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| **Lesson Plan:** |

**Prescribed learning outcomes:**

**B1 - 1, 2, 3**

**Big Ideas and Skills learned at end of unit**

**2, 5**

**Learning objectives**

**1, 2, 3, 4, 6**

*Please refer to Unit plan\_Reproduction for details.*

**Material and equipment needed**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Quizzes | GSA decks | Rules | Project outline | Bees activity | Formed groups |
| powerpoint |  |  |  |  |  |

**Assessment Plan:**

**Formative -**

**Summative-** Quiz

**Hook and Introduction**

|  |  |  |  |
| --- | --- | --- | --- |
| **Time** | **Activity** | **Teaching notes** | **Assessment** |
| 1:45- 1:55 | * Setup quiz | * Black boards out |  |

**Development**

|  |  |  |  |
| --- | --- | --- | --- |
| **Time** | **Activity** | **Teaching notes** | **Assessment** |
| 1:55-2:15 | * Quiz | * Count down timer |  |
| 2:15-2:30 | * Introduce Project | * Show some parody examples |  |
| 2:30-2:55 | * Game time! | * Show GSA website * What this game is about * Other related projects (Phylomon) |  |

**Closure**

|  |  |  |  |
| --- | --- | --- | --- |
| **Time** | **Activity** | **Teaching notes** | **Assessment** |
| 2:55-3:03 | * Check in with the class | How was the game? What did you like about it? Didn't like about it?  What looked familiar?  What was new?  What would you like to learn more about?  Computer lab next class  Suggested problems and reading:  Section 5.1  HW:  Bee Activity  Assignment (due Tues):  Project proposal next Tues | Exit slip |