**Lesson Plan Template**

|  |  |
| --- | --- |
| **General Information** | |
| Subject: | Date: |
| Level: | Time: |
| Topic: | Length of Period: |

|  |
| --- |
| **Expectations** |
| Learning Skills |
| Learning Outcomes   * Learn how algorithms mediate digital experiences * Understand the invisible rules and processes embedded in software * Comfortably define algorithms while drawing upon common interactions to support their personalized instruction |

|  |
| --- |
| **Content** |
| Possible Class Exercises   * Psuedo Code * Query Comparison * Article Discussion |
| Learner Takeaways |

|  |
| --- |
| **Assessment and Evaluation** |
| Application  How will students have learned what was intended?   * Evaluation * Assessment * Presentation |

|  |
| --- |
| **Learning Context** |
| Learning Environment  Are prior experience, knowledge, or skills necessary? How will different types of instruction be incorporated to include all types of learners? |
| Resources and Materials |
| Stakeholder’s Map |
| SCAI Thinking   * What was your biggest takeaway from this exercise |

|  |
| --- |
| **Agenda**  **Map of your Minutes** |
| Introduction   * Time: |
| Teaching   * Time: |
| Class Exercise   * Time: |
| Discussion   * Time: |
| Conclusion   * Time: |

Adapted from Lesson Plan Template: Schulich School of Education- Practice Teaching Handbook 2010-2011

Online version available at: <https://docs.google.com/document/d/16badFpRTVQ5kFBOV12VTXjflozPsveVZuM9s0EIVzmw/edit?usp=sharing>