

CLASSROOM ACTIVITIES

Just ask M2

Press the **[HOLD TO SPEAK]**, say the line, and let M2 take it from there. Swap in your own topic wherever you see [brackets].

SPARK INTEREST

OPENING

Story Hook

SAY: Tell a short story that connects to [today's topic] and ends on a cliffhanger.

Pick up the lesson right where the story leaves off.

THINK CRITICALLY

DISCUSSION

Would You Rather

SAY: Give us a would-you-rather question about [today's topic].

Students pick a side of the room and defend their choice.

THINK CRITICALLY

ANYTIME

Real-World Connection

SAY: Give us three real jobs that use [this skill].

Perfect for "When will I ever use this?" Students pick the job they'd want most and explain why.

SPARK INTEREST

RETEACH

Explain It Like...

SAY: Explain [today's concept] like a sports announcer.

Let students pick the next style: a chef, a pirate, a kindergarten teacher.

CHECK UNDERSTANDING

REVIEW

Mystery Clues

SAY: Give us clues one at a time about a vocabulary word from this unit, hardest clue first.

Teams guess. The fewer clues it takes, the more points they earn.

CHECK UNDERSTANDING

MID-LESSON

Pop Quiz with M2

SAY: Give us a three-question pop quiz on what we just covered.

Warn students at the start that a quiz is coming, just not when. They answer on whiteboards.

CHECK UNDERSTANDING

TRANSITIONS

M2 Rewind

SAY: Summarize the last ten minutes in three sentences.

Students add anything important M2 left out.

CHECK UNDERSTANDING

END OF CLASS

Exit Ticket Out Loud

SAY: Give us one question everyone has to answer before they leave.

Students write their answer on a sticky note on the way out the door.