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MAKITAB system of small group learning interaction analysis: a manual for researchers and coders

Leonard King
Kevin Barry
Carmel Maloney
Collette Tayler
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MAKITAB SYSTEM OF SMALL GROUP LEARNING INTERACTION ANALYSIS

A Manual for Researchers and Coders

Leonard King
Kevin Barry
Carmel Maloney
Collette Tayler

March 1993

EDITH COWAN UNIVERSITY
PERTH  WESTERN AUSTRALIA
MAKITAB SYSTEM OF SMALL GROUP LEARNING
INTERACTION ANALYSIS

A Manual for Researchers and Coders

Leonard King
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Edith Cowan University
Perth, Western Australia

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Cost (including postage): $8.00
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Introduction

The MAKITAB system of small-group learning interaction analysis has been developed over a 4 year period. When data were gathered late in 1989 on the verbal interactions of Grade 5 students participating in small-group cooperative learning, we were faced with the problem of having to develop an appropriate analysis system. An initial system was created using inductive approaches. Following further data gathering across other grade levels and subject areas, the system has undergone successive refinements. The final instrument, as presented in this manual, has reached a state of consistency that enables coding of most verbal eventualities as they occur in the small-group cooperative learning context. Furthermore, the reliability and validity of the instrument seems to have been established. The MAKITAB instrument should facilitate useful data gathering across a broad range of small-group cooperative learning settings.

The manual has been prepared for researchers and coders who need an instrument to code verbal process behaviours of students during small-group cooperative learning. Following some definitions and general notes for coders, the manual consists of a presentation of the six interaction areas. The interaction areas are defined and then each category within the interaction areas is described and examples of the category provided. A summary of the interaction areas and the interaction categories is presented in the next section.

Normally a coder will work from data protocols for each group during a small-group cooperative learning lesson. These protocols may have been prepared from script-taping of lessons or transcripts of recorded lessons or a combination of both. For each verbal comment or question in the protocols a pair of symbols identifying speaker and listener will have been included. The coder records the appropriate category down the left side of the protocols. Specific guidance for coding is included in the General Notes section of the manual.

The manual for MAKITAB is backed by a technical report which details the development of the instrument, the processing of the coded data derived from the instrument, and the reliability information. A copy of the technical report is available at a cost of $10.00 (including postage) on request from:

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Summary of MAKITAB

A summary of MAKITAB is provided in Figure 1. The structure of MAKITAB consists of six interaction areas:

- Whole Class Introduction (I)
- Group Task (T)
- Group Dynamics (D)
- Monitoring Group (M)
- Whole Class Intervention (N)
- Whole Class Wrap-up (R)

These interaction areas cover the components of any small group cooperative learning lesson. Four of the interaction areas involve the teacher in verbal interactions with one or more students, namely, I, M, N and R. Two of the interaction areas, T and D, involve only students in verbal interactions.

As Figure 1 indicates, each interaction area consists of numerous categories. Similar categories may appear across a number of interaction areas and often there is a similarity in the code number for such categories, e.g., the Feedback--Positive category, IS03, DS03, MS03, NS03 and RS03. With a total of 69 categories plus 5 possible non-task-related categories and a Cannot Code category, the MAKITAB system is comprehensive. However, the horizontal alignment of categories within interaction areas facilitates the coding process.
**SMALL GROUP LEARNING INTERACTION ANALYSIS (MAKITAB)**

February 1993

<table>
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<th>GROUP DYNAMICS</th>
<th>MONITORING GROUP</th>
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<td>TS01  Management - materials / movement processes</td>
<td>DS01  Decision-making process</td>
<td>MS01  Checking progress</td>
<td>NS01  Recapitulating previous activity</td>
<td>RS01  Recapitulating / summarizing lesson</td>
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<td>IS02  Explaining task content / procedures / materials</td>
<td>TS02  Clarifying task directions / requirements</td>
<td>DS02  Assigning role(s)</td>
<td>MS02  Clarifying or eliciting task content / solution</td>
<td>NS02  Checking task content / procedures / materials</td>
<td>RS02  Marking / collating findings</td>
</tr>
<tr>
<td>IS03  Feedback - positive</td>
<td>TS03  Task feedback - positive</td>
<td>DS03  Feedback - positive</td>
<td>MS03  Feedback - positive</td>
<td>NS03  Feedback - positive</td>
<td>RS03  Feedback - positive</td>
</tr>
<tr>
<td>IS04  Feedback - negative</td>
<td>TS04  Task feedback - negative</td>
<td>DS04  Feedback - negative</td>
<td>MS04  Feedback - negative</td>
<td>NS04  Feedback - negative</td>
<td>RS04  Feedback - negative</td>
</tr>
<tr>
<td>IS05  Setting context</td>
<td>TS05  Determining work actions</td>
<td>DS05  Challenging group member(s) / asserting assertion</td>
<td>MS05  Clarifying task procedures</td>
<td>NS05  Checking thinking process(s)</td>
<td>RS05  Reviewing thinking process(s)</td>
</tr>
<tr>
<td>IS06  Explicit teaching of content</td>
<td>TS06  Accepting work actions</td>
<td>DS06  Positive response to challenge / assertion</td>
<td>MS06  Giving answer / solution</td>
<td>NS06  Explicit teaching of new content</td>
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<td>TS07  Replacing work actions</td>
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<td>MS07  Giving explicit directions</td>
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<tr>
<td>IS08  Control / discipline</td>
<td>TS08  Exchanging, comprehending, clarifying &amp; routine responding</td>
<td>DS08  Seeking approval / feedback</td>
<td>MS08  Control / discipline</td>
<td>NS08  Control / discipline</td>
<td>RS08  Control / discipline</td>
</tr>
<tr>
<td>IS09  Student question / comment</td>
<td>TS09  Sudden ideas / insights</td>
<td>DS09  Self-evaluation - positive</td>
<td>MS09  Student initiated contact</td>
<td>NS09  Student question / comment</td>
<td>RS09  Student question / comment</td>
</tr>
</tbody>
</table>

### SPEAKER - LISTENER

<table>
<thead>
<tr>
<th>Speaker</th>
<th>Listener</th>
</tr>
</thead>
<tbody>
<tr>
<td>T Teacher</td>
<td>H Helper</td>
</tr>
<tr>
<td>H Helper</td>
<td>T Teacher</td>
</tr>
<tr>
<td>U Unknown student</td>
<td>C Class</td>
</tr>
<tr>
<td>C Class</td>
<td>U Unknown student</td>
</tr>
<tr>
<td>T Teacher</td>
<td>F Parent</td>
</tr>
<tr>
<td>H Helper</td>
<td>P Parent</td>
</tr>
<tr>
<td>S Self</td>
<td>O Outsider</td>
</tr>
<tr>
<td>O Outsider</td>
<td>S Self</td>
</tr>
<tr>
<td>P Parent</td>
<td>T Teacher</td>
</tr>
</tbody>
</table>

### CODING NOTES

- **Non-task related (IS, TS, MS, NS, RS)**
- **Cannot code**
- **For coding questions substitute**
- **For a cognitive question and**
- **For all other forms of question**

---

Figure 1: Summary Chart of MAKITAB
Definitions of Variables Coded in the Small Group Learning Interaction System

