Name	_Madeline Martin	
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Lesson Plan Template

Lesson Segment Focus______ Lesson _____1____of____1____

Course & topic addressed _____Math - Two Digit Multiplication____ Date_____Grade__4th____

Student Outcomes

Specific learning objectives for this lesson.	 Using group investigation Students will understand how to multiply with one and two digit numbers. Solve complicated multiplication problems accurately. Solve word problems involving multiplication 	
Describe the connection to previous lessons.	In a previous lesson we discussed what place value is and how it incorporates into other types of math. This knowledge of place value can help students take steps in learning multiplication. Students will incorporate this into one and two digit multiplication and word problems.	
Knowledge of students background (personal, cultural, linguistic, or community assets)	2 special needs students, 5 bilingual students, 3 ELL students, 10 causasion students	

State Academic Content Standards

AR.Math.Content.4.NBT.B.5 - Multiply a whole	
number of up to four digits by a one-digit whole	
number, and multiply two twodigit numbers, using	
strategies based on place value and the properties of	
operations • Illustrate and explain the calculation by	
using equations, rectangular arrays, and area models	
Note: Properties of operations need to be referenced.	

Key Vocabulary

What vocabulary	Whole Number
terms/content specific	Digit
terminology must be	Multiply
addressed for students to	Place Value
master the content?	

Academic Language Support

What planned instructional supports	Students will use their school
might you use to assist students to	computers to practice memorizing
understand key academic language to	their vocabulary through an interactive
express and develop their content	memorization game I created!
learning? (word wall, graphics for key	
terms, cloze passage, etc.)	
What will you do to provide varying	
supports for students at different levels	
of academic language development?	
(context, peer support, etc.)	

Materials

Materials needed by teacher for this lesson . (such as books, writing materials, computers, models, colored paper, etc.)	 Paper Pre Traced Circles with Numbers White Board Pencil Markers Directions for group investigation project
Materials needed by students for this lesson . (computers, journals, textbook, etc.)	 Scissors White Board Dry Erase Markers Pencils Paper School Computers

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

Amou	Teaching & Learning	Describe what YOU (teacher) will be doing and/or what STUDENTS will be doing during this part of the lesson.	
nt of Time	Activities		
10 min	Introduction:	To start off the lesson I will show students some simple multiplication problems. These will be one digit multiplication problems that students should be able to understand from previously learning times tables.	
		We will then work up to two digit by two digit. I will allow students to ask any questions they may have before we begin the group investigation project.	
20 min	Instruction:	For the instruction part of the lesson I am going to have students pair with any student from the class. These groups of two are going to create a multiplication spinner project/game.	
		(I will then give the directions of the group project so students know exactly what they are supposed to be creating and doing) I will tell students this is their own project/game to create as a pair and will make sure they know I am here to help if they need anything.	
		I will have pre traced circles with two digit numbers on them. These students will be asked to cut the spinners out. They will have two of these spinners. One student will take a paperclip and pencil and spin the first spinner to land on a number. The second student will take a paperclip and pencil and spin the second spinner to land on another number. The students will then take their	

		markerboard and multiply these two two- digit numbers by each other. They can work on solving this problem as a pair. Once the students have mastered spinning it on their own they will now use an electric spinner to land on numbers for them! They will do this 5 times. Once the students have solved 10 multiplication problems they will bring their boards to me for me to check and make sure they are doing it right. I will assess the pair of students on the accuracy of their answers and have them explain to me how they arrived at these answers. At this point they may ask me any questions they have as well.
		Multiplication: Spin and Solve With a paperclip and pencil, spin both spinners. Write the multiplication problem and solve. H6 317 199 185 269 199
		This idea is reconfigured to fit my lesson, but this is the type of spinners students will be creating.
30 min	<u>Closure:</u>	I will have students all bring their games/projects they have created to the front of the room. I will allow students to give a 3-5 minute presentation to the class of the problems they solved and how they solved them.
		At the end of the class, students will have a timed assessment of how many one and two digit multiplication problems they can correctly solve within the time limit. They will then turn these into me for grading and corrections. I think with this assessment

	being timed students will find it as a competition, as well as something they want to win. I will then give the winner a prize during the next class.
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Accommodations/Modifications

How might I modify	Students can use the math wall to look back at
instruction for:	how we completed problems. All activities can be
	reduced to best fit a student's needs. I can provide
Remediation?	study/guides and extra practice problems as well. I
Intervention?	can provide one on one instruction to any student
IEP/504?	who needs it.
LEP/ESL?	

