

9 Sure-Fire Ways to Inspire Your Boys to Write

Guys Write!!

Raising the Writing Bar for Boys
(and Girls)
(and your girls too)

dianacruchley.com

1. What Do Boys Need?

- Low threat competition
- Hold the stage
- Play the Game
- Visual
- Object Orientation
- Humour
- Leadership/ autonomy/ choices
- Knowing "stuff"
- Movement
- Action-oriented Titles



2. One Thing to Get Out of the Way

- Boys are...means
- "In studies which have been done
- Where boys and girls have been observed
- There has been a tendency
- For boys to do this more than girls"



4 What Does It Matter?

3. Three more things to note

- It's not all hardwired
- Because "boys do that" it doesn't make it acceptable
- Both sexes suppress those qualities in themselves they perceive are assigned to the other sex



5. You Get Good at What You Do A Lot Of

6. Testosterone enhances...


- Competitiveness
- Response to movement
- Spatial relations problem solving
- Drive to autonomy



Low-Threat Competition

7. Qualities of a Good Classroom Game

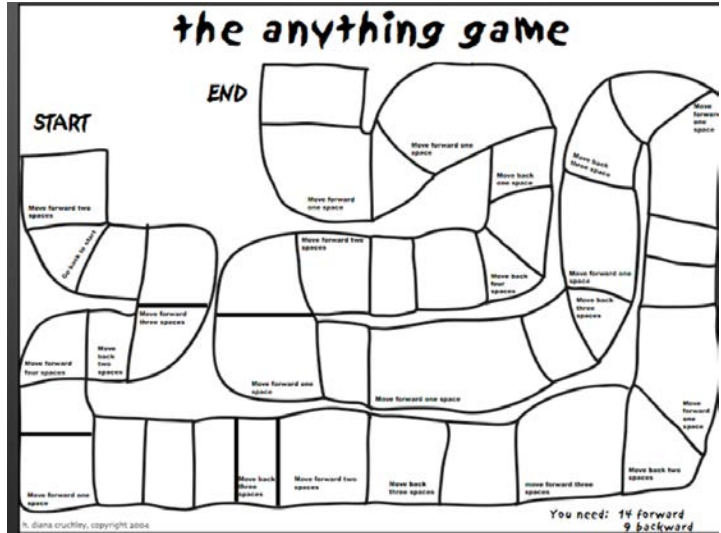
- Worth playing
- 100% minds on
- Even playing field
- Play in small groups – so losing and winning are less visible



1. Low Threat Competition

The Overhead Dash

- List of words from a unit under study
- Everyone has practiced A LOT
- Work in pairs – one facing you and one away
- Get your partner to say as many words as possible in 1 minute. You can talk in full sentences but may not say “rhymes with” or “starts with”
- Check where “half way” is
- Reverse roles and try again



Rapid Write

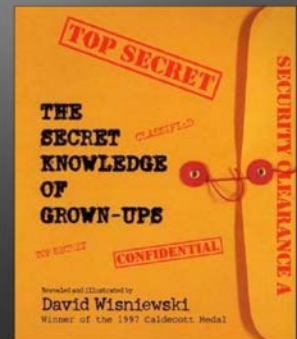


- One minute
- Start wherever your brain is. Write without stopping for 1 minute.
- No ideas? Just write “I can’t think of anything” until you do.

3.

The Secret Knowledge of Grownups

- Read the intro.
- Brainstorm in groups what parent tell you and the reason they give
- Collect the ideas from the groups - create 30 of them
- Read the first story
- Write as per the model



2. Hold the Stage

3. Play the Game

4. Think Visual

4.

Three Prompts

- A “scar” I have
- A time I could have been killed or severely injured
- A “water” story



5. Be Object-Oriented

Objects and Writing

- Jeweller's loupe
- Small blackboards, gel boards, whiteboards
- Dice/markers
- Overhead puppets
- Cameras
- Computers/power point
- Microphone
- Tangrams



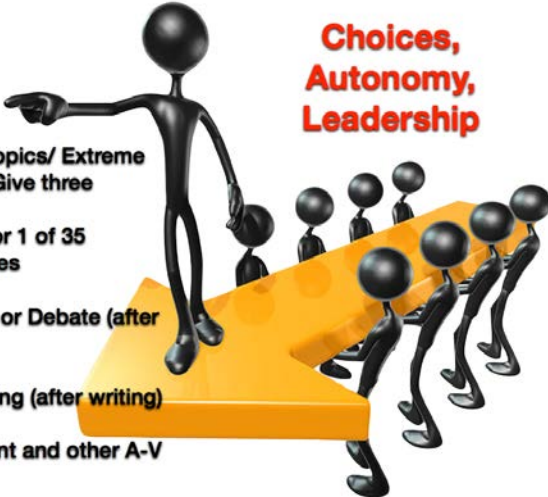
6. Humour Matters

You don't have to be funny...the book is...



Fractured Fairy Tales or Fables Unit


7. Leadership/ Autonomy/ Choices



**Choices,
Autonomy,
Leadership**

- Journal Topics/ Extreme Writing: Give three
- Sign up for 1 of 35 possibilities
- Speaking or Debate (after writing)
- Story Telling (after writing)
- Powerpoint and other A-V Projects

8. Information is Power



- Identify 32 interesting topics
- Students in groups select one each, research, and write. They also make up one question and answer for their piece.
- Edit, proofread, publish with the question on the bottom and the topic and category on the top.
- Students circulate to find the answers to one topic and check them against the key.

9. Movement Matters 10. Action Oriented Titles

Diana Cruchley

dianacruchley.com

dcruchley@gmail.com

pinterest, diana cruchley