## Lesson Plan Template

Grade: 9 <sup>th</sup> Grade Subject: Algebra				
Materials: Jeopardy squares or projector, paper, pencil	Technology Needed: Projector			
Instructional Strategies:	Guided Practices and Concrete Application:			
Direct instruction Peer teaching/collaboration/	Large group activity Hands-on			
Guided practice cooperative learning	Independent activity Technology integration			
Socratic Seminar Visuals/Graphic organizers	Pairing/collaboration Imitation/Repeat/Mimic			
Learning Centers     PBL     PBL	Simulations/Scenarios			
Lecture     Discussion/Debate	□ Other (list)			
Technology integration  Modeling	Explain:			
Other (list)	We will play Jeopardy as a			
	review game to help prepare			
	for the test.			
Standard(s)	Differentiation			
All standards covered in the unit	Below Proficiency: These students should benefit from being in a			
	group with some people who are achieving more highly because			
Objective(s)	these students will be able to walk them through how to solve			
The objective in this lesson will be to review for the upcoming exam.	each problem.			
Bloom's Taxonomy Cognitive Level: Applying, Analyzing, Evaluating	Above Proficiency: These students will be expected to help bring			
	others in their group into a better understanding of the material			
	being reviewed.			
	Annuaghing / Furging Dusfision of Livillity to such a			
	Approaching/Emerging Proficiency: I will try to create groups as			
	other students to do well. These students will be able to			
	collaborate to colve the problems, and this will be able to			
	them a better understanding of the material			
	them a better understanding of the material.			
	Modalities/Learning Preferences: review game, working in			
	groups to solve problems, visual diagrams for some problems,			
	real-world applications			
Classroom Management- (grouping(s), movement/transitions, etc.)	Behavior Expectations- (systems, strategies, procedures specific to			
	the lesson, rules, and expectations, etc.)			
Students are expected to transition quickly and quietly into				
their groups	<ul> <li>Students are expected to remain engaged during the game</li> </ul>			
Students are expected to listen to the teacher's instruction	<ul> <li>Students are expected to work cooperatively with their</li> </ul>			
<ul> <li>Students are expected to respect their teammates and</li> </ul>	group			
other teams	<ul> <li>Groups are expected to work independently</li> </ul>			
<ul> <li>Students are all expected to participate in the game</li> </ul>	<ul> <li>Students are expected to respect other students and the</li> </ul>			
	teacher			
Minutes Procedures				
5 min Set-up/Prep: To set up, I will tape pieces of paper on the	board for our Jeopardy game. I will create 5 categories: Classifying			
Polynomials with Addition/Subtraction, Division, Multipl	cation, Factoring Polynomials, Real-life Applications.			
Emin Engago, (ononing activity/ anticipatory Sat access priv	ar learning / stimulate interest /senerate substinue, etc.)			
5 min Engage. (opening activity) anticipatory set – access pro	before we begin the review. This will be an opportunity for them to ask			
about anything they had trouble on while they were stu	lying at home. If there are questions. I will try to use examples to go over			
them, and I will also try to use the review game to help t	hese students with their questions later.			
5-7 min Explain: (concepts, procedures, vocabulary, etc.)				
I will briefly outline the rules for the Jeopardy game. Stu	I will briefly outline the rules for the Jeopardy game. Students will be broken up into groups of four. Then, throughout the game. We			
will rotate which group gets to pick the question so that	will rotate which group gets to pick the question so that no group picks twice in a row. Then, I will explain that students will all be			
given the same amount of time to answer each question	given the same amount of time to answer each question. Then, if one team has an answer, they may give it. If no team has an			
answer at this point, the first team to find an answer ma	answer at this point, the first team to find an answer may submit this answer. Finally, if multiple teams have an answer when time			
is up, the team with less points will be allowed to answe	r first.			
40 min Explore: (independent, concreate practice/application	Explore: (independent, concreate practice/application with relevant learning task -connections from content to real-life			
experiences, reflective questions- probing or clarifying	experiences, reflective questions- probing or clarifying questions)			