<table>
<thead>
<tr>
<th>Cognitive Question</th>
<th>A question (a) related to task content, that is, the knowledge and/or skills to be learned; and (b) that involves thinking processes used while learning content or working the learning task, including the procedures to undertake the task.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Feedback</td>
<td>A verbal response by the teacher to a student's comment, suggestion, question or answer. Feedback might also relate to behaviour. Feedback may be positive (fine, good, well done); encouraging (it's hard, isn't it); affirmative (yes, okay, all right, that is correct, repetition of answer); negative (no, incorrect); or a critical comment (that is a silly answer, John).</td>
</tr>
<tr>
<td>Group Dynamics</td>
<td>Forces at play within the group especially as they pertain to relationships and how the group functions.</td>
</tr>
<tr>
<td>Interaction</td>
<td>A reciprocal action involving talk.</td>
</tr>
<tr>
<td>Interaction Area</td>
<td>Within the MAKITAB, a section reserved for talk in a particular grouping of categories. In the system there are six interaction areas: Whole Class Introduction, Group Task—attending to or fulfilling the task, Group Dynamics—how the group functions, Monitoring Group by Teacher/Aide/Parent, Whole Class Intervention, and Whole Class Wrap-up.</td>
</tr>
<tr>
<td>Interaction Category</td>
<td>Within the MAKITAB, a classification within an area of interaction. For example, within the area of Whole Class Introduction, there are nine categories of interaction beginning with Recapitulating from Previous Lessons.</td>
</tr>
<tr>
<td>Monitoring Group</td>
<td>Teacher talk to a group or student in which the teacher observes, checks, clarifies or oversees group performance or behaviour. Group monitoring takes place between the lesson introduction and the conclusion.</td>
</tr>
<tr>
<td>Other Questions</td>
<td>A question (a) related to rules, routines, directions, materials management, group progress, control and discipline, or determining work actions; (b) that involves group dynamics type matters; and (c) is personal or non-task-related.</td>
</tr>
<tr>
<td>Representation</td>
<td>Representation in visual form, the product of group work.</td>
</tr>
<tr>
<td>---------------</td>
<td>----------------------------------------------------------</td>
</tr>
<tr>
<td>Task</td>
<td>A definite piece of work assigned to or expected from a group/class. Task has content and procedural strands. Task content is the substance or subject matter being learned within the task. Task procedure is the course of action, steps involved or manner of proceeding with the task.</td>
</tr>
<tr>
<td>Whole Class Introduction</td>
<td>The preliminary part of the lesson leading up to the small group learning.</td>
</tr>
<tr>
<td>Whole Class Wrap-up</td>
<td>The end or final part of the lesson in which the teacher talks to the whole class about the lesson.</td>
</tr>
</tbody>
</table>
General Notes

Guidelines for Coders

1. Recording Codes

All interactions should be coded speaker and listener with speaker being denoted first. The following symbols are used:

- **SPEAKER** - **LISTENER**

<table>
<thead>
<tr>
<th>Code</th>
<th>Meaning</th>
</tr>
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<tbody>
<tr>
<td>1-4</td>
<td>Female Student</td>
</tr>
<tr>
<td>5-8</td>
<td>Male Student</td>
</tr>
<tr>
<td>9</td>
<td>Group</td>
</tr>
<tr>
<td>U</td>
<td>Unknown Student</td>
</tr>
<tr>
<td>C</td>
<td>Class</td>
</tr>
<tr>
<td>T</td>
<td>Teacher</td>
</tr>
<tr>
<td>H</td>
<td>Helper</td>
</tr>
<tr>
<td>P</td>
<td>Parent</td>
</tr>
<tr>
<td>O</td>
<td>Outsider</td>
</tr>
<tr>
<td>S</td>
<td>Self</td>
</tr>
<tr>
<td>X</td>
<td>Others</td>
</tr>
</tbody>
</table>

(i.e., Anna = 1, Beth = 2, etc.)

(i.e., Alex = 5, Brian = 6, etc.)

When a lesson is coded, the codes should be entered on the lesson protocols. Later, these codes can be transferred to the coding sheet.

*Examples*: TS01 : 2-4 I am going to use your ruler.

TS02 : 4-2 The teacher said that when we come to the second one we have to guess the length.

2. Segmenting Statements into Units for Coding

Although this is an interaction category system which entails only the coding of interactions, a more representative flavour of talk can be gained by breaking lengthy statements into subtopics (i.e., a shift of gears within a statement).

For example, in IS02 (Explaining task content/procedure/materials) a lengthy teacher statement could encompass all three subtopics (i.e., task, procedure, materials). A narrow interpretation of the coding system would designate this one as IS02. However, we believe this would not capture the quality and length of the teacher's exposition. In order to overcome this problem, we suggest that within lengthy statements such subtopics be given codes. Subtopics can often be identified by transition words such as okay, all right, next, now, first, second.

This principle would also extend to interactions which encompass two categories.
Examples: IS02 : T-C The task is described on your worksheet. It involves comparing the size of fractions very much like the ones we have just been doing. / To complete the task you will have to work in the group you have been placed in. You must work together and co-operate to suggest one answer for each question.

IS02 : T-C / To complete the task you will need fraction strips. Those strips are on the desk in the front of the room. / I would like one person from each group to collect the strips.

3. Stay in Code

A question/answer exchange should be coded in the same category. The question usually sets the area of interaction.

Examples: DX14 : 1-9 Will someone hold this?
DX14 : 2-1 There.

4. Questions - Cognitive (?), or Other (X)

Questions are to be coded as cognitive (?) when they:

(a) relate to task content, that is, the knowledge and/or skills to be learned;
(b) involve thinking processes used while learning content or working the learning task, including the procedure to undertake the task.

Questions are to be coded as other (X) when they:

(c) relate to rules, routines, directions, materials management, group progress, control and discipline, or determining work actions;
(d) involve group dynamics type matters;
(e) are personal or non-task-related.

Rhetorical questions may be coded as cognitive (?) or other (X). The decision will depend upon the context of the question and whether it demands cognitive involvement or otherwise.

5. Coding Rules for TS08-TS13

These points may help clarify TS08-13:

(a) A useful metaphor for TS08 (Examining, comprehending, clarifying and routine responding to content) is arranging the furniture or clearing the decks for what is to follow.
(b) If an interaction is TS09 (Sudden insight) or TS10 (Proposing), as a general rule it will be followed by another TS10 (Proposing), a TS11 (Negotiating, arguing, reacting to ideas, insights or proposals), a TS12 (Definite agreement), or a TS13 (Definite rejection). However, sometimes TS11 will drop back into TS08 type interactions (e.g., Use the ruler to measure).

(c) A useful guideline for talk that is very difficult to categorize is: If not TS09, 10 or 11, then TS08.

6. Operation of Whole Class Intervention Area

As a general rule, the Whole Class Intervention (N) area comes into operation straight after group work commences. The exception to this rule is when the Whole Class Introduction is structured in a step-by-step manner which alternately involves explicit teaching and group work. For example, the teacher explains equivalent fractions; the students in groups generate a list of equivalent fractions; the teacher collates and generalizes about these fractions; and then the groups respond to further problems posed by the teacher before commencing a worksheet. In this instance, the area coding would alternate between I and T. Once the students start on a sustained period of cooperative learning, the N area would come into operation as and when appropriate.

7. Students Speaking to Each Other in the Teacher-involved Interaction Areas

When students speak and listen to each other during the teacher-involved areas, such as Whole Class Introduction (IS), Monitoring Group (MS), Whole Class Intervention (N), and Whole Class Wrap-up (R), then their interactions are to be coded within Group Task (T) or Group Dynamics (D).

8. Completion of Task

Stop coding when a group has completed the task and is waiting for everyone else to catch up/or the wrap-up to begin.

9. Extended Feedback

Watch for extended feedback.

Examples:

IS06 : T-U  So I'd say it's between 50 and 55.
IS08 : U-T  53
IS03 : T-U  Okay about 52-53, something like that.
IS03 : T-U  / Okay that was real close. When you made your estimates you were getting it kind of close to 50.
IS03 : T-U  Well done.
10. Feedback in Whole Class Wrap-up

Designated categories of feedback in the Whole Class Wrap-up include only the following:

- RS03 Feedback—positive
- RS04 Feedback—Negative

All other feedback should be recorded in the appropriate category. For example, in RS02 (Marking/collating findings) an affirmation or repetition of a student answer would be coded RS02.

