HELLO.

WE'D LOVE TO TELL YOU MORE ABOUT THIS SAMPLE LESSON YOU'RE ABOUT TO TEACH

GOAL OF SAMPLE TEACH

The goal of this sample teach is to understand your potential. We don't require previous teaching experience- industry expertise is most important and we provide ongoing instructional training during onboarding and throughout your time with General Assembly.

PROMPT

By this stage, students should have experience with both JavaScript and Ruby and will have covered Ruby-based OOP. They've used JavaScript variables, functions, objects, and callbacks, but haven't worked with prototypes or constructors yet.

By the end of this lesson, students should be able to:

‣ Demonstrate a use case that explains prototypal inheritance
‣ Demonstrate what kind of flexibility prototypal inheritance gives programmers

TIPS

A whiteboard, dry erase markers, and a projector will be available for use at your sample teach. You can have students write on whiteboards, on whiteboard desks, or work on their own computers.

Do not assume students have unique software (i.e. photoshop, dreamweaver, or a code editor). Most GA technology is Mac compatible. If you are using a PC, please let your GA contact know so we can plan accordingly.

We strongly recommend you practice the actual 15-minute lesson at home ahead of time! Sample teaches always take longer than people expect.

Use the sample teach plan template (next page) to help build your lesson.

STRUCTURE

Teach your sample lesson	(15 min)
Get feedback	(10 min)
Practice a portion of your lesson again, incorporating feedback	(5 min)
Debrief with team, team answers your questions, see the campus!	(20 min)

NEXT STEPS

Within the next week, you will hear from a GA hiring manager on whether or not you will be receiving an offer to teach with us. This is the last stage in the process but we will make ourselves available for a phone call to answer any questions that you might have.

SAMPLE TEACH LESSON TEMPLATE

DIRECTIONS

Feel free to use the below template to help plan your lesson. Note that help text questions are provided to guide your thinking; don't feel obligated to answer.

15 MINUTE LESSON

Introduce objective. The goal of this lesson is to introduce the material and help students to gain an general understanding.

OBJECTIVE

Write your objective and the agenda on the board at the start of your lesson.

- By the end of the lesson, students will be able to…

OPENING

What is about to happen, why, and how?

- How can you make the content relatable? How do you get the class excited?
- Set the objectives for the lesson
- Introduce the agenda

Time: _____ minutes

INTRODUCTION

Define key vocabulary and the topics you are going to introduce, and identify common misunderstandings

- Which potential misunderstandings do you anticipate? How will you proactively mitigate them?
- How/when will you check student understanding? How will you address misunderstandings?

Visual / Materials?

Time: _____ minutes