



More Than A Game!

Cranium CoRE

This **CoRE**, Community of **Reading Engagement**, prepares all students, grades 3 through 12, to be better thinkers and decision-makers based on what they read.

What makes Cranium CoRE different?

- Higher order thinking questions
- Discussion/defense of answers
- Competitive game format
- Collaborative team play
- School-to-school connections

**Please visit our Web site
at www.CraniumCoRE.com**

Sign up for a **FREE** 50-game subscription!

A number of schools in the U.S. are using Cranium CoRE, including:

- Rolling Green Elementary School, Florida
- Greene Elementary School, Illinois
- Emerald Cove Middle School, Florida
- Okeeheelee Community Middle School, Florida
- Bartlett High School, Tennessee
- Martin Luther King High School, Illinois
- Palm Beach Gardens High School, Florida
- York Community High School, Illinois

Cranium CoRE has a simple but elegantly engaging formula:

Read aloud, play the game show and then prove your answers contextually.

This process is metacognition in action!

"I've watched first-hand how **Cranium CoRE** engages reluctant readers, prompting them to read, think and discuss my stories in a way they hadn't imagined was possible, let alone was as much fun!"

**Tim Green, author of the NY Times Best-Selling
Football Genius and *Baseball Great Series*.**

"As a former English teacher and Learning Specialist for at-risk students, I am excited about seeing students enjoy reading using Cranium CoRE in a nonthreatening, fun, stimulating and elegantly effective atmosphere."

**Miss Sue Mitchell, Educator and Tutor from
the book and movie *The Blind Side*.**

READ. WRITE. SPEAK. LISTEN.

Cranium CoRE Research Summary

The Framework

Practice, Practice, Practice. (*Outliers* by Malcolm Gladwell). This key piece of the mastery (*Drive* by Daniel Pink) puzzle for language arts skill development also has three of the five essential elements delineated by the National Reading Report 2000, vocabulary, fluency and comprehension, woven into the fabric of Cranium CoRE. There is high engagement and intrinsic motivation leading to a fun form of practice by reading, playing and discussing wrapped in the attractive packaging of a TV style game show in teams with HOT (Higher Order Thinking) questions within a social network. There is a writing component allowing teachers and students to learn how to compose HOT questions and contribute to the community.

Within this framework, Cranium CoRE utilizes the best practices identified by well-known researchers. They include:

Read Aloud/Along/Fluency/Vocabulary

- Jim Trelease (2006) *The Read Aloud Handbook*
- Stephen Krashen (2004) *The Power of Reading*

Listening

- Michael F. Opitz and Matthew D. Zbaracki (2004) *Listen Hear!*

Discussion/Conversation/Vocabulary

- Maria Nichols (2006) *Comprehension Through Conversation*
- Richard Allington (2006) *What Really Matters for Struggling Readers*

Writing/Vocabulary

- Strickland, Ganske, Monroe (2002) *Supporting Struggling Readers and Writers*

Higher Order Thinking

- Maryland State Dept. of Education (1991) *Better Thinking and Learning*
- Thomas and Thorne (2010) Center for Dev. & Learning *Higher Order Thinking*
- Ellin Oliver Keene and Susan Zimmerman (2007) *Mosaic of Thought*

High Engagement Using Technology

- Larry D. Rosen (2010) *REwired*

Intrinsic Motivation

- Alfie Kohn (1999) *Punished by Rewards*
- Daniel Pink (2009) *Drive*

Teamwork/Collaboration

- Marilyn Friend and Lynne Cook (1992)
Interactions: Collaboration Skills for School Professionals
- Judith Haymore Sandholtz and others (1997)
Teaching with Technology: Creating Student Centered Classrooms

The Evidence

Ongoing studies are taking place in Palm Beach County, Florida, and Memphis, Tennessee. Cranium CoRE is being used across the curriculum in a variety of settings and age groups. These include ESOL, AP, AVID, Intensive Reading and other classes.

The results indicate a very high level of engagement for reading and discussion.