11. Using the Category Representation

Because Representation (TS14) is often difficult to catch from transcripts and this affects validity, it is suggested that when TS14 occurs concurrently with something else (like TS08, 10, 12) then code TS14.

12. Request for Repeat of Comment or Question

When a question or comment is not heard by the student or teacher, then code the response in the preceding category.

*Examples:*  
1?06 : T-U What would you say that number would be?  
I506 : U-T 90  
I706 : T-U What?  
I506 : U-T 90.

13. Repeat of a Question

If a question is repeated by a teacher, then that question should only be coded once.

*Example:*  
I706 : T-C What kind of pattern can you see?  
[No response]  
What kind of pattern can you see?

14. Chorus Response

When there is a chorus response to a question, then a separate coding should be made for each responding student.
15 High Inference or Unfinished Comments

As a general rule, code high inference or unfinished comments in the Cannot Code category. These comments may be incomplete, unintelligible or the cassette may pick up comments from another group. Only comments with a clear meaning should be coded.

Comments or questions which fall outside the category system should also be coded Cannot Code.

*Examples:*
0000 : 2-5 Two-eighths is a…
0000 : 5-2 Oh you might as well say one-half is larger than…
0000 : T-C Put your…

16. Interactions Related to Recording Equipment

Do not code interactions which are obviously related to the presence of the cassette recorder or microphone. If in doubt, give the benefit of the doubt to the teacher.

*Examples:*
0000 : 2-5 That’s probably been taped.
0000 : 5-2 Huh?
Whole Class Introduction

Definition of Introduction:

The preliminary part of the lesson leading up to the small group learning.

**IS01 Recapitulating from Previous Lessons**

Comments and questions during whole class instruction which relate to bridging or reviewing the procedures or content from a previous lesson(s) to a current lesson. This category relates only to a series of lessons on a particular topic or theme.

*Examples:*

IS01 : T-C In the previous lesson we learned about equivalent fractions. / You will recall that we have had several lessons on prediction. In our last lesson we predicted the rate at which ice melts. / Who can remember some factors that affected our predictions?

IS01 : T-C Remember our rule (from a previous lesson) about all hands up before asking the teacher a question.

**IS02 Explaining Task Content/Procedures/Materials**

Comments and questions during whole class instruction which explain the nature of the task and/or direct the groups’ task for the lesson and/or procedural steps to be followed by the groups or which relate to the distribution of materials.

*Examples:*

IS02 : T-C I'm going to give each person one of these white rectangles, and this is going to represent your pizza. / It says on these worksheets that somebody has a pepperoni pizza, and you're going to have to colour this so that it looks like a pepperoni pizza.

IS02 : T-C Each group will have an equivalence chart; each group will have a straight edge; each group has some questions to answer.

IS02 : T-C / When you get your sheet, I want you to write down the names of the members in your group. / Each group will get one sheet, and everyone in the group, in agreement and understanding, will help provide the answers to the questions on this sheet. / I
IS02 : T-C will give you thirty minutes. When you're finished, turn your sheet over on your desk and I will know that you're done.

IS02 : T-C I want you to work out a way to represent our findings.

IS02 : T-C Now let's get on to it. We are into it now.

IS03 Feedback -- Positive

Interactions which provide positive comment, encouragement or affirmation about the progress, achievement, effort, action or behaviour of the whole class, a group(s) and/or a student(s).

Examples:
IS06 : I-T About 80.
IS03 : T-I Okay. That's a pretty good estimate.
IS06 : 2-T 48.
IS03 : T-2 48.
IS03 : T-C Fine . . . good . . . well done.

IS04 Feedback -- Negative

Interactions which provide negative or critical comment about the acceptability, appropriateness, progress, achievement, effort, action or behaviour of the whole class, a group(s) and/or a student(s).

Examples:
IS04 : T-5 No, that answer is incorrect.
IS04 : T-6 That's a silly answer.

IS05 Setting Context

Comments and questions which set the context for the lesson. These interactions may relate to providing an overview of the lesson, stating goals/objectives, outlining expectations or stimulating interest/motivation.

Examples:
IS05 : T-C Today we are going to do some work on predictions.

IS05 : T-C I've got a really tough problem for you to solve. Let's assume we have been engaged by the early Egyptians to help them work out an easy way of moving large objects from one place to another.

IS05 : T-C I think you'll enjoy today's lesson because we are going to learn about different mathematical shapes.

IS05 : T-C Today we are going to continue with our charts.
**IS06: Explicit Teaching of Content**

Occasions when the teacher *introduces, explains, develops* or *reinforces content*. Explicit teaching involves the *content foundation* for the lesson. This includes question-answer exchanges with students. The content in question could have been learned at an earlier time but does not involve bridging or reviewing the content from a previous lesson(s) to the current lesson (IS01).

*Examples:*
- **IS06 : T-C** A square is a special kind of rectangle.
- **IS06 : T-1** Can you make up a statement about how much pizza Anna ate?
- **IS06 : 1-T** She ate one whole.
- **IS06 : T-1** How did you know that?
- **IS06 : 1-T** Because two-fourths is half, and half and half is one whole.
- **IS06 : T-C** We could also have done it as a mathematical statement and said $1/2 + 1/4 + 1/4$.

**IS07: Recapitulating Task Content/Procedures**

Comments and questions made by the teacher during whole class instruction in which the teacher *reviews* the group task content and/or the *procedural steps* to be followed by the groups. Normally, IS07 will occur after IS02.

*Examples:*
- **IS07 : T-C** Reminder: When a group is working well and co-operating, they work quietly, quickly and carefully.
- **IS07 : T-C** I'll go through it quickly again...
- **IS07 : T-C** Again, just to remind you, the first job is to write your name, then the names of the members of your group and then answer the questions.

**IS08: Control/Discipline**

Comments made by the teacher which pertain to matters of control and discipline. This may include *gaining attention, commenting, warning, rebuking* or *disciplining a disruptive or inattentive student or group(s)*.

*Examples:*
- **IS08 : T-C** Eyes to me.
- **IS08 : T-U** I need your attention up here, Mary.
- **IS08 : T-C** Stop sliding your chairs.
- **IS08 : T-C** Would you turn around and look at the board.
IS09  Student Question/Comment

Comments and questions *initiated and made by a student(s)* to the teacher during whole class introduction in which the student(s) is questioning, commenting, speculating or suggesting content or procedure relative to the task.

*Examples:*

- IX09 : U-T  What if others in the group don't like suggestions?
- IX09 : U-T  Are you allowed to use cardboard?
- IS09 : U-T  You said last week we could write one down and I think some of us did write one down.
- IX09 : U-T  Should we write our last name?

IS99  Non-task Related

Interactions by the teacher or a student(s) which indicate *non-involvement* or *distraction from the task* being worked by the teacher and the class.

*Examples:*

- IS99 : 2-T  My Mum makes pizzas.
- IX99 : 5-T  When are we going to lunch?
Group Task: Attending To The Task/Fulfilling The Task

Definition of Task:

A definite piece of work assigned to or expected from a group/class.

Interactions in this category relate only to student talk.

TS01 Management - Materials/Movement

Interactions associated with the type of material to be used, or the collection, arranging or distribution of materials and equipment required for group working on the task. Interactions which involve movement in terms of work space are included in this category.

This category does not include movement (physical activity) or the manipulation of materials (e.g., calculators, geoboards) as part of the work task.

Examples:

TX01 : 1-2  Do you have a good crayon?
TS01 : 1-5  Okay, use pencil.
TS01 : 1-6  Come and find the picture.
TS01 : 2-1  Okay, we're going to need all the pizzas to do this worksheet.
TS01 : 2-5  Toss me the fraction strip showing one-quarter.
TS01 : 2-6  I need to go on the other side of the desk so that I can draw the right way up.
TS01 : 5-6  We need to go inside now.

