

Aim/Goal: What is it that I want my students to do or learn? (Hint: Limit to a maximum of 2-3 aims per session.)

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Game Plan: What is the plan for bringing about this learning?

Time	What I will do at this time.	What students will do at this time?	Materials

Considerations:

- > What are you going to do to get the students “into” this activity? What’s the hook? What can you do to make the students want to learn this?
- > How are you going to make this lesson relevant to their lives? (Note: Relevant lessons typically have “buy in.”)
- > Teachers often use a familiar model (see below). Will this work?
Teacher does. Student watches. → Teacher does. Student Helps. → Student does. Teacher Helps. → Student does. Teacher watches.
- > What vocabulary will you need to introduce?
- > How does this particular lesson connect to your “course’s” overall aims? How does this lesson connect to the “bigger goal?”

Assessment: What can my students do to show me that they have mastered the aim? How will I know if they have “got it.”

The student who has successfully mastered this task should be able to....

What do I need to do to be ready to teach this? Am I sufficiently knowledgeable about this myself...and, if not, what do I need to do to get prepared?

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