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?
   3. Who will talk to the class? When?
   4. Who will write the quiz questions due at the end of class?
2. You will teach a mini-lesson on:

Class Invariants Changing Internal Implementations

Private Fields Encapsulation/Abstraction

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 (if applicable)
* A non-example (what not to do, when not to use a strategy)
* A helpful tip for the Tricky Code Cheat Sheet
* A multiple-choice question about the material you taught

***YOU HAVE 15 MINUTES TO PREPARE YOUR LESSON!***

***Today, you will have 5 minutes to deliver your lesson and 2 minutes to answer questions from the class.***

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