

Pay attention to the R-words to activate the brain for learning!

1. **Objective (Rigor)** - SMART and should be visible on your board daily.

By the end of the lecture, students will be able to know the if statement, know how to use operators, and give 3 examples of using if statement in real world. Students will write the answers in exit ticket with a score of 90%.

2. **Opening (Retrieval)** – How will you "hook" your students into the lesson--at both the thinking and emotional level?

- What will you do to open the lesson to motivate and engage the students' interest in the content?
- How will you help students make connections to prior knowledge?
- How will you identify and present your essential questions, Central focus, and Learning Targets (I CAN statements)?
- How will you identify / teach / assess language demands?
- How will you introduce language supports?
- 1. Hook: I am going to use fun fact. "Did you know? If statement is used by machines and humans every day. If you ask questions like "what would happen if...." You will have easy time in this lesson!
 2. In the last lessons, we learned about operators. If statement relies heavily on operators and expressions.
 3. **Essential questions:** What is the purpose of an if statement in programming, and how does it help in decision-making within a program? **Central focus:** Students will understand the functionality of if statements and operators in programming to make decisions. **Learning Targets:** I can use the if statement to make decision based on the value of a variable using operators.
 4. I will assess my students by using exit ticket, doodle, credit card method in closure. I will give opportunity to cast anonymous voting and let students ask questions.
 5. I will use basic words in my PowerPoints to make it exclusive for ESL students.

3. **Teacher Input (Relevance)** – What information is needed for the students to gain the knowledge/skill in the objective? (Be sure you have done a task analysis to break the information/skill into small manageable steps). How will you use strategies, technology, learning styles? What vocabulary and skills do the students need to master the material? Are the strategies you plan to use congruent to the objective?

Logic operators, expressions, and syntax. Students need to understand the syntax and structure of if statements, the types and usage of operators (such as relational and logical operators), and practical examples demonstrating how if statements are used to make decisions in real-world scenarios.

- **Model (Routing)** – Outline your I DO activities. Be sure to model strategies and academic language supports needed.

I do the lecturing, share fun facts, giving real life examples, use logic to make sense, answer any questions students might have, ask questions, and prepare the exit ticket for them.

- **Guided Practice** – Students demonstrate a grasp of new learning under the teacher's direct supervision. The teacher moves around the room to provide individual remediation as needed. "Praise, prompt, and leave" is an excellent strategy to use. Outline your WE DO activities. Be sure to incorporate strategies and academic language supports that are needed.

We do the class participation, have a conversation about for clarification, understand today's objective, and make sure exit ticket is finished.

- **Independent Practice (Retaining/Rehearsing)** – Students demonstrate an independent application of new skill. Outline your YOU DO activities. Students demonstrate an independent application of new skill. Be sure to praise and assess strategies and academic language supports that are being used.

You do the questioning if anything is unclear, pay attention to teacher, ensure the understanding of the objective and today's topic, be respectful, and complete exit ticket before leaving.

- **Check for Understanding (Recognizing)** – Practice doesn't make perfect; it makes permanent. So, make sure the students understand how to proceed before moving to the practice phase of the lesson. You may need to stop and reteach, so students practice correctly. How do you plan to assess understanding? **What HOTQs will you ask?** List at least 3

How would you explain the purpose of an if statement to someone who has never programmed before?

Can you think of a real-world scenario where you would use an if statement to make a decision?

How would you use logical operators to create more complex conditions in an if statement?

- **How will you check for understanding or reteach?**

I will give opportunity to cast anonymous voting and let students ask questions as I answer them. I will use and collect exit ticket to see how many students were able to understand the if statement.

4. **Assessment** – How will we know that the students have individually mastered the objective? What evidence will be collected? What will be an acceptable score? What evidence will be collected to demonstrate mastery of language demands?

I will use and collect exit ticket to see how many students were able to understand the if statement. Those who scored above 90 will be considered mastery. I am 110% sure that every student indirectly know this concept (as it's used everyday), that's why I made the acceptable score 90.

5. **Resources** - What materials will you need for a successful lesson?

Physical: Pen/pencil, notebook, computer.

Software: IDE (for programming), Discord (for group chat), Microsoft Teams (collaboration tool), and stack overflow (help).

6. **Closure (Re-exposure)** – How will you have the students end the lesson/reflect upon what was learned?

I believe exit ticket will motivate my students to complete the closure. Students will answer questions to demonstrate their understanding of today's topic. Participation grades will be available.

NOTES: When creating PowerPoint, have fun-fact at the beginning, use basic words, use images and flow charts, make it colorful, write questions for students to answer, and have examples.

Prepare exit tickets: Write 4 questions that can be answered in 5 minutes and make sure that it shows their understanding.