TS02 Clarifying Task Directions/Requirements

Comments and questions seeking to clarify directions, instructions or requirements to be followed when doing the task. This includes conferring to obtain help from the teacher or seeking directions on what to do when a task is completed. Reading instructions/questions from a worksheet are also included in this category. Questions read from a worksheet are coded TS02; student generated questions in this category are coded TX02.

Examples:

TS02 : 5-1  And then you're supposed to colour it in.
TS02 : 5-2  We have to do this together.

(examples cont’d)

15.
TS02 : 6-1 The question says, "Who eats the most pizza?" [worksheet question].
TS02 : 6-2 Wait a minute. We should put our names on it.
TX02 : 1-2 Sara, how do you spell your name [to write on worksheet].
TS02 : 2-1 S-a-r-a.
TX02 : 5-9 Do any of you know what you're doing?
TS02 : 1-5 No.
TS02 : 6-5 Tell the teacher.
TS02 : 5-6 Why don't you finish it first.
TS02 : 5-2 Let's do number 3 first.
TS02 : 1-6 No one else has got their hands up.
TX02 : 6-1 Now what did you want?
TS02 : 1-6 I want to know what she told us.
TS02 : 2-6 I want to too.
TS02 : 6-9 Hands up then.

TS05 Determining Work Actions

Interactions which involve determining who will undertake or who has undertaken particular work actions (i.e., jobs) toward achieving the group task. This includes volunteering for or unsolicited rejection of a task. Task determination can lead to overt acceptance (TS06) or overt rejection (TS07) or there may just be tacit acceptance or rejection (implied, so it generally cannot be coded).

This category is distinguished from TS08 in that the work actions are distinct jobs which contribute to the working of the group task. The work actions are not routine manipulative operations which may be part of the learning. Work actions (jobs) may be determined in the planning process or arise in response to a definite need during the working of the task. The category of determining work actions may also be used in the sense of checking up to see who has undertaken a particular work action for the group.

 Coders should bear in mind the purpose of the category is to identify interactions which determine work actions (jobs) and students who play a significant part in setting up and carrying out work actions (jobs) that facilitate the achievement of the group task (i.e., the active participator). This category does not pertain to structural roles (e.g., recorder) in the group (see DS02).

Examples:  
TS05 : 5-6 I'll finish the legend.
TX05 : 5-2 Who's going to do the drawings?
TX05 : 6-5 What am I doing? (examples cont'd)
I'm not going to construct halves and eighths.
Whoever gets done first will make halves.
Who did this one?
I'll cut them out now.
I thought you were going to draw a picture, Carol.
No, I'm working on this.

**TS06 Accepting Work Actions**

Comments by a group member that confirm the acceptance of particular work actions (jobs).

*Examples:*
- TS05 : 2-6 You do the map.
- TS06 : 6-2 Okay.
- TX05 : 1-5 Will you make thirds?
- TS06 : 5-1 If that's what you want, I'll make thirds for you, Susan.

**TS07 Rejecting Work Actions**

Comments by a group member that confirm non-acceptance of particular work actions (jobs).

*Examples:*
- TX05 : 1-2 Do you want me to take this home to my brother to do?
- TS07 : 2-1 No way, he might wreck it.
- TS05 : 1-5 You're meant to be drawing.
- TS07 : 5-1 No, I'm not.
- TX05 : 6-1 Are you doing the pepperoni pizza?
- TS07 : 1-6 No, I want to do tuna.

**TS08 Examining, Comprehending, Clarifying and Routine Responding**

Comments, questions and other interactions which are associated with identifying, defining or paraphrasing content; examining, discussing or gathering information; elaborating upon content; clarifying facts and concepts; manipulating materials or equipment in relation to task content or procedure; making routine, low level responses (chatter) while working through task content/procedure. This category also includes the sharing or collating (not discussing to reach consensus) of answers in independent format lessons.
Examples:

T?08 : 1-2   How do you spell science?
TS08 : 2-1   S-C-I-E-N-C-E.
TS08 : 1-5   It's just the same set out in a different way.
T?08 : 5-1   Can you think of some other combinations that make up three quarters? [would lead to TS09 or TS10]
T?08 : 1-6   Why do you have to add to get the answer?
TS08 : 6-1   Because she ate half and quarter of each pizza.
TS08 : 2-6   There now—divide it [the pizza] up into how many people you have to share it with.
T?08 : 6-2   With you? With you three?
TS08 : 2-6   No look. It says that Anna and Ben decide to share a pepperoni pizza.
TS08 : 3-5   Mine's a big one.
T?08 : 1-5   What did you get?
TS08 : 5-1   Six.
T?08 : 1-6   What's the exposition?
TS08 : 6-1   Same as the introduction—the background stuff.
TS08 : 5-9   I like this activity.
T?08 : 5-6   What did you get on number 3?
TS10 : 6-5   One whole.

TS09  Sudden Idea(s)/Insight(s)

A 'flash-in-the-mind', impulse, insight or creative idea which is related to the task but is not a definite recommendation for inclusion in the group task.

Examples:

TS09 : 1-9   Hey, I've got a good one. We could have a cyclone.
TS09 : 2-9   Half! Gosh! Gosh, they're all going to be a half.
TS09 : 5-9   Oh, I have an idea: it could be bacon, bacon and cheese.
TS09 : 6-9   I know what we could do.
TS10  Proposing

Interactions in which a group member(s) offers for consideration, acceptance or action a definite recommendation, suggestion, prediction, plan, method, explanation or answer for inclusion in the group task. This offer may take the form of a proposal, an extension of a proposal, or a counter-proposal. A proposal, extension of a proposal, or counter-proposal may be ignored, negotiated over, accepted or rejected (see TS11-TS13).

Examples:

TS10 : 1-9  Let's say we are in a group and we go around the world in a voyage and the next morning we wake up and we're wrecked.

TS10 : 1-9  Let's crush it.
TS10 : 2-9  Make a big ice-cube out of cardboard and join it on.
TS10 : 3-9  It would work with a hammer.
TS01 : 1-9  If you were really hungry would it be better to share a pepperoni, cheese or bacon pizza? [Note: A student reading from the worksheet.]
TS10 : 2-9  Cheese, I think.
TS12 : 5-9  Cheese.
TS10 : 5-6  Now you add all these together.
T?11 : 6-5  Are you sure?
TS11 : 5-6  Yes.
[The discussion continues before closure.]

TS11  Negotiating, Arguing, Reacting to Ideas, Insights or Proposals

Comments and questions in which group members talk, work through, or react to ideas, insights or proposals. These interactions normally involve higher cognitive level interactions such as reciprocal discussion, consideration of implications, application of content, examination of different points of view, verbalization of reasoning processes, critical thinking, or statements for and against a proposal or counter-proposal. Normally TS11 will follow TS09/TS10, but interactions may occasionally revert to TS08.

Examples:

TS10 : 1-2  Ben ate the least pizza.
TS11 : 2-1  No, he didn’t.
TS11 : 2-1  Look — Candice gets one-third and one-quarter. / Ben gets all those pieces, so it
TS11 : 2-1  couldn’t be Ben. / Anna gets that and that, but one-third is smaller [sic] than
TS11 : 2-1  one-quarter. / So it has to be Candice.
TS11 : 2-1  Darren gets one-third.
TS11 : 1-2  Yeah, but . . .  (cont’d)
TS10 : 5-9  Candice and Darren ate the least pizza [i.e., a counter proposal].

