

IPSE's=ME2

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Teaching
Pedagogy
of
Middle School Youth



Bonnie-ism's

- "They don't know where:

 they have been

 they are

 they are going"
- Therefore they can be putty in the hands of their role models/teachers



What it all means!

- Intellectual
- Physical
- Social
- Emotional

Move

Engage

Equip



Objectives

• Participants will:

Identify

- Middle Childhood characteristics

- Middle Childhood environment



Objectives

• Participants will:

Identify

- Challenges and learn solutions for a variety of situations
- Lesson strategies that will encourage student participation



Intellectual Development

- Prefer interaction with peers during learning activities
- Strong need for approval
- Challenges adult authority
- In a transition period from concrete thinking to abstract thinking



Physical Development

- Experience accelerated, irregular physical growth
- Prefer junk foods but need good nutrition
- Physically vulnerable thus adopt poor health habits



Social Development

- Strong need to belong to a group
- Exhibit immature behavior
- Experiment with new slang and behaviors
- Intimidated by their first middle school experience



Emotional / Psychological Development

- Mood swings
- Intensely concerned about physical growth as physical changes occur
- Need to release energy sudden outbursts of activity



Practical Application

Alex Phares

EFNEP Program Associate





Move, Engage, Equip

• Move: Students vocally collaborate with peers (i.e. constructive chatting) and get out of their seats

• **Engage:** The lesson activates a variety of learning styles and allows students to be creative

• Equip: Students leave the lesson with challenges to take home and tools to make better lifestyle choices throughout their day.

Building for the Future

Move: Get students out of the seats and eyes off of the board

- Active Activities
 - Throughout the lesson
 - Chance to move and talk
 - Ex. Nutrition Label Ordering
- Stations
 - Groups rotate to different learning stations
 - Best for smaller classes
 - Ex. Vegetable learning, research, and taste test



Engage: Different methods in a single lesson captivates students

- Creative Group Work
 - Quick collaborative project
 - Use art supplies, technology
 - Present to class
 - Ex. Fast Food Game Plan
- Interactive Journals
 - Best for smaller, flexible classes
 - Students personalize notebooks with worksheets from lesson and recipes
 - Take home after post-test





Taco Bell





Wendy's

2017 National Coordinators' Conference





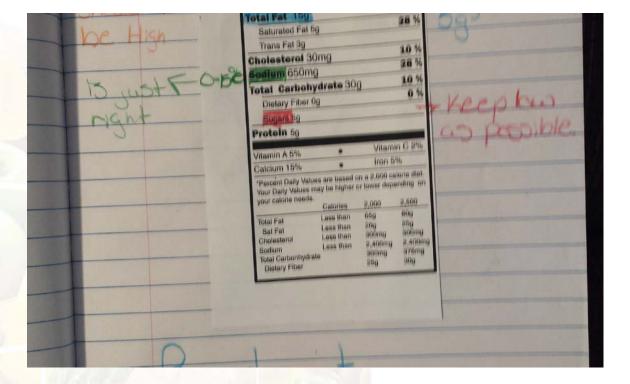
Subway





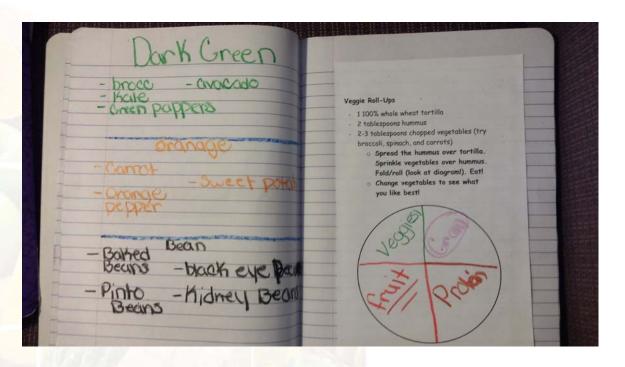
Interactive Notebooks





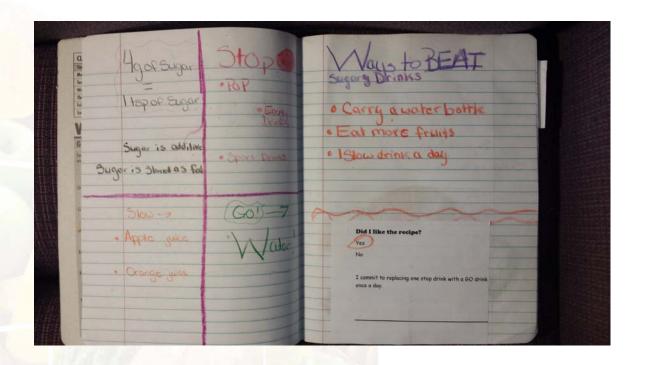
Interactive Notebooks





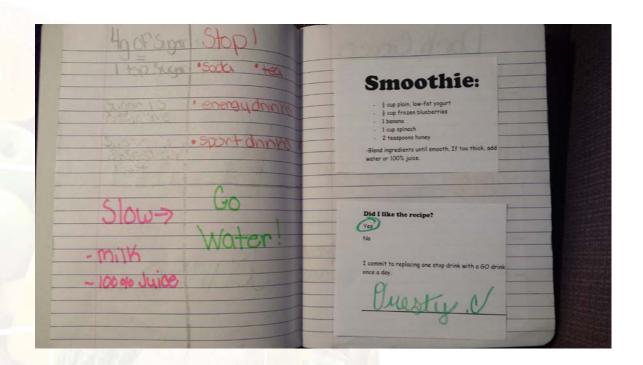
Veggies





Stop and Go





Smoothie



Equip: Students leave the class with the knowledge and motivation to make changes

- Class Challenges
 - Create a challenge and point system for entire class
 - Create a class point goal and reward
 - Ex. Water Bottle Challenge
- Personal Goals
 - Set a realistic goal
 - Document it throughout week
 - Earn points contributing to the class points OR simply share during snack time