## Lesson Plan Template

	In this section, I will just outline a few of the questions from each category.			
	Classifying polynomials and adding/subtracting (classify by degree):			
	1) $x^2 + 3x^2$ 2) $x^3 + 3x^4 + 5x^4$			
	2) x <sup>-</sup> + 5x <sup>-</sup> + 5x <sup>-</sup>			
	Dividing polynomials:			
	1) $(x^3 + 3x^2 + 4x + 12)/(x + 3)$			
	2) $(x^4 + 4x^3 + 2x^2 + 5x + 6)/(x + 1)$			
	Multiplying polynomials:			
	1)	(x + 3)(2x + 4)		
	$2j (x + 0)(x^{-} + 4x)$			
	Factoring polynomials:			
	1) $x^2 + 8x + 15$ 2) $x^2 + 4x + 5x + 20$			
	Real-life applications:			
	1) "It one roller-coaster has a height modeled by the polynomial $x^2 + 3x + 5$ and another roller-coaster has a height modeled by the polynomial $x^2 + 3x + 5$ and another roller-coaster has a height modeled by the polynomial $x^2 + 3x + 5$ and another roller-coaster has a height modeled by the polynomial $x^2 + 3x + 5$ and another roller-coaster has a height modeled by the polynomial $x^2 + 3x + 5$ and another roller-coaster has a height modeled by the polynomial $x^2 + 3x + 5$ and another roller-coaster has a height modeled by the polynomial $x^2 + 3x + 5$ and another roller-coaster has a height modeled by the polynomial $x^2 + 3x + 5$ and another roller-coaster has a height modeled by the polynomial $x^2 + 3x + 5$ and another roller-coaster has a height modeled by the polynomial $x^2 + 3x + 5$ and another roller-coaster has a height modeled by the polynomial $x^2 + 3x + 5$ and another roller-coaster has a height modeled by the polynomial $x^2 + 3x + 5$ and $x^2 + 3x + 5$ .			
	by the polynomial $x^2 - 2x^2 + 3x + 9$ , what is the difference in their two heights at a given point?			
	$z_1$ in someone is a ying to lay a the moor, and they are using $xx_1$ it thes to do so, what are the dimensions of the floor if it has an area of $x^2 + 6x + 9?''$			
	Solution	is:		
	1) Both are degree 2, 4x <sup>2</sup>			
	<ol> <li>First terms is degree 3, second terms are degree 4, x<sup>3</sup> + 8x<sup>4</sup></li> </ol>			
$1) = x^2 + 4$				
	2)	$x^{-1} + 4$ $x^{3} + 3x^{2} - x + 6$		
	_,			
	1)	$2x^2 + 10x + 12$		
	2)	$x^3 + 10x^2 + 24x$		
	1)	(x + 5)(x + 3)		
	2)	(x + 4)(x + 5)		
	1)	The difference will be either $(x^2 + 3x + 5) - (x^3 - 2x)$	$x^{2} + 3x + 9) = -x^{3} + 3x^{2} - 4$ or $(x^{3} - 2x^{2} + 3x + 9) - (x^{2} + 3x + 5) = x^{3} - 3x^{2} + 4$ .	
	2) The dimensions of the floor should be $(x + 3)$ and $(x + 3)$ .			
5 min	5 min Review (wrap up and transition to next activity):			
	To conclude the game, I will congratulate the winners and ask if anyone has any final questions. If so, I will take a few minutes at		isk if anyone has any final questions. If so, I will take a few minutes at	
	the end	of class to cover them. Otherwise, I will let student	s go for the day and ten them to keep studying for the test the flext day.	
Formative	Assessme	ent: (linked to objectives)	Summative Assessment (linked back to objectives)	
Progress monitoring throughout lesson- clarifying questions,		ng throughout lesson- clarifying questions,	End of lesson:	
check-			None.	
IN STRATEGIES, ETC.			If applicable, overall unit, chapter, concept, etc.	
continues to participate by trying to answer each question		ate by trying to answer each question	Students will need to be able to apply all concepts covered in this	
continues			review session.	
Consider	ation for I	Back-up Plan:		
If necessary, I will pass around a list of problems for students to work				
on. It will be possible for them to study alone or in groups if they would prefer				
would prei	iei.			
Reflection	(What we	ent well? What did the students learn? How do you	ı know? What changes would you make?):	

Lesson Plan Template