

CLASSROOM ACTIVITIES

Student inquiry with M2

Students capture what they wonder during the lesson, then ask M2 at the end. The best question wins.

How it works

BEFORE THE LESSON

- Hand out Wonder Cards. Sticky notes or a notebook page work too.
- Set your lesson objective in M2 so its answers stay tied to what you're teaching.
- Let students know one question will be named Wonder of the Day.

DURING THE LESSON

- When something sparks a question, students jot it down and keep going. No need to interrupt.
- Aim for one to three wonders per student.
- Check in once or twice: "Anyone catch a wonder yet?"

THE WRAP-UP

- Partners share their wonders and pick their best question.
- Each pair uses the Ask M2 feature to ask their question in front of the class.
- After each answer, ask the class: "What does that make you wonder now?"

Question starters

Post these where students can see them. Nudge kids to climb from clarify to stretch.

CLARIFY

- What does ___ mean?
- Why did ___ happen?

CONNECT

- How is ___ like ___?
- Where would I see this in real life?

STRETCH

- What would happen if ___? Is ___ always true?
- Who decided ___?

Wonder of the day

The winner isn't the hardest question. It's the one that gets the whole room talking. Look for a question that:

- Sparks follow-up questions from classmates
- Links the lesson to life outside the classroom
- Takes the discussion somewhere new

BONUS IDEAS

- Spot on the Wonder Wall
- Pick tomorrow's warm-up
- First to ask M2 next time
- Class points"

Teacher tips

PLAN TOMORROW'S HOOK

Collect the Wonder Cards at the end of class. Any question you didn't get to makes a great opener.

KEEP IT ON TOPIC

One simple norm does the job: "Your wonder has to connect to today's lesson."

YOUNGER LEARNERS

Let them draw their wonder or say it to a partner before asking M2.

MULTILINGUAL LEARNERS

Students can ask in the language they're most comfortable with, and M2 can translate.