / Artwork
- Field Trips
- Games
- Graphic Organizers / Semantic Maps / Word Webs
- Humor
- Manipulatives / Experiments / Labs / Models
- Metaphors / Analogies / Similes
- Mnemonic Devices
- Movement
- Music / Rhythm / Rhyme / Rap
- Project / Problem - Based Learning
- Reciprocal Teaching / Cooperative Learning
- Roleplays / Drama / Pantomimes / Charades
- Storytelling
- Technology
- Visualization/Guided Imagery
- Visuals
- Work Study/Apprenticeships
- Writing/Journals