

TABLE 14.1

**20 Ideas for One Teach/One Make Multisensory Lessons**

WHILE ONE TEACHER...	THE OTHER...
reads a passage from a book	dramatically acts out the scene
reads a passage from a book	maps the story on chart paper
reads a passage from a book	follows along with a one-person puppet show
tells/reads a story	adds in special effects (e.g., dims lights, rattles blinds and stomps feet)
conducts a mini-lecture	demonstrates how to take notes on the interactive whiteboard
conducts a mini-lecture	holds up props/objects to make key concepts memorable
conducts a mini-lecture	holds up pictures or projects images to make key concepts memorable
conducts a mini-lecture	demonstrates the use of a new augmentative communication device (e.g., uses a single-message "talker" to echo important phrases)
conducts a mini-lecture	leads a chant to emphasize targeted words/concepts
conducts a whole-class discussion	illustrates using sketchnoting
conducts a whole-class discussion	models how to complete a related graphic organizer (e.g., story map, flowchart)
conducts a whole-class discussion	adds in relevant signs or gestures (especially helpful if a student in the classroom is using or learning American Sign Language)
conducts a whole-class discussion	leads class in a movement or action related to the topic (e.g., students stand and position arms to represent obtuse, acute and right angles during a geometry lesson)
conducts a whole-class discussion	runs around the classroom (possibly in a plaid game-show-host-style jacket) getting various students to stand and make contributions, provide a physical response or shout out answers
explains an upcoming lab, project or activity	physically demonstrates the steps of the lab, project or activity
explains an upcoming lab, project or activity	plays video clips or holds up big cue cards to illustrate each step of the lab, project or activity
introduces a new concept	adds in music clips to make the lesson richer (e.g., plays "God Save the King", "Yankee Doodle" and "The Rebels" during a lesson on Lexington and Concord)
introduces a new concept	adds in audio cues to make important points memorable (e.g., plays parts of famous speeches as rhetoric is discussed)
introduces a new concept	makes the experience 4-D with props (e.g., adds "rain" to a discussion of the water cycle by misting students with a spray bottle)
introduces a new concept	demonstrates a piece of assistive technology (e.g., talking calculator, switch)