

Unit Lesson Design for Learning

Unit Title:
 Course Name:
 Grade Level:

Timeframe: ____ - ____ minute classes

Prerequisite knowledge/skills:

Guiding Questions (Open-ended style which promote in-depth investigation):

State/Local Standards:

Acknowledgments:

Literacy Strategies <i>Check all that apply</i>	Habits of Success <i>Check all that apply</i>
(To be developed throughout the unit plan with ample opportunities for practice.)	
<p><i>Insert those literacy strategies learned through MCS Training.</i></p> <hr/> <p>Admit/Exit slips</p> <p><input type="checkbox"/> Graphic organizer</p> <p><input type="checkbox"/> Know/Want to Know/Learn Chart (KWL)</p> <p><input type="checkbox"/> Open-response questions</p> <p><input type="checkbox"/> Two-column/Cornell notes</p> <p><input type="checkbox"/> Re-telling</p> <p><input type="checkbox"/> Reflection</p> <p><input type="checkbox"/> Jigsaw reading</p> <p><input type="checkbox"/> Peer Review</p> <p><input type="checkbox"/> Anticipation Guide</p> <p><input type="checkbox"/> RAFT (<i>Role/Audience/Format/Topic</i>)</p> <p><input type="checkbox"/> Summarization (GIST)</p> <p><i>(Generating Interactions Between Schemata and Text)</i></p> <p><input type="checkbox"/> Paired Reading</p> <p><input type="checkbox"/> Other</p>	<p>1. <input type="checkbox"/> Create Relationships Teamwork/responsibility/effective communication</p> <p>2. <input type="checkbox"/> Study, Manage Time, Organize Organization/time management/study skills</p> <p>3. <input type="checkbox"/> Improve Reading/Writing Skills Use reading and writing to learn strategies</p> <p>4. <input type="checkbox"/> Improve Mathematics Skills Estimate/compute/solve/synthesize</p> <p>5. <input type="checkbox"/> Set Goals/Plan Set goals/plan/monitor progress</p> <p>6. <input type="checkbox"/> Access Resources Research/analyze utilize</p>

Assessments: Pre, Daily/Weekly and Post

Pre:

Daily/Weekly: (Included on daily activities plans)

Post-assessment consists of two parts:

1. Content-based (traditional paper and pencil test)
2. Performance – or product-based