

Think-Pair-Share

Think-pair-share (TPS) is a collaborative learning strategy where students work together to solve a problem or answer a question about an assigned reading.

This strategy requires students to

- (1) Think individually about a topic or answer to a question; and
- (2) Share ideas with classmates.

Discussing with a partner maximizes participation, focuses attention and engages students in comprehending the reading material.

When to use:	<input checked="" type="radio"/> Before reading	<input type="radio"/> During reading	<input type="radio"/> After reading
How to use:	<input type="radio"/> Individually	<input checked="" type="radio"/> With small groups	<input type="radio"/> Whole class setting

Why use think-pair-share?

- It helps students to think individually about a topic or answer to a question.
- It teaches students to share ideas with classmates and builds oral communication skills.
- It helps focus attention and engage students in comprehending the reading material.

How to use think-pair-share

- Decide upon the text to be read and develop the set of questions or prompts that target key content concepts.
- Describe the purpose of the strategy and provide guidelines for discussions.
- Model the procedure to ensure that students understand how to use the strategy.
- Monitor and support students as they work through the following:

T : (Think) Teachers begin by asking a specific question about the text. Students "think" about what they know or have learned about the topic.

P : (Pair) Each student should be paired with another student or a small group.

S : (Share) Students share their thinking with their partner. Teachers expand the "share" into a whole-class discussion.

Name K. Swathi

Date 06-12-2021

Think-Pair-Share

Read the following question or problem:

→ What is the Appropriate Method to produce the controlling Torque? In any situation controlling torque is zero, what happens in the Meter?

Think On your own,

Write three ideas you have about this question or problem:

1. Spring controlling method is Best, If $T_c = 0$, we are not controlling pointer
2. Economically gravity control is Best Method, If $T_c = 0$, pointer will not give correct reading.
3. Spring controlling is Best Method, If $T_c = 0$, the pointer once deflected would not return to zero position

Discuss your ideas with a partner. Put a check by any ideas, above, that your partner also wrote down. Then, write down ideas your partner had that you did not have:

1. If $T_c = 0$, The pointer shows final reading
- 2.
- 3.

Share

Review all of your ideas and circle the one you think is most important. One of you will share this idea with the whole group.

As you listen to the ideas of the whole group, write down three more ideas you liked:

1. If controlling Torque is zero, the pointer will not back to its initial position. So that it shows final
2. equal reading.
- 3.

Name T. Nisha

Date 06-12-2021

Think-Pair-Share

Read the following question or problem:

⇒ what is the appropriate method to produce the controlling Torque
If any situation controlling Torque is zero, what happens in the meter?

Think On your own,

Write three ideas you have about this question or problem:

1. To control the pointer, T_c is required, Spring control Method is
2. Best Method to Produce T_c . If T_c is zero, we could not control the pointer.
3. To bring the pointer back to zero, when $T_d = 0$
3. Spring controlling Method is Best Method, If $T_c = 0$, the pointer Pair shows final reading.

Discuss your ideas with a partner. Put a check by any ideas, above, that your partner also wrote down. Then, write down ideas your partner had that you did not have:

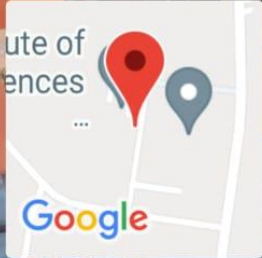
1. Economically gravity control Method is Best Method.
2. If $T_c = 0$, the pointer once deflected, would not
3. return to zero position.

Share

Review all of your ideas and circle the one you think is most important. One of you will share this idea with the whole group.

As you listen to the ideas of the whole group, write down three more ideas you liked:

1. If controlling Torque is zero [Always the controlling
2. Torque opposes and equals to the deflecting torque]
3. So that the pointer not controlled by any torque such that it shows final scale reading



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