



Sample Lesson Guide

GOAL & EVALUATION

The goal of the Sample Lesson is to evaluate your potential as a GA Instructor. If hired, we will continue to work with you to develop & refine your instruction.

Sample Lesson performance will be assessed based on the following criteria:

- Follows a clear 15 minute lesson plan (see page 2 for an example) to achieve the learning objective provided below
- Includes at least one visual aid (slides, handouts, and/or whiteboarding)
- Encourages student participation and dialogue
- Incorporates at least one Check for Understanding during the “I do” “we do” or “you do” sections ([see additional resource here](#))
- Teaching approach is geared towards diverse class of adult learners
- Demonstration of a growth mindset and ability to reflect on teaching practice
- Re-teach demonstrates pivot from first 15 minute lesson incorporating feedback provided by interviewer
- Lesson materials (lesson plan, visual aids) are submitted to interviewer at least one hour in advance.

FORMAT

The sample lesson will be set up like a typical class with staff member(s) acting as your students. You can frame your lesson by noting what would have been covered in the previous class. Please plan to teach a more beginner audience, although there may be a range in student ability just like in a typical GA course.

After the 15 minute lesson, staff members will switch roles from “student” to “staff” and debrief/share feedback with you on the lesson. You may then be asked to re-teach a five minute portion of your lesson incorporating this feedback. Your interviewer will clarify this ask and provide more context in the interview.

Please see below for additional info depending on the format of the role you’re applying for. If unsure, ask your hiring manager for clarification.

ON CAMPUS	GA campus classrooms are equipped with whiteboards, markers and a projector. Let your interviewer know in advance if you will need additional materials.
LIVE ONLINE	For teaching in the Live Online environment, please plan to have access to two screens. See this resource for additional tips.
ENTERPRISE	For enterprise engagements, refer to this resource for additional details.

LEARNING OBJECTIVE

Javascript/Software Engineering Lesson Prompt

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

- Declare and call a function in JavaScript



Lesson Plan Template

DIRECTIONS

You are the instructor leading the class - this is your 15 minutes of instruction. You will be teaching **live** to people who will act as your students.

- Do not say: "I would do ..."
- Actually do it!

Use the template below to plan your lesson. Prompting questions are provided to guide your thinking.

PART 1

7 min

Set up the class to understand and achieve the learning objectives.

Objective & Connection

Write Learning Objective on the Board (physical classroom)/in the Chat Window (online classroom), and communicate it to the students.

"By the end of the lesson, students will be able to..."

- What prior knowledge should students activate to connect with this lesson?
- What can students expect to accomplish by the end of the lesson?

Explain Topic ("I Do")

Explain the core skills/content that support the learning objective.

- How do prepared resources (visual aids, lesson deck, white boarding, etc) illustrate concept?
- How will you capture students interest and keep them engaged?
- How will you highlight the most relevant information and demonstrate the skill?
- How/when will you check student understanding? How will you address misunderstandings?

Practice Skill ("We Do")

Further explain the topic and its related skills. Model what you want students to do.

- How will you guide students in actively applying this new skill/concept?
- Which potential misunderstandings do you anticipate? How will you proactively mitigate them?

PART 2

5 min

Facilitate a student-driven activity for active engagement.

Apply Skill ("You Do")

Set students up to work on guided practice as you circulate and give live feedback.

- How will you facilitate a meaningful activity that allows students to practice?
- Which potential challenges do you anticipate from various learners? How can you scaffold activities to address these?
- How/when will you monitor progress and redirect if needed?

PART 3

3 min

Assess student progress of learning objective. Connect to future learning.

Assess and Debrief

Wrap up the lesson by connecting back to the learning objective.

- How will you know if students achieved the learning objective? What deliverables will they provide?
- How will you debrief the student activity & correct any misconceptions?
- How will you link the lesson to future skill set growth and real-world application?