Global Guides



Educator Instruction Guides

- 1. Keep your arms above your waist at least 60% of the time.
- 2. Maintain eye contact with students at least 80% of the time.
- Face your feet forward at all times.
- 4. Smile and be happy.
- Insert the names of students in your communications; attempt to say at least 10 names in each class period.
- Move around the room and stir up dust.
- Have a sense of urgency and be high-time on task.
- 8. Be excited to be there and embody the passion you hope to see in your students.
- 9. Ask "how" and "why" often.
- **10.** Expect your students to track the speaker at all times.
- **11.** Encourage your students to cheer for each other.
- 12. Use minimal time to discipline; tell students to see you after class/ lesson and move on.
- **13.** Incorporate movement (3-20 seconds) at least every 5 minutes.
- 14. Expect students to remain completely still and to track you whenever you speak or give instructions.

- **15.** Expect students to track you even if there are distractions in class, at the door or in the hall.
- 16. Don't use invisibility cloaks; when a student doesn't know an answer, don't call on another student.
- **17.** Make sure students sit with good posture and lean forward.
- **18.** Close your doorway when you are noisy.
- 19. Make an attempt to use music in lessons when you can.
- **20.** Teach our students to think, not what to think. Don't insert your personal religious or political beliefs into lessons.
- 21. Incorporate technology constantly.
- 22. Stop students from speaking if they use incorrect grammar, such as "Me and Brad went..." Move on the to the next student.
- 23. Challenge yourself to be up to date on the current trends and topics in education. Be aware.
- 24. When assigning projects, provide a rubric that is clear. Show examples to students of what excellence is; the more familiar they are with the expectation, the closer they will come to success.
- **25.** If a child learns differently, don't lower expectations. Teach them differently.