Differentiation:

How might you provide a	I will use group investigation to engage my	
variety of techniques	students in a group project/game. Students will	
(enhanced scaffolding,	create this game as a pair and use the information	
explicit instruction,	they learned to present it to the class. I feel by	
contextualized materials,	doing this students will see how their peers	
highlighters/color coding,	completed problems differently than them, and	
etc.) to ensure all student	create new problem solving strategies for these	
needs are met?	multiplication problems. I also feel by	
	incorporating the vocabulary learning in with	
	technology students will have a new way to	
	memorize the words. The students also learned	
	how to use an electronic spinner in the game to	
	ensure they are getting hands on experience with	
	new types of technology!	

Assessments: Formative and/or Summative

Describe the tools/procedures that will be used in this lesson to monitor students' learning of the lesson objective/s	□* Formative /□ Summative	Group investigation project, checking students 10 multiplication problems
	□ Formative /□* Summative	Presentation to the class of their projects

(include type of assessment & what is assessed).	□* Formative /□	Timed assessment of one and two digit multiplication
,	Summative	problems

Technology Integration

Provide your rationale for your	Electronic Spinner
technology choices that accurately	Interactive Vocabulary Game on School
reflects those choices within your	Computers
teaching context. Identify what	
technology(s) you are using as	I feel that these are both great ways for
part of your lesson plan. Describe	students to become familiar with new
how the use of technology aligns	types of technology. The electronic
to your learning objectives,	spinner students used to complete their
content standards, and central	activity is something they have probably
focus. Explain how technology-	never used before! The interactive game
based instructional strategies are	about vocabulary on their school
essential to students	computers is a great way for students to
accomplishing the learning	become more familiar with computers as
objectives (beyond what could be	well as different softwares!
accomplished without using the	
technology). Specify how the	
technology selections meet or	
exceed the needs/strengths of all	
students. Justify the "fit" of	
chosen technologies, showing	
how the content, instructional	
strategies, and technology "fit"	
together.	

Research/Theory

Identify theories or research	I chose group investigation for this lesson because
that supports the approach	I feel it gives students a chance to create this
you used.(as well as experts	project with their peers all while strengthening
in the field or national	their knowledge of solving multiplication
organization positions)	problems. The students then have the opportunity
	to present the knowledge they learned together to
	the class.

Lesson Reflection/Evaluation

What went well?	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:

 $\label{eq:http://webcache.googleusercontent.com/search?q=cache:EsQcNWuG1ZoJ:web.mnstate.edu/harms/StudentTeachers/edTPA-LessonPlan.doc+&cd=2&hl=en&ct=clnk&gl=us;$

http://www.moreheadstate.edu/getmedia/cd3fd026-939f-4a47-a938-29c06d74ca01/Lesson-Planand-Reflections.aspx;

http://www.mcneese.edu/f/c/9cb690d2/Lesson%20Plan%20Rubric%20Aligned%20with%20InT

 $\underline{ASC.docx; https://www.uwsp.edu/education/Documents/edTPA/Resource12.pdf;}$

https://www.uwsp.edu/education/Documents/edTPA/Resource11.pdf;

https://www.uwsp.edu/education/Documents/edTPA/Resource11a.pdf;

https://www.uwsp.edu/education/Documents/edTPA/LessonPlanTemplateSOE.docx;

https://www.uwsp.edu/education/Documents/edTPA/SpecEdLessonPlanGuide.docx;

https://www.uwsp.edu/education/Documents/edTPA/SpecEdLessonPlanTemplate.docx