19.
Two-sixths is smaller than three-ninths.
Wait a minute, two-sixths equals one-third. Three-ninths equals one-third.
Yeah.
So they're the same. Talking about two-ninths, no, so Anna and Ben.
How can Ben be eating the least? [rhetorical question]
He ate the most.
Uh-huh, see Anna.
Two-sixths equals one-third. Three-ninths equals one-third.
So they all eat the same.
Unless two-sevenths is bigger.
Two-sevenths isn't bigger.
Two-sevenths is smaller.
Well they're both the same. Candice and Darren ate the same. So that means Candice and Darren ate the least pizza.
Yes, that's what I said.
Okay.
It can't be seven-eighths. Look, here's half, and right below is four-eighths.
Seven-eighths would be more than four-eighths.
So it would be more than a half, too.
Okay.
Kevin Costner can't play Romeo.
Why not?
He doesn't look Italian.
Yeah, he's not young enough, either.

**TS12** Final Agreement

Interactions in which a group member(s) agrees to final recommendations, suggestions, plans or answers for inclusion in the group task.

**Examples:**

TS12 : 1-9 We all agree that the title should be 'How to Survive in a Cold Climate'.

TS12 : 5-9 Yes, it's hot water.

TS10 : 1-5 Wrap it in material.

TS12 : 5-1 Yes, what a good idea. Let's do that.

TS12 : 6-9 I have to go along with it, I don't have any choice.
TS13 Final Rejection

Interactions in which a group member(s) reject recommendations, suggestions, plans or answers for inclusion in the group task. The rejection is final and dismisses content from further consideration for the group task.

Examples:  
TS13 : 1-6 No way, we're not having that.
TS13 : 6-1 We will not have that pop-up.

TS14 Representation

Comments, suggestions or questions associated with the actual recording or representation of the product or recommendations for inclusion in the group product. This includes such acts as writing, drawing, colouring, erasing, preparing a chart and performing. When TS14 occurs concurrently with another category (TS08, TS10, TS12) then code the interaction as TS14.

Examples:  
TS14 : 5-6 Write it down as best you can.
TS14 : 5-1 Write that three-eighths is a proper fraction too.
TS14 : 5-6 I've almost got it erased.

TS15 Reviewing

Comments and questions related to going back over developed content in order to check its usefulness, appropriateness or accuracy. This may involve inquiry, questioning, inspection, reworking, or evaluation of the developed content for the group task. Reviewing also includes the redoing of an experiment to check the accuracy of a result.

Examples:  
TS15 : 5-2 What have you got written down so far?
TS15 : 2-9 Hey guys, listen to what I've written.
TS15 : 1-9 Okay, let's check.
T?15 : 1-9 What's the same as two-fifths?
TS15 : 2-1 Four-tenths.
TS15 : 6-1 We shouldn't have cut these, these are messy.
TS15 : 1-9 This one is the best.
TS16 Monitoring Student/Group Progress

Interactions, observations, comments or suggestions about progress in terms of use of time or where the student or group is in relation to task achievement or other groups.

Examples:

<table>
<thead>
<tr>
<th>TS16 :</th>
<th>1-2</th>
<th>TX16 : 1-2</th>
<th>Are you almost done?</th>
</tr>
</thead>
<tbody>
<tr>
<td>TS16 :</td>
<td>1-9</td>
<td>Come on, come on, let's get busy.</td>
<td></td>
</tr>
<tr>
<td>TS16 :</td>
<td>2-9</td>
<td>Here, we have to do fourths.</td>
<td></td>
</tr>
<tr>
<td>TS16 :</td>
<td>5-9</td>
<td>We are running out of time.</td>
<td></td>
</tr>
<tr>
<td>TS16 :</td>
<td>6-9</td>
<td>All done.</td>
<td></td>
</tr>
<tr>
<td>TS16 :</td>
<td>1-9</td>
<td>Let's get this done.</td>
<td></td>
</tr>
<tr>
<td>TS16 :</td>
<td>1-9</td>
<td>I've finished.</td>
<td></td>
</tr>
<tr>
<td>TS16 :</td>
<td>2-9</td>
<td>I haven't done number 2 yet.</td>
<td></td>
</tr>
<tr>
<td>TS16 :</td>
<td>5-9</td>
<td>We didn't do that one.</td>
<td></td>
</tr>
<tr>
<td>TS16 :</td>
<td>6-9</td>
<td>That group is ahead of us.</td>
<td></td>
</tr>
<tr>
<td>T?16 :</td>
<td>1-9</td>
<td>What have we discovered so far?</td>
<td></td>
</tr>
<tr>
<td>TX16 :</td>
<td>1-2</td>
<td>We'll do it after, okay?</td>
<td></td>
</tr>
<tr>
<td>TS16 :</td>
<td>1-5</td>
<td>Now we got to show Mr Brown.</td>
<td></td>
</tr>
</tbody>
</table>

TS99 Non-task Related

Actions, comments and questions which indicate non-involvement with or distraction from the task being worked by the group. This does not include off-task, conflict (DS13).

Examples:

<table>
<thead>
<tr>
<th>TS99 :</th>
<th>5-6</th>
<th>Look at the blood on my thumb.</th>
</tr>
</thead>
<tbody>
<tr>
<td>TS99 :</td>
<td>1-2</td>
<td>Will you come and play after school?</td>
</tr>
<tr>
<td>TS99 :</td>
<td>2-1</td>
<td>One of the tadpoles is dead.</td>
</tr>
</tbody>
</table>
Group Dynamics: How The Group Functions

Definition of Group Dynamics:

Forces at play within the group, especially as they pertain to relationships and how the group functions.

Interactions in this category relate only to student talk.

DS01 Decision Making Processes

Interactions dealing with how decisions are made. These decisions may be by consensus seeking, voting, dominant leadership behaviour or some other forms of interaction.

Examples:

DS01 : 1-2 We all have a turn.
DS01 : 2-1 It goes in alphabetical order. 1, 2, 3, 4, in alphabetical order.
DS01 : 5-9 I'll do it first.
DS01 : 2-5 No alphabetical order. A ... alphabetical order.
DS01 : 1-9 Start with Brad.
DS01 : 6-9 Okay, whoever thinks one-third is the largest, raise your hand.
DS01 : 5-9 Let's all just do one thing we want.
DS01 : 6-9 Yeah.
DX01 : 1-2 So, Tom, do you agree?
DX01 : 2-1 Do you agree Jim?
DS01 : 1-9 Everybody agrees.
DS01 : 5-9 Let's have a vote on this.
DX01 : 6-5 Okay, where are we going to sit?
DS01 : 5-6 I would like to sit next to Tina.
DX01 : 5-9 Is that okay with everyone?
DS01 : 6-2 It doesn't matter.
DS01 : 2-6 Yes, it does.
DS01 : 1-6 Let's put it over there.
DS01 : 2-6 Yes.
DS01 : 5-6 Yes.
DS01 : 1-6 Yes.
DS02 Assigning Role(s)

Interactions related to determining who will fulfil, or has fulfilled, particular structural small group member roles (recorder, timekeeper, judge, encourager, etc.) as opposed to task oriented actions.

Examples:
- DX02: 5-6 What do I do?
- DS02: 6-5 You are the director.
- DS02: 1-9 I'm timing.
- DS02: 1-2 You be the recorder; you write the answers.
- DS02: 2-1 Okay.
- DX02: 5-9 Guys, I'll be the direction reader, okay?
- DS02: 2-5 I'm still the writer.

DS03 Task Feedback -- Positive

A group member(s) provides positive evaluative comment, encouragement, or affirmation to another group member(s) about the progress of the group task, an individual work effort or work action (job). Praise or admiration are included. This category does not relate to student behaviour during group work.

Examples:
- DS03: 3-5 Our story is pretty good, look how much we've done.
- DS03: 5-3 That looks good.

