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Chapter 9 Reading Facts

**Cooperative Learning** allows for group learning experiences and builds on a synergy not readily allowed by other teaching methods. By students spurring one another on, higher levels of achievement and class involvement can be attained. Students also develop **social skills** not typically found in direct instruction classroom settings. These social skills include sharing of time by learning to allow other students to answer, learning to build from each other’s work so as to not “reinvent the wheel” (this is especially true in a programming class like Computer Science) and cooperation where students can “divide and conquer” a task. A good cooperative learning assignment will be too much for any one student to complete, but in a group setting is easily accomplished. “Type A” students may forge ahead and take on the responsibility of leadership, and this will hone those student’s leadership skills.

The **Jigsaw** methodology is an easy way to implement cooperative learning. In Jigsaw, students are split into different groups: home groups and expert groups. Students can be observed in different groups which allows the instructor to see the dynamic that particular student brings to the group. It also places responsibility on each student to pull their weight since other students are relying on them. In order to correctly pull off a Jigsaw lesson, students need to feel included in the class and be willing to cooperate within the class.