



# **GEARS-IDS Suggested Lesson Template**

An educational resource for creating and organizing daily lessons and units of instruction

## **Lesson Title**

Give you lesson a clear title that communicates the focus of the lesson

### **1.0 Description**

0.1 1-2 short paragraphs describing the lesson.

### **2.0 Terms, Concepts and Definitions**

2.1 Vocabulary list of new words found in the lesson. Include definitions

### **3.0 Materials/Equipment/Supplies/Software**

3.1 All the materials, supplies and equipment required for the lesson or activities described.

### **4.0 Objectives.**

4.1 What the participants will know and be able to do when they complete this lesson.

### **5.0 Things to know before you start.**

5.1 Prerequisite knowledge. If reading a Multimeter or using a software application is required then that skill or knowledge should be listed.

### **6.0 Content.**

The body of the lesson is where all the graphical and text information is presented. Diagrams, original photos and other artwork are included here.

### **7.0 Activity.**

Appropriate activity/activities are introduced and explained. “How to” information is provided. Sequences of pictures and graphics and or a slide show presentation is included where needed.

### **8.0 Worksheets.**

Reinforcement of the lesson, and directions for the activities should be provided.

## **9.0 Links and Resources.**

Include web links, books and any source of additional information that would be helpful in supporting the lesson materials.

## **10.0 Rubrics and Assessment**

Rubrics define the levels of proficiency and achievement and describe what the student should know and be able to do as a result of participating in the lesson or activity. The Rubric lists what the student should know as a result of participating in the lesson. What the student knows and how well they can demonstrate what they know and have learned are defined by the rubric.

### **Additional assessment tools can include:**

- Performance assessment. (Successful students will field a working competitive machine.)
- Portfolio (An organized chronology of individual achievement)
- Work Sheets, Labs and design challenges.
- Tests and Quizzes

## **11.0 Student Response/Journal Entry/Assignment**

Student maintain journals, notebooks or web pages in order to:

Organize student's work

Reinforce the lessons

Provide a chronology of learning and a record of what the student's know and are able to do.

## **12.0 Media Content.**

Movies, computer animations, slide shows, and or interactive flash animations that illustrate key concepts. (Level II)

## **13.0 Other.**

This is a catch all section that can include nearly anything that an individual teacher feels will supplement or enhance a given lesson or unit of instruction. This is a great place to make notes on what worked and what didn't as well as plans and improvements for the next time the lesson or unit is presented.