Agora

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Organization and productivity - workshop for students

Organization is one of the core learning and teaching skills. Learning - at the neural level.practically *is* organizing and consolidating information. Though people often use it as a
generic term, in reality it functions as an umbrella term and covers diverse specific skills and
aspects of life and learning. This workshop with students covers only those aspects that are
commonly most critical in a school setting, such as time, space and information
management, as well as self-discipline and habit formation.

Workshop objectives

- ·To be able to use **time management** techniques
- ·To be able to use **space management** techniques
- •To understand the relationship between physical learning environment and self-discipline
- ·To be able to use information management strategies

Resources and supplies

- Response forms created by the facilitator,
- Atomic Habits by James Clear,
- PPT and videos
- · Big classroom,
- Projector with speakers,
- Chart papers,
- · Push pins,
- · Stickers,
- Students should bring pencil cases with colors

Skills

In this workshop session, students will have the opportunity to:

- Reflect
- Identify
- Communicate
- · Create and brainstorm
- Analyze

Assessment

- Peer evaluation and support
- Individual and pair worksheet responses
- Video response



Flow of activities and learning engagements

Welcome and introduction to the objectives – 3 min.

- **Activity 1:** Quick sharing about what organizational skills are 5 min.
- Activity 2: Students will complete one of the two offered worksheets that analyze, identify and reflect about how they actually spend time and effort in daily activities 10 min.
- **Activity 3**: Students will use Pomodoro techniques to plan one of their current academic goals 10 min.

Video and quick discussion about 80/20 principle – 5 min.

- **Activity 4:** Students will use Eisenhower Matrix to prioritize their current academic goals. They will share and view on a gallery walk. 10 + 5 min.
- **Activity 5:** Students will complete Space-management awareness and optimization form. They will finish their checklist at home. 10 min.
- **Activity 6:** Students will explore their habitual "cues" from the "Atomic Habits", and then redesign their physical environment in order to suit their learning and development needs 20 min.

Presentation about three types of effective note-taking – 5 min.

- **Activity 7:** Students will chose one of the note-taking techniques and apply it to the video about Mindset 15 min.
- **Activity 8:** After watching a 1min. video about team learning roles, students will take a role within a team and collaboratively design job description for each role; b) design a solution for the school library as a major learning hub in the school, that promotes reading culture 5+15 min.

Thanks and closing the workshop -1 min.

Sneak peek into the resources

Pomodoro technique (Chunking, focusing and timing)

Work expands so as to fill the time available for its completion. - Parkinson's Law What's the neuroscience behind Pomodoro technique?

- Pomodoro 1 Create an outline for my term paper, 25 minutes
- · 5 minute break
- Pomodoro 2 Write the introduction to my paper, 25 minutes
- 5 minute break
- Pomodoro 3 Write at least 15 more pages, 25 minutes
- · 5 minute break
- Pomodoro 4 Add footnotes to the pages written, 25 minutes
- · 15-30 minute break

Activity 3: Apply the techinque by planning some of your current academic goals – 5 min..

3. Information management – Note taking

Your effective retention depends not only on the information input (what you hear and see), but even more so on the information output (what you produce).

- Where?
- What?
- · How?



- GENERAL NOTE-TAKING GUIDELINES

 BIG IDEAS SUMMARIES, OVERVIEWS, OR CONCLUSIONS

 BULLET LISTS

 TERMS AND DEFINITIONS

 EXAMPLES
- a) Outline method
- b) Cornell method
- c) Mind map

Sneak peek into the resources

Cooperative/team based learning

- 1. Take a role within a team and together create the job description for each role **5 min.**
- 2. Design a solution for the school library as a major learning hub in the school, that promotes reading culture **15 min.**

