| | | | | Nam | ie_ <u>Ka</u> | ty King | |
|--|---|--|--|--|------------------------------|---|--|
| Lesson Plan Template | | | | | | | |
| Lesson Segment Focus Recycling | | | sson | 1 | of | _1 | |
| Course & topic addressed Human Impacts | | | 4/14/19 | 9 | | Grade6 th | |
| | | | | | | | |
| Students will determine what to recycle and how to recycle by playing an interactive game as a class in small groups. | | | | | | | |
| We have talked about the importance of recycling and we have watched videos and read articles about the consequences of not recycling. | | | | | | | |
| This is a review game so all of the things we are going over, students have already been taught or are somewhat familiar with. | | | | | | | |
| ıdards | | | | | | | |
| | 6-ESS3-3 App | oly scientific principles t | o design | a method | l for | monitoring and | |
| and | minimizing a human impact on the environment. | | | | | | |
| t | | | | | | | |
| What planned instructional supports might you use to assist students to understand key academic language to express and develop their content learning? What will you do to provide varying supports for students at different levels of academic language development? | | By playing the game, students will learn definitions of specific vocabulary words that will be helpful for them. | | | | | |
| | Stude small We hat the co This i some was and the might ye language support | Students will determine small groups. We have talked about the consequences of notes a review game somewhat familiar with the so | Students will determine what to recycle and how to resmall groups. We have talked about the importance of recycling and the consequences of not recycling. This is a review game so all of the things we are going somewhat familiar with. This is a review game so all of the things we are going somewhat familiar with. The state of the state o | Students will determine what to recycle and how to recycle by small groups. We have talked about the importance of recycling and we have the consequences of not recycling. This is a review game so all of the things we are going over, str somewhat familiar with. Indards 6-ESS3-3 Apply scientific principles to design minimizing a human impact on the environment of the supports for students at learn words that will be helpful for them. | Lesson Plan Template Lesson | Students will determine what to recycle and how to recycle by playing an interasmall groups. We have talked about the importance of recycling and we have watched videos the consequences of not recycling. This is a review game so all of the things we are going over, students have alreasomewhat familiar with. Indards 6-ESS3-3 Apply scientific principles to design a method for minimizing a human impact on the environment. By playing the game, students will learn definitions of swords that will be helpful for them. | |

ReduceReuseRecycle

Key Vocabulary
What vocabulary terms/content specific terminology must be addressed for students to master the lesson?

Materials

| Materials needed by teacher for this lesson. | Smart BoardGame |
|---|--|
| Materials needed by students for this lesson . | Digital Device |

Lesson Timeline with Instructional Strategies & Learning Tasks (This should be VERY DETAILED)

| Amount of Time | Teaching & Learning Activities | Describe what YOU (teacher) will be doing and/or what STUDENTS will be doing during this part of the lesson. |
|----------------|--------------------------------|--|
| 10 mins. | Introduction: Review | For the first few minutes of class, we will go over what we have learned about human impacts and the importance of protecting our environment and world by choosing to recycle. |
| 20-30 mins. | Instruction: Interactive Games | Students will get into groups of 4 or 5. They will all have their digital devices out just so it doesn't get too overwhelming. I will put the directions on the board so they know exactly what to do. Students will be given a question and they will discuss the answer with their group. I will allow them to raise their hand and answer if they would like. Whatever group answers, I will turn to the class and ask them if they think that is the correct answer. They will tell me yes or no by giving me a thumbs up or a thumbs down. I will then put the correct answer on the board for the class to take note of. |
| 10 mins. | Closure: Muddy Moment | Students will go back to their desks and do this last thing independently. I will give each student a sheet of paper and there will a question on it, "What still confuses you about recycling?" They will answer this question and turn it into me as they are walking out of the classroom. |

| Accommodations/Modifications | | | | | |
|--|---|--|--|--|--|
| How might I modify instruction for: | Students will be with partners so they will have help from their peers. | | | | |
| Remediation? | | | | | |
| Intervention? | | | | | |
| IEP/504? | | | | | |
| LEP/ESL? | | | | | |
| | | | | | |
| Differentiation: | | | | | |
| How might you provide a variety of | This will be done digitally and they can write their answers down on paper if they need to. | | | | |
| instructional methods/tasks/instructional strategies to ensure all student needs are | | | | | |
| met? | | | | | |
| mee. | | | | | |
| Assessments: Formative and/or Summative | | | | | |
| Describe the tools/procedures that will be | ☐ Formative /☐ Summative Formative Assessment—Thumbs Up, Thumbs Down Method | | | | |
| used in this lesson to monitor students' | ☐ Formative /☐ Summative | | | | |
| learning of the lesson objective/s (include | ☐ Formative /☐ Summative | | | | |
| type of assessment & what is assessed). | | | | | |
| | | | | | |
| Research/Theory | | | | | |
| Identify theories or research that supports | | | | | |
| the approach you used. | | | | | |
| | | | | | |
| Lesson Reflection/Evaluation | | | | | |
| | TO BE FILLED IN AFTER TEACHING | | | | |
| What changes should be made? | | | | | |
| How will I use assessment data for next | | | | | |
| steps? | | | | | |

Include supporting material such as slides, pictures, copy of textbook, and handouts for any activities students will be using as part of your lesson.

^{*}adapted from: <a href="http://webcache.googleusercontent.com/search?q=cache:EsQcNWuG1ZoJ:web.mnstate.edu/harms/StudentTeachers/edTPA-LessonPlan.doc+&cd=2&hl=en&ct=clnk&gl=us; http://www.moreheadstate.edu/getmedia/cd3fd026-939f-4a47-a938-29c06d74ca01/Lesson-Plan-and-Reflections.aspx;;

http://www.mcneese.edu/f/c/9cb690d2/Lesson%20Plan%20Rubric%20Aligned%20with%20InTASC.docx;https://www.uwsp.edu/education/Documents/edTPA/Resource12.pdf; https://www.uwsp.edu/education/Documents/edTPA/Resource11a.pdf; https://www.uwsp.edu/education/Documents/edTPA/Resource11a.pdf; https://www.uwsp.edu/education/Documents/edTPA/SpecEdLessonPlanGuide.docx; https://www.uwsp.edu/education/Documents/edTPA/SpecEdLessonPlanGuide.docx;