

Lesson Plan Template

Grade: 8		Subject: History	
Materials: textbook		Technology Needed: iPad	
Instructional Strategies: <ul style="list-style-type: none"> 🍏 Direct instruction 🍏 Guided practice 🍏 Socratic Seminar 🍏 Learning Centers 🍏 Lecture 🍏 Technology integration 🍏 Other (list) 		Guided Practices and Concrete Application: <ul style="list-style-type: none"> 🍏 Peer teaching/collaboration/cooperative learning 🍏 Visuals/Graphic organizers 🍏 PBL 🍏 Discussion/Debate 🍏 Modeling 🍏 Large group activity 🍏 Independent activity 🍏 Pairing/collaboration 🍏 Simulations/Scenarios 🍏 Other (list) 🍏 Hands-on 🍏 Technology integration 🍏 Imitation/Repeat/Mimic 	
Standard(s) Explain how group and cultural influences shaped human society during the Civil War Era period		Differentiation Below Proficiency: Understands key concepts and vocabulary related to the study of culture Above Proficiency: Connect the impact of cultural influences during the Civil War Era period to events of other historical periods Approaching/Emerging Proficiency: Explain how group and cultural influences shaped human society during the Civil War Era period Modalities/Learning Preferences: visual, auditory	
Objective(s) How did the Civil War impact the nation? Bloom's Taxonomy Cognitive Level: application			
Classroom Management- (grouping(s), movement/transitions, etc.) seated notes, then kaHoot game		Behavior Expectations- (systems, strategies, procedures specific to the lesson, rules and expectations, etc.) Students will be respectful of peers and teachers and follow list of classroom rules and expectations posted on the wall	
Minutes	Procedures		
	Set-up/Prep: Find notes for Ch. 17 section 1, get KaHoot game ready		
	Engage: (opening activity/ anticipatory Set - access prior learning / stimulate interest /generate questions, etc.) Bellwork- pg 453 infographic answer questions 1 & 2		
	Explain: (concepts, procedures, vocabulary, etc.) Cover the first section of notes going over advantages and disadvantages		
	Explore: (independent, concrete practice/application with relevant learning task -connections from content to real-life experiences, reflective questions- probing or clarifying questions) KaHoot game going over Civil War notes covered in class, and relating to how this connects to today still		
	Review (wrap up and transition to next activity): KaHoot will serve as a final activity that will then prepare the students going forward into the following day when they have a quiz over the notes https://create.kahoot.it/share/civil-war-review/9257009b-bab4-4fa6-87e4-698b1ab31cae		

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Formative Assessment: (linked to objectives)
Progress monitoring throughout lesson- clarifying questions, check-in strategies, etc.
Bellwork on the infographic

Consideration for Back-up Plan:

Having the students interact with the notes and partner up to then discuss vocabulary words and graphs in the book

Summative Assessment (linked back to objectives)
End of lesson:
KaHoot Game over the Civil War

If applicable- overall unit, chapter, concept, etc.:
Ch. 17 section 1

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

The KaHoot game gets the students excited about history. They enjoy being able to be competitive in a friendly way about learning about the Civil War. This will serve as a pre assessment for the quiz over the section covered today in class.