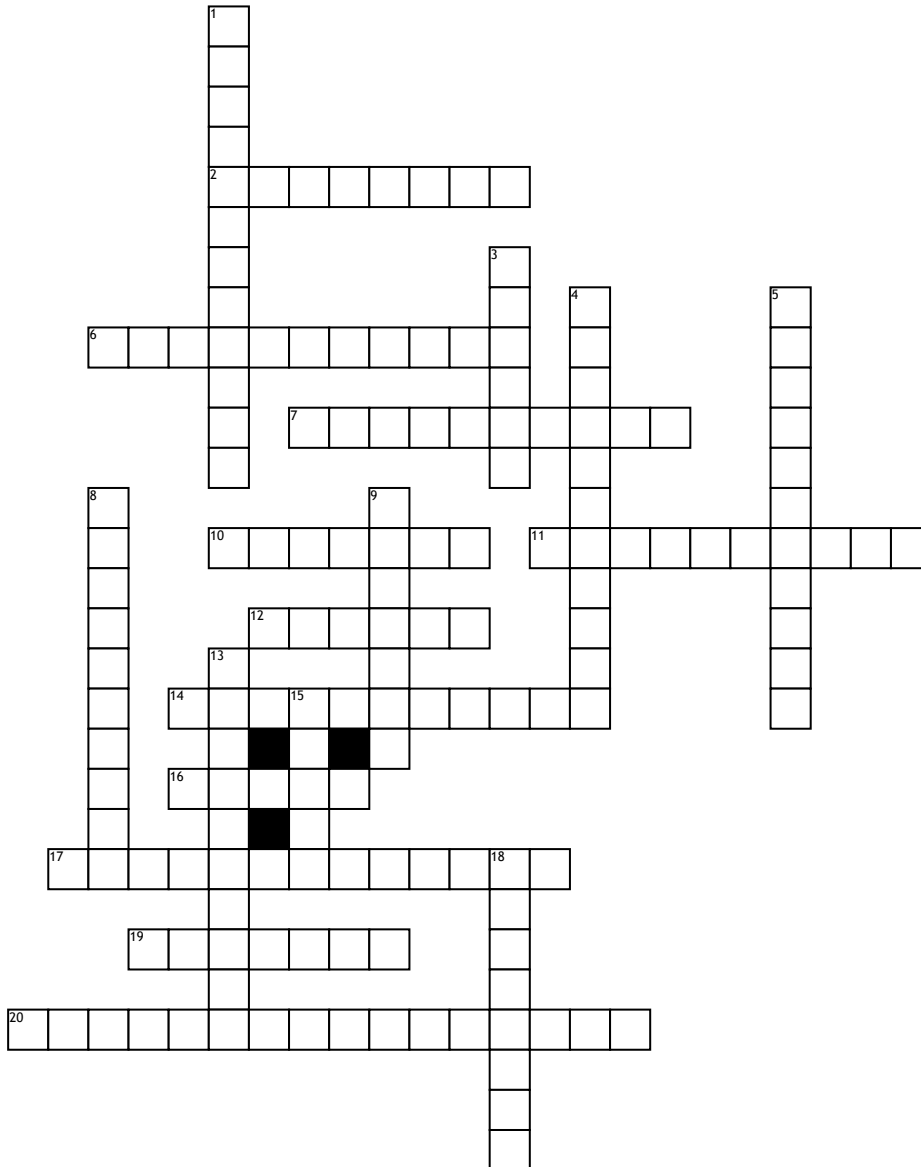


# Engaging, Exciting, and Energizing the Learner



## Across

2. Technology and internet applications that allow students to interact with the world and have instant access to information. NETWORK AND

6. A great tool to engage students where the technology is connected to a computer and whatever is displayed on a computer's desktop is also displayed on this. INTERACTIVE

7. Silver and Perini (2010) describe this when students are engaged, they "begin taking ownership of learning activities". EIGHT Cs OF

10. Provide educators with the ability to actively engage students and easily assess student achievement. STUDENT RESPONSE

11. A form of attention that when focused on a task to be done, our brains are capable of ignoring many internal and external distractions so that we can fully attend to the task at hand.

12. A theory of humor when tension is high, a witty side comment or joke can relieve stress.

14. One out of five factors that is essential to student engagement.

16. Using this can create a positive classroom climate, get students' attention, relieve stress, and enhance retention; one of the motivators that teachers can use to inspire engagement.

17. A form of attention that occurs when sensory input is detected that indicates a survival issue.

19. A simplified shorthand for communicating ideas that otherwise take a lot more words when spoken or written in formal English; a real-world example of summarizing. SHORT MESSAGE

20. This is a way to review or practice skills or content learned in a fun interactive group situation.

## Down

1. Allows the learner to feel more in control which leads to having self-confidence and empowerment; one of the motivators that teachers can use to inspire engagement. CHOICE

3. Reticular A diffuse network of nerve pathways in the brainstem connecting the spinal cord, cerebrum, and cerebellum and mediating the overall level of consciousness. It is the first filter that data passes through when entering your brain. RETICULAR ACTIVATING

4. Theory of humor where "we laugh at jokes that focus on someone else's mistakes, stupidity or misfortune. It can get you in trouble in the classroom.

5. A theory of humor where we anticipate one outcome and something else occurs. It is a terrific tool for increasing engagement in the classroom.

8. Anything that creates interest and grabs students' attention with sight, sound, and interaction possibilities. One of the four main categories of digital hooks.

9. This form of technology connects learners to the real world with limitless boundaries. HANDHELD

13. Creating this kind of classroom will increase the likelihood of students trying to pay attention.

15. A variety of technology devices that are in the classroom. These are a terrific asset when trying to generate and maintain students' attention. DIGITAL

18. Many aspects of our current pursuit to differentiate instruction is based on his social development theory.