Lesson 1.1.1C Resource Page

Team Roles for Problems 1-4 and 1-5

**Resource Manager:**
- Get supplies for your team and make sure that your team cleans up.
  
  *Return the cards from problem 1-1 and the function machines to the teacher.*
  
  *At the end of class, is your team’s work area cleaned up and put away?*

- Help your team decide when you need outside help. Assist in creating team questions for the teacher. Call the teacher over for team questions.
  
  “*Does anyone know the answer to our question? Does anyone have another idea?*” “*Are we ready to ask the teacher a question?*”
  
  “*Does everyone know exactly what we are going to ask the teacher when he/she comes over here?*”

**Facilitator:**
- Get your team started by having someone read the task out loud.
  
  “*Who wants to read?*”

- Check that everyone understands what to work on.
  
  “*Do you know what to do?*” “*Are we all on part (e)?*”

- Make sure that each team member has shared his or her ideas.
  
  *Have all team members had a chance to contribute to the discussions and ideas?*
  
  *Is one team member doing all the talking? Is anybody not talking at all?*
  
  “*Did we hear from everybody?*” “*Do you have anything to add?*”

- Make sure no one is getting left out or left behind. Make sure each person has time to write his or her answer before you move on.
  
  “*Does anyone need more time to write down our explanation?*”

**Recorder/Reporter:**
- Make sure that each team member can see the work your team is discussing.
  
  *Place the function machines in the center of the table.*

- Make sure that your team agrees about how to explain and justify your answers, and that everyone understands your team’s answer.
  
  “*Does everyone know what to write down? Does anyone need a different explanation?*”
  
  “*Does everyone understand why certain functions could not go last and others could not go first?*”

- Make sure that each member of your team is able to share ideas.
  
  “*Is everybody ready to explain to the class how we got our answer?*”

**Task Manager:**
- Help keep your team on task, talking about math, and respecting each other’s right to learn.
  
  “*Let’s get back to the math.*” “*Can we go on to the next problem?*”

- Keep track of time if you have been given a time limit, and make sure your team is making progress at an appropriate pace.
  
  “*We only have ten minutes left.*” “*Which functions could not go last?*”

- Make sure that no one talks outside your team.