DS04 Task Feedback -- Negative

A group member(s) provides negative or critical evaluative comment to another group member(s) about the progress of the group task, an individual work effort or work action (job). Criticism or personal, derisive comment about task performance is included. This form of comment may move into non-productive or personal conflict, and then becomes DS13. The DS04 category does not relate to student behaviour during group work.

Examples:
- DX08: 5-6 Which one looks best?
- DS04: 6-5 No-o-0, he should have big wings.
- DS09: 1-6 It's easy.
- DS04: 6-1 I know, that's why she wanted to do the pepperoni.
- DS04: 2-1 That writing is messy.
- DS04: 1-2 I have nothing to say. I'm not doing any more.
DS05 Challenging Group Member(s)/Asserting

An individual group member interrupting, asserting or reasserting the right to speak, to contribute content, to argue content, to follow procedure, to demand a response or contribution from another group member. If not listening to the tape or observing, it is often difficult to distinguish between DS05 and other categories. If in doubt, code as the other category (e.g., TS05, TS08).

Examples:

DX05: 1-9  Listen, can I speak?
DS05: 2-1  I want to finish.
DX05: 1-2  Why should it be your way?
DS05: 2-1  Shh, I'm talking.
DX05: 1-2  Can I write something down?
DS05: 1-9  Let me do something.
DS05: 2-1  Let me see the cheese.
DS07: 1-2  No.
DS05: 6-9  Wait, wait.

DS06 Positive Response to Challenge

Following a challenge (DS05) from a group member, agreement or a positive response is given.

Examples:

DX05: 1-5  Can I go ahead?
DS06: 5-1  Yes, go ahead.
DS05: 1-6  I want to do something with that flower.
DS06: 6-1  Okay, do it.

DS07 Negative Response to Challenge

Following a challenge (DS05) from a group member, rejection or a negative response is given.

Example:

DX05: 1-6  Can I go ahead?
DS07: 6-1  No, I don't want you to.

Examples of DS05, DS06, DS07:

DS05: 1-2  Here. If it's my thing, then I write it down.
DS07: 2-1  No.
DS05: 1-2  Yes, because it's fair.
DS06: 1-2  It does not matter.
DS06: 1-9  Well then I'll just write it down.
DX05: 1-9  Can I write something down?
DS07: 2-1  And I have, Anna.
DS05: 1-2  I'm doing it.
DS07: 2-1  No, do this.

25.
DS08 Seeking Approval/Feedback

A group member(s) approaches another group member(s) for feedback about, approval of, or a positive determination about the quality of content produced/to be produced, or the accuracy of a technique used/to be used.

Examples:  
DX08 : 1-5  Which one is best?  
DX08 : 6-2  See David, how's that for a foot?  
D?08 : 6-5  Do you agree that I should put the picture here?  
DS08 : 2-5  Look at these and see what you think.

DS09 Self-Evaluation -- Positive

A group member proffers a positive comment to another group member(s) about the quality of self work or effort. This comment may be a defensive response to negative feedback.

Examples:  
DS09 : 1-5  I'm good at drawing monkeys.  
DS09 : 6-2  This is easy.  
DS09 : 2-9  Oh, I know how to add it, do this.  
DS09 : 1-6  I can write upside down.  
DS04 : 1-6  You've got it wrong.  
DS09 : 6-1  No, I think it's right.  
DS09 : 5-2  See, we were right.

DS10 Self-Evaluation -- Negative

A group member proffers a negative comment to another group member(s) about the quality of self work or effort.

Examples:  
DS10 : 1-2  I'm not progressing too well.  
DS10 : 1-5  This isn't really my best drawing.  
DS10 : 1-6  I don't get this.  
DS10 : 1-5  I can't colour this.

DS11 Monitoring Behaviour in Group

A group member(s) comments to another group member(s) about or monitors the behavioural performance of a group member(s). Such comments may be either positive (encouraging, friendly, cohesive) or negative (discouraging, divisive, critical) and reflect either on-task or off-task behaviour.
Examples:

DS11: 1-2    Oh thanks.
DS11: 1-5    What's D. doing over there in a different group?
DS11: 1-6    You guys aren't doing it fair.
DS11: 2-1    He's not letting him do anything.
DS11: 2-5    Don't go around there hollering at us. You have to do your part, too.
DS11: 2-6    You guys, come on, help us.
DS11: 5-6    You are being silly.
DS11: 5-1    You guys be quiet.
DX11: 5-2    You can still try, can't you? [rhetorical]
DS11: 1-6    Here Jarrad, try this, you can do it.
DS11: 5-9    If you're done, then just read a book or something.
DS11: 1-9    Shhh!
DS11: 6-5    Don't worry about it.

DS12 Group Evaluation

A group member makes evaluative comments to another group member or to an outsider (e.g., the teacher) about the relationships, rules, decision making, problems or successes within the group; about the composition of the group; about being part of the group; or about feelings towards the group. Such comments may be positive or negative.

Examples

DX12: 1-2    Do you like the group, Tim?
DS12: 5-6    I want to leave this group.
DS12: 6-5    I like working with Jane.
DS12: 2-9    We're the best group here, probably.
DS12: 1-5    Please take me off this team and give me a different team.
DS12: 1-2    We got that right.
DS12: 5-9    No one listened when I told you.
DX12: 1-5    Can you imagine keeping track of people having equal turns?
DX12: 5-1    No
NS10: T-C    We have a group finished.
DS12: 5-6    I think it's 'cause we worked ahead.
DS12: 6-5    Yeah. When we were on number three, some people were still getting started.
DS12: 1-X    They don't ask me anything. They just do it.
DS13  Aggression/Conflict

Comments which indicate non-productive or personal conflict within the group. These comments are, at most, superficially related to the task and may be aggressive, derisive, derogatory, abusive, critical or defensive. Comments which involveiggling or squabbling would be included in this category. DS13 differs from ##99 in that ##99 is related to off-task matters that are not as dysfunctional.

Examples:

<table>
<thead>
<tr>
<th>Example</th>
<th>Text</th>
</tr>
</thead>
<tbody>
<tr>
<td>DS13 : 1-2</td>
<td>Don't you dare hit me with that.</td>
</tr>
<tr>
<td>DS13 : 2-1</td>
<td>Be glad to.</td>
</tr>
<tr>
<td>DS13 : 1-6</td>
<td>At least I don't smell.</td>
</tr>
<tr>
<td>DS10 : 1-2</td>
<td>Yes, I'm stupid.</td>
</tr>
<tr>
<td>DS13 : 2-1</td>
<td>That's why you're in L.D. [Learner Disabled].</td>
</tr>
<tr>
<td>TX01 : 1-2</td>
<td>Can I borrow a pencil?</td>
</tr>
<tr>
<td>DS13 : 2-1</td>
<td>Look, you should have picked your pencil up. You should have picked it up if you care about it. / I don't care about your pencil. / You have lots. I don't have any.</td>
</tr>
<tr>
<td>DS11 : 1-2</td>
<td>She says she's not going to put her hand up again.</td>
</tr>
<tr>
<td>DS13 : 5-9</td>
<td>I just told you I'm not putting my hand up one more time.</td>
</tr>
<tr>
<td>TX16 : 1-2</td>
<td>Troy, do you think we've finished?</td>
</tr>
<tr>
<td>DS13 : 5-2</td>
<td>He doesn't know - he's 'thick'.</td>
</tr>
</tbody>
</table>

DS14  Seeking Help

A group member approaches another group member for help or assistance with a work action or task.

