

Introduction to POE Lesson Plan

COURSE:

Principles Of Engineering (Honors)

TEACHER:

Jason D. Redd

DURATION:

5 Days

STANDARDS:

This course

Guided Practice

The teacher will:

- Review agenda, learning objectives, and essential questions daily.
- Lead students to recall prior knowledge / experience to make connections to new content.
- Introduce content to be learned.
- Clarify and check for understanding by asking open-ended questions (or by some other type of formative assessment) throughout instruction. Reteach material as needed.
- Pace the classroom instruction to clarify misunderstanding and provide opportunities for student feedback.
- Introduce new content to be learned and how it connects to learning objectives and answers some (or all) of the essential questions.
- Demonstrate skill practices students will gain from this lesson.
- Demonstrate assignment(s) outcome expectations.
- Review resources and equipment needed to problem-solve student assignments.
- Share safety instructions to students. *Safety Instructions: Students should only utilize equipment they have been fully trained to use.*
- Provide review material / resources for students to prepare for summative assessments.

Transition

- ☒ Classroom Expectations / Routines
- ☒ Review Questioning
- ☒ Stimulus or Signal (Example: etc.)
- ☒ Student Reflection
- ☒ Timer

Independent Practice (Varied Learning)

The students will:

- Participate in teacher-led discussions / presentations.
- Complete assigned assignment(s) in class.
- Complete assigned homework assignment(s) outside of class.
- Provide feedback by demonstrating skills.

Closure

The following techniques may be utilized:

- The teacher will lead a classroom discussion to check for understanding and clarify misunderstandings.
- The teacher may ask students to reflect on the outcomes from the lesson.
- The teacher may ask students if they met and how they met the learning objectives for the lesson.
- The teacher may ask students to demonstrate what was learned.
- Teacher and students may play Kahoot! (or some other type of game) to check for mastery.
- Student will share why the lesson is important via guided questions.
- Student will complete some sort of exit ticket.

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- Be asked to participate in some sort of i