Teaching a mini-lesson

1. Assign roles for everyone on your team.
   1. Who is in charge of writing the sample code?
   2. Who is in charge of tracing flow of control/demonstrating output?
   3. Who will talk to the class? When?
   4. Who will write the multiple-choice quiz question due at the end of class?
   5. Who will write the short-answer coding question due at the end of class?
2. You will teach a mini-lesson on:

Fencepost loops Sentinel loops

Fencepost with *if*

1. Check off each of these components as you complete them in your lesson outline:

* Any definitions your classmates may need to know
* Sample code that illustrates proper syntax for your topic
* A non-example (what not to do, or what wouldn’t work)
* A helpful tip for the Tricky Code Cheat Sheet
* A multiple-choice question about the material you taught
* A short-answer question that requires the student to write code or a code fragment

***Your group will have 15 minutes to prepare for your presentation.***

***You will have 7 minutes to deliver your lesson and 3 minutes to answer questions from the class.***

***Everyone on your team needs to be able to answer questions!***