E1T1 2022 Lesson Plan Template

State <u>and</u> link to Goal module number, name and Lesson number and name; link to Goal Module Master Plan

Example: Goal 11b: MIT MusicBlocks app dev, Lesson #4: Create UML Diagram

Reference links:

- E1T1 2022 Goals/Modules/Lesson Plans Repository
- E1T1 2022 Program/Meeting Plans
- Link Lessons plans to Goal Module.
- Use <u>E1T1 2022 Lesson Plans</u> template (this doc)
 - Example Lesson: Sarah's <u>Digital Forensics Lesson</u>, Omar's Lesson Plan, <u>Link</u> to slides (start on slide 94), <u>Link</u> to Omar's lesson plan summary (needs to be more detailed)
 - Link a minimum of: Instructional Slide deck, gDoc detailed deliverable
 - Example Deliverable description: <u>Video Interview Deliverable</u>
- Feel free to create additional Lessons

Directions: Make a copy of this template- do not edit, post/link this artifact in the <u>E1T1 2022</u> <u>Goals/Modules/Lesson Plans Repository</u> (and gClassroom as needed) when finished. Feel free to add or delete rows based on the lesson.

- I do, YOU do, WE do
- Learner engagement: Plan for an engagement activity every 5-10 minutes, e.g. poll, Kahoot, ask students to screen share and tell you what they are doing/have done
- Check for comprehension: Plan to check for comprehension every 5 minutes
 - Call on **individual students**; avoid asking questions of the group in general
 - o Address students frequently individually, by name
 - Ask students to **screen share** frequently to demonstrate they are following along
 - Ask closed-ended questions: "did you set up your account successfully, Frank?
 - Ask the interns to share and demonstrate: "Please share your screen and show us"
 - Avoid open-ended questions like "Are there any questions?"
- Link all materials here
- Record a 5-10 minute video delivering key lesson components

Goal/Module:

Target Students: (Example: Afterschool and Summer program interns)

Lesson Topic: (Example: Create UML Diagrams)

Lesson Objectives/Learning Outcomes: Interns will be able to...

Designed by: (Name)

Estimated Time: Lessons don't have to last for any specified time. Target about 40min-1h.

Topic/Time?	Lesson Description: Coding Challenge	Who is responsible?
Supplies:	• Example: <u>Deliverable link</u>	Isaac
Icebreaker & Attendance (2 minutes)	 Example: What was the highlight of your week last week? Start meeting recording Take attendance Type the icebreaker in chat Ask it verbally at class start time and repeat as interns trickle in Interns respond in chat while gathering, then verbally in turn when TL begins meeting and asks the question Icebreaker: Is Mac and Cheese a side or main dish? 	Isaac
Introduction/Hook: (3 minutes)	 The purpose of this meeting is to Demonstrate a productive, engaging python programming challenge using classes specifically Share an example of how I do the programming challenge Allow time for you to practice the challenge on your own or with a friend/colleague 	Isaac
Skill instruction: I DO: (5 minutes)	 Start with a question. Example: What is the skill/process for how you create a python class and corresponding methods to solve a problem I show my example of giving 4 different people different drinks at a restaurant (4 different instances, maybe use method pour_drink to show a method) 	Isaac
Guided practice: WE DO: (25 minutes)	 WE DO: Create breakout rooms, 3 in each, but you don't need to talk, only collaborate if you feel it necessary I stay in main room, ready to answer questions Specifics: create a class and 4 instances of that class - use your surroundings for inspiration! Utilize and least 3 separate methods and cause some change - (I'll show example of my code restaurant example 	Isaac
Discussion (10)	 Ask each intern to show their progress no rush or pressure, however Give some quick advice to each intern to guide their solo progress on deliverable 	Isaac
Extension:	If you finish early (regular learner) ask your partner to review your lesson,	Omar

	(advanced learner) start a new lesson	
Total time:	45 Minutes	