## Lesson Plan Template

| Grade: 2nd | Subject: math |
| :---: | :---: |
| Materials: Fake and real coins giant calculator and number table | Technology Needed: claculator |
| Instructional Strategies:   <br> Direct instruction  Peer teaching/collaboration/ <br> Guided practice Cooperative learning  <br> Socratic Seminar Visuals/Graphic organizers  <br> Learning Centers PBL  <br> Lecture Discussion/Debate  <br> Technology Modeling  <br> integration   <br> Other (list)   | Guided Practices and Concrete Application: <br> Large group activity <br> Independent activity <br> Pairing/collaboration <br> Simulations/Scenarios <br> Other (list) <br> Explain: <br> Hands-on <br> - Technology integration <br> * Imitation/Repeat/Mimic |
| Standard(s) CCSS.MATH.CONTENT.2.OA.A. 1 | Differentiation <br> Below Proficiency: <br> begin by counting to 100 then use basic math functions <br> while using simulations. <br> Above Proficiency: |
| Objective(s) <br> Represent and solve problems involving addition and subtraction. | Approaching/Emerging Proficiency: <br> Modalities/Learning Preferences: <br> visual, auditory, and touch and learning preferences since the student has visual and learning disabilities |
| Classroom Management- (grouping(s), movement/transitions, etc.) In a quiet room in the general education room. | Behavior Expectations- (systems, strategies, procedures specific to the lesson, rules and expectations, etc.) rules are for answering questions and staying on task student will earn coins toward a reward: snack, iPad time, or reading. |


| Minutes | Procedures |
| :--- | :--- |
|  | Set-up/Prep: Get materials ready to head from special education room to general education classroom. <br> Engage: (opening activity/ anticipatory Set - access prior learning / stimulate interest /generate questions, etc.) <br> Beginning activity will be counting from 1 to 100 asking questions throughout. |
|  | Explain: (concepts, procedures, vocabulary, etc.) <br> Student will then be given a situation simulating a transaction at a store, move theater, or gas station and have to <br> give the right amount of money without going over and then help talk through how much change he would receive <br> back after paying.Explore: (independent, concreate practice/application with relevant learning task -connections from content to <br> real-life experiences, reflective questions- probing or clarifying questions) <br> Student will work through scenarios to find out how much money to give cashier before then working with me to <br> find out how much change to give back. |
|  | Review (wrap up and transition to next activity): <br> Finish up by asking what he plans to buy next from the store and asking how much money he/she will need to save <br> in order to have enough and then talk over how much change they get back if they had extra money. |

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Formative Assessment: (linked to objectives) Progress monitoring throughout lesson- clarifying questions, checkin strategies, etc.
analyzing students work in a 1 on 1 setting. using numbers to add and subtract to receive some sort of thing from the store.

Consideration for Back-up Plan:

Summative Assessment (linked back to objectives)
End of lesson:

If applicable- overall unit, chapter, concept, etc.:

Reflection (What went well? What did the students learn? How do you know? What changes would you make?):