Examples:

<table>
<thead>
<tr>
<th>Example</th>
<th>Text</th>
</tr>
</thead>
<tbody>
<tr>
<td>DX14 : 1-9</td>
<td>Will someone hold this?</td>
</tr>
<tr>
<td>DX14 : 5-1</td>
<td>There.</td>
</tr>
<tr>
<td>DX14 : 1-9</td>
<td>You guys, can you help me?</td>
</tr>
<tr>
<td>DS14 : 6-1</td>
<td>Yeah.</td>
</tr>
<tr>
<td>DS14 : 1-2</td>
<td>I need you to help.</td>
</tr>
<tr>
<td>TS01 : 2-1</td>
<td>The fraction is greater than five-eighths-more than five-eighths-and is equivalent to eight-twelfths.</td>
</tr>
</tbody>
</table>
DS15 Offering Help

A group member approaches another group member(s) and offers help or assistance in the performance of a work task or action.

Examples:

TS08 : 2-U  We need to do it this way.
DS15 : 2-9  I'll show you.
DS15 : 2-9  Here, I'll show you how to do it.
DS15 : 1-2  Daniel, let me show you how to do that.
DX15 : 1-9  Can I help?
Monitoring Group

Definition of Monitoring Group:

Teacher talk to a group or student in which the teacher observes, checks, clarifies or oversees group performance or behaviour.

Interactions involve the teacher (T), helper (H), or parent (P) and a student(s). Interactions between students, in the teacher’s/helper’s/parent’s presence, should be coded in the categories of Group Task or Group Dynamics. Group monitoring takes place between the lesson introduction and the conclusion.

MS01 Checking Progress

Interactions in which the teacher is checking, questioning or making statements about the group progress in terms of the student(s) achieving the assigned group task.

Examples:

<table>
<thead>
<tr>
<th>Example</th>
<th>Interaction</th>
</tr>
</thead>
<tbody>
<tr>
<td>MX01: T-9</td>
<td>Are you sharing ideas?</td>
</tr>
<tr>
<td>MX01: T-5</td>
<td>Are you doing anything, Donna?</td>
</tr>
<tr>
<td>MX01: T-9</td>
<td>Have you done your prediction?</td>
</tr>
<tr>
<td>MS01: T-9</td>
<td>I see you’ve listed your materials.</td>
</tr>
<tr>
<td>MX01: T-9</td>
<td>Do you have your names on it?</td>
</tr>
<tr>
<td>MX01: T-9</td>
<td>Have you got a prediction for the next one?</td>
</tr>
<tr>
<td>MS01: 2-T</td>
<td>Yes</td>
</tr>
</tbody>
</table>

MS02 Clarifying or Eliciting Task Content/Solution

Interactions in which the teacher contributes to the group’s clarifying of content, bringing to light information, brainstorming, proposing of content or solutions. These interactions are often associated with teacher questioning (probing/eliciting), reasoning or guiding toward an outcome.

Examples:

<table>
<thead>
<tr>
<th>Example</th>
<th>Interaction</th>
</tr>
</thead>
<tbody>
<tr>
<td>M?02: T-9</td>
<td>What’s the general idea of this story?</td>
</tr>
<tr>
<td>M?02: T-9</td>
<td>Okay, what's your title?</td>
</tr>
<tr>
<td>M?02: T-9</td>
<td>How did you get that name?</td>
</tr>
<tr>
<td>M?02: T-5</td>
<td>Are you trying to say which of those are larger than half?</td>
</tr>
<tr>
<td>M?02: T-9</td>
<td>We don't have solar heat so what can we use?</td>
</tr>
<tr>
<td>M?02: T-9</td>
<td>Is there another way you can get it done?</td>
</tr>
<tr>
<td>MS02: 2-T</td>
<td>Yeah.</td>
</tr>
</tbody>
</table>

30.
MS03 Feedback -- Positive

Interaction in which the teacher provides positive comment, encouragement or affirmation about the progress, achievement, effort, action or behaviour of the whole class, a group(s) and/or a student(s).

Examples:  
MS03: T-9 I like the way you have included herbs and spices in the story.  
MS03: T-9 Fine . . . good . . . well done.  
MS03: T-9 You're working very well here.  
MS03: T-9 Okay, that's one way you can do it. / Is there another way?  
MS02: T-9 There could be if the other one was put like this.

MS04 Feedback -- Negative

Interactions in which the teacher provides negative or critical comment about the acceptability, appropriateness, progress, achievement, effort, action or behaviour of the whole class, a group(s) and/or a student(s).

Examples:  
MS04: T-1 No, that answer is incorrect.  
MS04: T-5 That's a silly answer.  
MS04: T-9 You were not allowed to use that type.

MS05 Clarifying Task Procedures

Comments made by the teacher during group work which explain, re-explain and/or clarify the groups' task for the lesson and/or the procedural steps to be followed by the groups. This category generally relates to when the task and/or procedural steps are not clearly understood or the group is in need of further direction.

Examples:  
MS05: T-9 The first thing you must do is list other names for a quarter. / Then list other names for two-thirds. You may use your charts to do that. / For number 4, remember you need to put a little line of explanation. / If you have a question, please let others help.  
MS05: T-9 This one here is a model of what you are building. When you get to here it stops. So that's the finished product.  
MS05: 6-T MS05: T-9 This is the finished product, number 5. So we were right.  
D612: 1-9 MX05: T-9 Where is your blank sheet of paper?
MS06 Giving Answer/Solution

Interactions in which the teacher gives the answer or solution to the group as they work at the task. This category differs from MS02 in that MS02 is concerned with developing thinking. MS06 is directive and closes thinking.

Example: MS06: T-9 The answer is three-quarters.

MS07 Giving Explicit Directions

Interactions involving the student in which the teacher gives explicit directions or commands to the group about procedural matters, materials, development of content, and behavioural performance. Directions are explicit and cover an understood matter.

Examples: MS07: T-9 Put you names at the bottom of the [group] copy.
               MS07: T-6 Go and get the materials.
               MS07: T-2 Write it on the sheet.
               MS07: T-1 Kevin, record that answer for the group.

MS08 Control/Discipline

Comments made by the teacher which pertain to matters of control and discipline. This may include gaining attention, commenting, warning, rebuking or disciplining a disruptive or inattentive student or group(s).

Examples: MS08: T-9 Eyes to me.
               MS08: T-5 I need your attention up here, Mary.
               MS08: T-9 Stop sliding your chairs.
               MS08: T-9 Would you turn around and look at the board.

MS09 Student-initiated Contact

Student approaches and/or asks the teacher/helper/parent for assistance or information about the task/behaviour.

Examples: MX09: 6-T Could you make a leg of lamb for me?
               MS09: 5-T We've discussed it, but we don't get it.
               MS09: 1-T Ms Brown, John is not trying.
MS10 Resolving Problems

Comments made by the teacher, and responses by the student(s) which involve monitoring, resolving or sorting out problems within the group.

Examples:

MS09: 1-9 Fred's got my geostrips.
MX10: T-1 What are these here? / Are
MX10: T-1 they broken? / Kylie will get
MS10: T-1 some more.
MS10: 1-T No Fred took half of them.
MS10: T-1 Fred, please give them back. [Fred returns geostrips and Kylie gets some more.]
MS09: 6-T Yeah, Mr Brown she wants the piece of paper.
MX10: T-6 Why?
MS10: 6-T My shape was right there, her shape was there and she was doing cut offs.
MS10: T-6 Cooperate, one sheet here and one sheet there.
MS10: 6-T I wanted to do it with the other sheet.
MS10: T-6 No, Bill. Calm down. / Put a piece of paper on each desk and just settle down.

MS99 Teacher/Student Non-Task Related

Interactions which indicate non-involvement with, distraction from, or conflict relative to the task being worked by the teacher and the group.

Examples:

MS99: 1-T We have lots of Island Cattle in Scotland.
MS99: T-1 You'll have to tell me about that some time.
Whole Class Intervention

Definition of Whole Class Intervention:

Teacher talk to the whole class between the lesson introduction and the lesson conclusion.

NS01 Recapitulating Previous Activity

Interactions which review the previous activity(ies) or bridge the procedures and content from a previous activity(ies) to the current activity(ies).

