Do you have a story to share?

Educators' conference planned for fall

Along with EdVisions (and possible additional cosponsors), the Center for School Change is planning a fall conference for October 16-17, 2003.

Although the conference does not yet have a location or a title, it will feature best practices in Minnesota’s K-12 schools and information about creation of successful small schools.

Over the years, the Center for School Change and EdVisions have encountered a wealth of talented educators working on many kinds of school improvement projects. Both organizations are interested in showcasing the efforts of local teachers whose practice has created benefits for students, educators and/or the communities in which they exist.

Requests for presentations will be available later in the summer. In the meantime, if you have a story you’d like to share, or a request to hear about a specific topic, please send a note to Terri Anderson (tanders@tvutel.com) or Vicki Nelson (vickinel@lcp2.net).

Additional conference information will be posted on the Center for School Change Web site and included in the back-to-school edition of Staying in Touch.

We're running late on a newsletter this month, yet we realize we have a couple of things we need to say. We want to let you know about the conference we’re planning for next fall (see above) and to send you best wishes for a wonderful summer season.

Staying in Touch will be back in September. In the year ahead, we hope to share more news from schools ... maybe even a story written by YOU!

Happy Summer!

Terri and Vicki
Everyone wins with cooperative games!

There are many practical reasons to use cooperative games in schools. Noncompetitive games prevent rivalry, help students communicate effectively with one another, and encourage friendships that cross social groups.

In addition, cooperative games are good fun at any time of year—on ants spring days or early in the fall when students and teachers are just getting to know one another.

Here’s a game that’s fun for players of all ages.

**People to People**

**Number of Players** – 8 to 30  
**Length of Game** – 10 to 20 minutes  
**Object** – Follow directions  

Each player finds a partner and joins the group in a circle except for a leader who stands at the center. The leader snaps his/her fingers chanting, “People to people.” Participants repeat the chant and get ready to play. The leader continues finger snapping and changes the chant to “hand to hand” or “elbow to elbow,” etc. Players then repeat the new chant and follow the leader’s directions by touching hands or elbows or whatever combination the leader calls.

The leader goes through various body parts and then calls, “People to people.” At this point, everyone (including the leader) finds a new partner. The individual left without a partner becomes the new leader. Players try to have different partners and a new leader each time “people to people” is called.

The game is more challenging if the leader names two different body parts such as “hand to foot” or “elbow to forehead.”

Rules for People to People came from Everyone’s a Winner! Non-Competitive Games for People of All Ages, Susan Butler, Bethany House Publishers, Minneapolis, 1986.