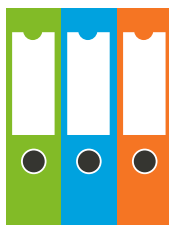# Randomisers

This strategy enables a "no hands up" approach to classroom participation. Each student is chosen at random using an instrument or application (e.g. lollipop-sticks or a random name generator) when student participation is required.

- This strategy ensures that all students have an equal opportunity to participate and share their responses in class. It activates student voice across the class.
- The random drawing of a student's name may also help with classroom management. Students will remain on task, waiting to see if they will be asked a question.
- Students get used to the strategy and teachers don't develop patterns of asking some students and not others, especially those students who want to disengage.

## Tips

- Students may like to draw out the names on certain occasions.
- If you don't want to create a separate lollipop stick/name placement for every student, assign a number to every student in each of your classes and use only the numbers. This may save you time in preparation.
- Check occasionally to ensure all the names are there.
- Caution may need to be exercised if there are specific students in a class who cannot respond to an unprepared call for a contribution or to perform a task such as reading.

## Key Skills

- ▶ Managing information and thinking
- ▶ Managing myself
- ▶ Communicating

## Resources

Randomising instrument, such as:

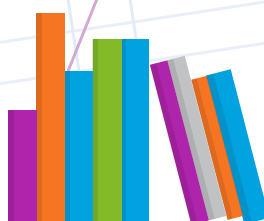- ▶ Lollipop-sticks (1 per student with names written on each) in a jar/container
- ▶ Random name generator, such as on http://www.class-tools.net/random-name-picker

## Room Layout

Keep the lollipop sticks together by class group in a safe place in your room.

## Assessment

Assessment is broader and more random throughout the class, encouraging students to stay on task and allowing a greater variety of students to answer or participate.

**Further Information**
Further reading and support on implementing this strategy is available on www.jct.ie

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