Example: NS01 : T-C In the problem you have just done, we were working out how to find the perimeter of shapes like puddles. Now we are going to think of ways to find the area of unusual shapes.

NS02 Clarifying Task Content/Procedures/Materials

Comments and questions during a whole class intervention which explain or re-explain the nature of the task and/or direct the groups’ task and/or the procedural steps to be followed by the groups or which relate to the distribution of materials to the group(s).

Examples: NS02 : T-C Okay, some of you may have done it, and you may have done it incorrectly. / Let's look at it and see exactly what it means. / It says, how much did you divide the pepperoni into? Jane?
NS02 : U-T Two halves.
NS03 : T-C Two halves, right.
N702 : T-C Does that give you an idea of how to do that one? [rhetorical]
NS02 : T-C Now let's look at it again.
NS02 : T-C It then asks how many combinations you can find.

NS03 Feedback -- Positive

Interactions which provide positive comment, encouragement or affirmation about the progress, achievement, effort, action or behaviour of the whole class, a group(s) and/or a student(s).

Examples: NS03 : T-C Now you have worked really well. They are very good answers.
NS03 : T-C It's good that you try to do things in your head.
NS04 Feedback — Negative

Interactions in which the teacher provides negative or critical comment about the acceptability, appropriateness, progress, achievement, effort, action or behaviour of the whole class, a group(s) and/or a student(s).

Examples:

NS08 : T-C  Right, stop for a minute.
NS04 : T-C  Some people aren't working.
NS04 : T-C  That answer is incorrect.

NS05 Checking Thinking Process(s)

Interactions in which the teacher explores the thinking process used by the student(s) during the lesson. This might include the establishment of precise meaning, defining ideas or concepts, resolving logical sequences, discussion of the direction of content, reviewing creative ideas or proposing and exploring solutions.

Example:

NS10 : T-C  Your group thought X was the answer.
NS05 : T-C  / Tell us how you reached that. [The group explains.] / Okay . . . so you started with . . . and you came up with . . .
NS05 : T-C  [paraphrases group explanation] / Okay, let's think about this—what were you thinking when you tried this way?

NS06 Explicit Teaching of New Content

Interactions in which the teacher introduces, explains, and develops new content or extends previously learned content after students have begun the group task. This provides the content foundation for the next part of the lesson. This includes question and answer exchanges with student(s).

Example:

NS06 : T-C  Now I am going to explain to you how to do trial and error problem solving.

NS07 Giving Explicit Directions

Interactions in which the teacher gives directions regarding task content/procedure, use of time or materials. Directions are explicit and cover an understood matter.

Examples:

NS07 : T-C  You have 2 minutes to finish the worksheet.
NS07 : T-C  That group go over there.
NS08 Control/Discipline

Comments made by the teacher which pertain to matters of control and discipline. This may include gaining attention, commenting, warning, rebuking or disciplining a disruptive or inattentive student(s) or group(s).

Examples:  
NS08 : T-C  Eyes to me.
NS08 : T-C  I need your attention up here, Mary.
NS08 : T-C  Stop sliding your chairs.
NS08 : T-C  Would you turn around and look at the board.

NS09 Student Question/Suggestion

Comments and questions initiated and made by a student(s) to the teacher during whole class instruction in which the student is questioning, speculating, or suggesting content or procedure relative to the task.

Examples:  
NX09 : 1-T  Mrs Smith, do we have to describe in written words the pattern we can see in the fractions one-third, one-quarter, and one-half?
NS02 : T-1  Yes, describe the pattern in written words.

NS10 Checking Progress/Marking

Interactions in which the teacher checks progress of content, marks work, or collates findings or solutions to problems.

Examples:  
NS10 : T-C  The answer to number 1 is 15.
NS10 : T-C  Hands up those who had it right.
N?10 : T-C  What did you get wrong, John? [Teacher works example on board.]
NX10: T-C  Are there any groups who have finished their worksheet?

NS99 Non-Task Related

Actions/interactions which indicate non-involvement with or distraction from the task being addressed by the teacher and the class.

Example:  
NS99 : 1-T  Look, the gerbil is eating the lettuce.
Whole Class Wrap-up

Definition of Wrap-up:

Wrap-up refers to the section of the lesson which follows small-group work. It involves the teacher and/or the student(s) in whole class interactions.

RS01 Recapitulating/Summarizing the Lesson

Interactions in which the teacher reviews the whole lesson or summarizes the content development of the lesson. This review might be done by posing problems to test understanding or reworking problems which were not fully understood.

Examples:  
RS01 : T-C  Today we have looked at two important ideas. The first idea was that of estimation of points on a number line.
RS01 : T-C  The second idea was . . .

RS02 Marking/Collating Findings

Interactions in which the teacher marks work, checks progress, collates findings or solutions to problems.

Examples:  
RS02 : T-C  I need to know your group findings.
R02 : T-C  What did your group find?
RS02 : U-T  Our group found that one-half was larger than one-third.

RS03 Feedback – Positive

Interactions in which the teacher provides positive evaluative comment, encouragement or affirmation about progress, achievement, effort, action or behaviour by the whole class and/or a group(s) and/or a student(s).

Examples:  
RS03 : T-C  You have followed our rules about working in groups really well.
RS03 : T-C  That sounds like a very logical answer. I like it.
RS03 : T-C  Most are well on the way to finishing the final poster.
RS04  Feedback -- Negative

Interactions in which the teacher provides negative or critical comment about the acceptability, appropriateness, progress, achievement, effort, action or behaviour by the whole class, and/or a group(s) and/or a student(s).

Examples:

RS04 : T-C  Today some of you did not work effectively as a group because you did your own thing without sharing or negotiating within your group.

RS04 : T-C  This group didn’t get their work finished.

RS05  Reviewing Thinking Process(s)

Interactions in which the teacher explores the thinking processes used by the student(s) during the lesson. This might include establishment of precise meaning, defining ideas or concepts, resolving logical sequences, discussing direction of content, reviewing creative ideas or proposing and exploring solutions.

Examples:

RS05 : T-C  When you were working out a short way to find the perimeter of a rectangle--why would you use that formula--find the length and breadth then double it. [Elicited general responses; teacher then paraphrased the students' correct thinking.]

RS05 : T-C  Okay, so they got a benchmark of four-eighths which they knew was one-half, and then they looked to see if it was less than that or greater than that. And that's how we do it.

RS06  Looking Ahead

Interactions in which the teacher provides information about or an overview of progress towards the next/future lesson(s).

Example:

RS06 : T-C  Tomorrow we will do work on area.
RS07  Giving Directions

Interactions in which the teacher directs students regarding materials, tidying up, dismissal or getting ready for the next class lesson.

Examples:

RS07 : T-C    Now, return the maps to me.
RS07 : T-C    You must put your worksheets away now.
RS07 : T-C    Okay, quickly tidy up.
RS07 : T-C    The teams that are still working can continue working.

RS08  Control/Discipline

Comments made by the teacher which pertain to matters of control and discipline. This may include gaining attention, commenting, warning, rebuking or disciplining a disruptive or inattentive student(s) or group(s).

Examples:

RS08 : T-C    Eyes to me.
RS08 : T-C    I need your attention up here, Mary.
RS08 : T-C    Would you turn around and look at the board.

RS09  Student Question/Suggestion

Comments and questions initiated and made by a student(s) to the teacher during whole class wrap-up in which the student is questioning, speculating or suggesting content or procedure relative to the task.

Example: R?09 : U-T    Mrs Smith, could you please draw on the board how the fraction one-fifth will look.

RS99  Non-Task Related

Actions/interactions which indicate non-involvement with or distraction from the task being addressed by the teacher and the class.

Example: RS99 : T-C    I can see you guys are looking forward to your holidays.
References

