



Whiteboard Guide for Decisions, Decisions®

Through role-playing simulations in *Decisions, Decisions*®, students learn and apply the lessons of history. They examine fundamental historical and social studies events and ideas, including the crafting of the U.S. Constitution; the expansion of ancient empires; the building of democracy in developing nations; New World colonization; sustaining the environment; handling peer pressure; and more.









Decisions, Decisions helps students learn to use history as a resource in decision-making, to distinguish between fact and opinion, and to see cause and effect relationships in real-life dilemmas.

Students work in teams, read rich historical and contemporary references, debate complex issues from divergent points of view, and learn a proven 5-step model for decision-making that can be used in and out of school. Be prepared for some of the most exciting — and informed — discussions you've ever heard!

15 titles are available in various topics. For grades 5-10.

Instructional Focus

-  **SOCIAL STUDIES**
 - Critical thinking and decision making
 - Cooperative learning
 - Citizenship
 - U.S. history
 - World history
 - Government and politics
 - Economics
 - Global studies
 - People and environment
-  **LANGUAGE ARTS**
 - Listening, speaking, and viewing
 - Reading comprehension
 - Vocabulary
 - Research and study skills

When the class does this:	Use this whiteboard feature:
Learns about the present dilemma	 Project the screen and audio; replay audio and step forward/back
Ranks the goals after group and class discussion	 Use whiteboard tools (spotlight, zoom, marker) to discuss and rank goals  Use the software's State Your Reasons notebook to record discussion points
Gets advisor instructions from software screen	 Play audio from software about which passage to read in advisor booklets  View the advisor text on screen and ask a student to read it aloud
Hears opinions from each advisor on critical issues	 Call on students with software's Random Student Picker™ to share their advisor's recommendations
Makes decisions about what to do	 Tally group decisions with whiteboard marker to reach consensus  Use the software's State Your Reasons notebook to record discussion points