**Intro to School Lesson Cycle**

**Global Studies**

**Patterson**

(W) Means on website

Underline what should be said to the class

If there is a blue word click on it while holding down “ctrl”

The purpose of this lesson cycle is for a smooth start of the school year. There is a focus on teambuilding and explicit teaching of routines. Students have the option of working on several map

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| **Day 1** | |
| **Learning Target** – I will get to know the people in my class.  **Warm Up –** | |
| Intro\_Visuals (W)  **Lesson Flow**  Welcome to class, teach how to get attention, label folders, team building, seating chart next day, heads up.  Teambuilding game and revise visuals as needed. | **Resources/Materials/Extension**  I-pad with heads up, notecards, tape, extra folders, permanent markers  **Enrichment**  -Pre-write locker combos on pieces of paper  -teambuilding game for enrichment  -CNN? |

Have students sign in a on piece of paper, have student check with roster for attendance.

Pre-fold paper. Students make a sign with a group name. Have students write name on board.

Cup stack as high as possible.

Lego building. 30 seconds to look at structure. Minute to tell group members how to build. Rotate to next person.

Marshmallow bridge across solo cups.

Egg drop from six feet. Assorted supplies (bubble wrap, cardboard boxes, newspaper, fabric, drinking straws, craft sticks, pipe cleaners.) Test next week.

Silent ball/heads up.

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| **Day 2** | |
| **Learning Target** – I will demonstrate I can follow directions by creating an accurate map.  **Warm Up –** | |
| Intro\_Visuals (W)  Oceans and Continents (W)  3D Map Instructions (W)  **Lesson Flow**  Seating chart, go over how to enter classroom, behavior plan, starting world maps, help students login to the computer, teach quiet ball  Make sure logging into student computer works. Display examples for both options. Visuals for logging into computer and assigned computer list. Print off document with student ID and birthday. | **Resources/Materials/Extension**  Seating charts, ball, computers, markers, posters, glue, instructions, atlas’s, examples ready  **Enrichment**  Library, board games/cards expectations, CNN news, teach tardy/behavior plan for students who only have you for enrichment. Seating chart |

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| **Day 3** | |
| **Learning Target** – I will demonstrate I can follow directions by creating an accurate map.  **Warm Up –** Something fun I did this weekend was… | |
| Intro\_Visuals (W)  Oceans and Continents (W)  ParentLetter (W)  Explain tardy expectations/how to knock, finish getting students to log in to the computer, and continue to work on maps.  Discuss importance of putting name in bottom right hand corner with flipbook video. Discuss with class why it is important to put name in the same place on posters. Display Examples for board. Video is graphic. [Link](https://www.youtube.com/watch?v=h1IIqIqYOWA) | **Resources/Materials/Extension**  **Enrichment**  Come up with set Enrichment schedule |

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| **Day 4** | |
| **Learning Target** – I will practice throwing back the question at the reader.  **Warm Up –** | |
| TBQ\_Practice (W)  TBQs practice, finish working on maps, finish getting students logging into the computer. Assign as HW if students don’t finish. | **Resources/Materials/Extension**  Sporcle Games? |

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| **Day 5** | |
| **Learning Target** – I will follow playlists that will help me concentrate.  **Warm Up –** | |
| TBQ\_Quiz (W)  Spotify/Soundcloud Playlist  Sporcle Games  Collect HW, go over computer and headphones expectations (handing out computers with numbers, volume, shutting down computers, helpers) create/follow Spotify playlists, TBQ quiz. | **Resources/Materials/Extension**  Computers, headphones |

**Name:**

**X 3**

**Locker:**

**X 1**

**Combination:**



**Step 1:** Turn the dial three times to the

right, stop at the first number.

**Step 2:** Turn the dial ONE full turn to the left,

passing the first number, and stopping

at the second number.

**Step 3:** Turn the dial to the right and

stop at the third number.

This is usually a short turn.

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