

Walk and Talk

IN BRIEF: As participants walk with a partner, they discuss a given topic or question. Gets participants moving, which can help spark deeper thinking, especially when group energy is low.

HOW TO DO IT

- 1 State the topic or question for participants to discuss in pairs.** For example:

“As you stroll the building, discuss what we can do to improve transitions in the hallways.”

“Walk with a partner and talk about your plans for getting the second half of the year off to a strong start. Think about students’ academic and social-emotional competencies.”

Encourage participants to Walk and Talk with someone they don’t usually work with or know that well.

- 2 Suggest that participants jot down notes** or record their conversation on a smartphone or tablet as they walk.
- 3 Allow 5 to 10 minutes for the Walk and Talk.** Provide a 1-minute warning signal or set a time for the whole group to regather.
- 4 Bring the group back together and ask each pair to report one or two ideas** or to summarize their discussion.

VARIATION

- Combine with Three, Two, One (page 66) or Two True, One False (page 68): Have pairs walk as they generate ideas together for completing the forms for those activities.



Learning Structure in Action

Reducing Student Tardiness

Although daily attendance is consistently high, a school's social worker (who is charged with monitoring attendance) notices a high rate of tardiness. She's also hearing from teachers of how this tardiness is negatively impacting students' learning and the classroom community.

Before the next staff meeting, she provides everyone with an attendance and tardiness report. At the meeting, she quickly summarizes the report and provides an update. Then she uses Walk and Talk, prompting the staff to stroll the halls as they think of reasons for the high levels of tardiness and possible solutions to try.

After the Walk and Talk, she invites each pair to summarize their discussions. They consolidate their ideas and agree on a set of strategies to try.