

# Lesson Plan Template Overview

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## Basic Information



Teacher: \_\_\_\_\_

Department: \_\_\_\_\_



**This submission is best described as:**

- Course Integration
- Project Integration
- Lesson Integration



**This submission was designed by:**

- Individual Teacher
- Collaboration of Department



**Target Grade Level(s):**

- K  1  2  3  4  5  6  
 7  8  9  10  11  12  Adult



**Lesson, Project or Course Title**



**Brief Summary of Lesson, Project or Course**

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## NETS Selections



**Choose your NETS.** Select (1) success indicator from 4 of the 6 NETS below:

### 1. Creativity and Innovation

#### Success Indicators

- CREATIVITY AND INNOVATION: demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
- CREATIVITY AND INNOVATION: apply existing knowledge to generate new ideas, products, or processes.
- CREATIVITY AND INNOVATION: create original works as a means of personal or group expression.
- CREATIVITY AND INNOVATION: use models and simulations to explore complex systems and issues.
- CREATIVITY AND INNOVATION: identify trends and forecast possibilities.

### 2. Communication and Collaboration

#### Success Indicators

- COMMUNICATION AND COLLABORATION: use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.
- COMMUNICATION AND COLLABORATION: interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
- COMMUNICATION AND COLLABORATION: communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- COMMUNICATION AND COLLABORATION: develop cultural understanding and global awareness by engaging with learners of other cultures.
- COMMUNICATION AND COLLABORATION: contribute to project teams to produce original works or solve problems.

### 3. Research and Information Fluency

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## Success Indicators

- RESEARCH AND INFORMATION FLUENCY: apply digital tools to gather, evaluate, and use information.
- RESEARCH AND INFORMATION FLUENCY: plan strategies to guide inquiry.
- RESEARCH AND INFORMATION FLUENCY: locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
- RESEARCH AND INFORMATION FLUENCY: evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
- RESEARCH AND INFORMATION FLUENCY: process data and report results.

## 4. Critical Thinking, Problem Solving, and Decision Making

### Success Indicators

- CRITICAL THINKING, PROBLEM SOLVING AND DECISION MAKING: critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.
- CRITICAL THINKING, PROBLEM SOLVING AND DECISION MAKING: identify and define authentic problems and significant questions for investigation.
- CRITICAL THINKING, PROBLEM SOLVING AND DECISION MAKING: plan and manage activities to develop a solution or complete a project.
- CRITICAL THINKING, PROBLEM SOLVING AND DECISION MAKING: collect and analyze data to identify solutions and/or make informed decisions.
- CRITICAL THINKING, PROBLEM SOLVING AND DECISION MAKING: use multiple processes and diverse perspectives to explore alternative solutions.

## 5. Digital Citizenship

### Success Indicators

- DIGITAL CITIZENSHIP: understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.
- DIGITAL CITIZENSHIP: advocate and practice safe, legal, and responsible use of information and technology.

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- DIGITAL CITIZENSHIP:** exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- DIGITAL CITIZENSHIP:** demonstrate personal responsibility for lifelong learning.
- DIGITAL CITIZENSHIP:** exhibit leadership for digital citizenship.

## 6. Technology Operations and Concepts

### Success Indicators

- TECHNOLOGY OPERATIONS AND CONCEPTS:** demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
- TECHNOLOGY OPERATIONS AND CONCEPTS:** apply existing knowledge to generate new ideas, products, or processes.
- TECHNOLOGY OPERATIONS AND CONCEPTS:** create original works as a means of personal or group expression.
- TECHNOLOGY OPERATIONS AND CONCEPTS:** use models and simulations to explore complex systems and issues.
- TECHNOLOGY OPERATIONS AND CONCEPTS:** identify trends and forecast possibilities.

## Lesson Plan Template

### Learning Objectives



**Objectives:** Describe 1) content area objectives and 2) technology objectives.

#### Objective 1

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## Objective 2

## Objective 3

## Technology Tools



**Choose Technology Tools.** Choose technologies to facilitate your learning objectives and NETS selections as listed below:

Animation Software, Art Software, Audio Software, Blogs, Data Collection, Email, Google Docs, Interactive Activities, Internet Search, Moviemaking Software, Music Recording Software, Online Forms, Online Quizzes, Online Survey, Podcasts, Presentation Software, Reading Software, Spreadsheets, Telecommunications, Video Streaming, Virtual Tours, Web Design, Wikis, Word Processing.

Technology Tools

Technology Tools

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## Lesson Procedures



**Procedures.** Describe lesson procedures that integrate learning objectives, NETS selections and technology tool(s) as listed below. Include brief basic steps to procedures, needed resources, special notes and the type of assessment.

### Step 1

### Step 2

### Step 3

### Step 4

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## Step 5



**Assessment Method.** State type of assessment you will use such as a rubric.

## School and Staff Information

Please note Mrs.Orozco will fill out submission form, review for accuracy and submit lesson plan to the Lesson Bank

[www.thelessonbank.net](http://www.thelessonbank.net)

Visit the [www.thelessonbank.org](http://www.thelessonbank.org) to find this lesson (couple day processing time) and many others!  
Thank you for your submission.

## Course / Project /Lesson Design

### Sections in Lesson Plan

Lesson Title

Lesson Summary

Objective(s)

NETS:

Technology Tools

Procedures

Assessment