

Complex Instruction

**EVERYONE
IS GOOD AT
SOME OF
THE ABILITIES**

Complex Instruction

**NO ONE
IS GOOD AT
ALL OF
THE ABILITIES**

Complex Instruction

**NO ONE OF US
IS AS SMART AS
ALL OF US
TOGETHER**

Complex Instruction

PLAY YOUR ROLE IN THE GROUP

Complex Instruction

**YOU HAVE THE
RIGHT TO ASK
ANYONE IN YOUR
GROUP FOR HELP**

Complex Instruction

**YOU HAVE THE
DUTY TO ASSIST
ANYONE WHO
ASKS FOR HELP**

Complex Instruction

**HELP OTHER
GROUP MEMBERS
WITHOUT DOING
THEIR WORK
FOR THEM**

Complex Instruction

EVERYBODY

CLEANS UP !!!

Complex Instruction

YOU MUST COMPLETE YOUR ACTIVITY AND INDIVIDUAL REPORT

Complex Instruction BLACKLINE MASTERS

This packet of materials contains a series of blackline masters suitable for enlargement into posters or conversion to overhead transparencies. They can be organized into the following categories:

BASIC NORMS

Listed below are the basic norms for Complex Instruction. The first 6 are known as the "Basic Rules for Complex Instruction" (see p.18 in the *Complex Instruction in the Middle School Implementation Manual*).

1. You must complete your activity and individual report.
2. Play your role in the group.
3. You have the right to ask anyone in your group for help.
4. You have the duty to assist anyone who asks for help.
5. Help other group members without doing their work for them.
6. Everybody helps.
7. Everybody cleans up.

SKILLBUILDER NORMS

These norms, or "new behaviors," are designed to be introduced with particular skill builders as indicated below (see Appendix A in the *Complex Instruction in the Middle School Implementation Manual*):

BROKEN CIRCLES /BROKEN SQUARES

1. Pay attention to what other group members need.
2. No one is done until everyone is done.

MASTER DESIGNER

1. Helping students do things for themselves.
2. Explain by telling how.
3. Everybody helps. (note: this is a repeat of Basic Norm #6)

RAINBOW LOGIC

1. Discuss and decide.
2. Give reasons for your suggestions.

LOTS OF DOTS

1. Everyone gives information.
2. Make a plan.
3. Agree on strategies.
4. Describe accurately and carefully.

Complex Instruction BLACKLINE MASTERS

SKILLBUILDER RULES

Each of these pages gives the rules and new behaviors for the following skill builders (see Appendix A in the *Complex Instruction in the Middle School Implementation Manual*):

1. Broken Circles
2. Broken Squares
3. Master Designer
4. Rainbow Logic
5. Lots of Dots

MULTIPLE ABILITY TREATMENT

These statements are essential to the Multiple Ability Treatment (see p. 31 in the *Complex Instruction in the Middle School Implementation Manual*):

1. No one is good at all of the abilities.
2. Everyone is good at some of the abilities.
3. No one of us is as smart as all of us together.

ROLES

Each of these pages lists descriptions of the following roles (see pp. 19-20 in the *Complex Instruction in the Middle School Implementation Manual*):

1. Facilitator
2. Recorder
3. Resource
4. Materials Manager
5. Reporter
6. Harmonizer
7. Measurement Specialist