**Checker** The Checker makes sure everybody knows what is going on. The teacher trusts and relies on the Checker to give other students jobs, and to check that all rules are being followed, and sees that the students are prepared.

**Taskmaster** The Taskmaster keeps the group on task. It is important that the Taskmaster has a reserve of positive and corrective comments such as, “Stop fooling around!”

**Materials Monitor** The Materials Monitor receives and returns all the materials to the teacher or correct location.

**Recorder** The Recorder writes down group decisions and answers to problems. Sometimes, the Recorder is simply responsible for making sure information gets recorded.

**Reflector** The Reflector leads the team in assessment and critical thinking. Looking at past work, teams are better able to move forward because they learn from mistakes. The Reflector makes sure the team thinks about how well they are working together, and what areas they need to improve.

**Quiet Captain** The Quiet Captain keeps the team quiet when the teacher needs to talk. Also, the Quiet Captain tells the group to lower their voices when necessary.

**Got Team Roles?**

Every team needs these 12 roles filled in order to help your team complete all the tasks and accomplish the work that needs to be done. If one role isn't being carried out, then the team will not complete the necessary work, and there will be a lot of confusion. Everyone needs to be working together!

**Go Team!**
Why Should I Learn To Work Well With Others?

Working well together is a very important skill! If your team is working together, you can finish your projects with a greater chance of success.

When working with a group, everybody needs to be cooperative and productive.

If you work well with your group, you can learn to work well with your peers.

And as an individual, you will have more confidence in your ability to be open-minded.

How do team roles help us understand groups better, and help us succeed?

Being able to identify with a specific team role helps because we all know what to do and what to expect from each other. As a result, everything will be accomplished faster and more efficiently.

Team Roles

**ENCOURAGER** The Encourager brings out the exemplary qualities in every team member. If the team is down, then the Encourager brings them back up with encouraging words.

**Coach**

The Coach is a peer student who helps team members master academic content, but does not solve the problems for them. They remind them to check over their work.

**Gatekeeper**

The Gatekeeper equalizes participation. They make sure everyone has a part in the team. The Gatekeeper shuts the door for one person and opens it for another, so everyone gets a chance.

**Cheerleader**

The Cheerleader gets the entire team to appreciate what they have done as whole, or what one team member has accomplished. They say things such as, “Let’s give____ a pat on the back!” The Cheerleader does not say things like “nice job!” They get the whole team to cheer on the student or the whole team.

**Question Commander**

The Question Commander sees if anyone has a question; if so, they make sure the question is answered. If the whole team has a question, and it cannot be answered by the group, the Question Commander signals the teacher for help.

**Praiser**

The Praiser does his or her job, after a student has spoken, to show appreciation—such as, “nice idea!”

Information provided by Cooperative Learning by Dr. Spencer Kagan

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