**Lesson Plan Template** 

Grade: 7		Subject: Life Science
Materials:		Technology Needed:
<ul><li>Direct</li><li>Guided</li><li>Socrat</li><li>Learni</li><li>Lectur</li></ul>	ology integration   Modeling	Guided Practices and Concrete Application:  Large group activity
Standard(s) MS-LS1-4 Use evidence and scientific reasoning to support an explanation for how characteristic animal behaviors and specialized plant structures affect the probability of successful reproduction.  Objective(s) students will be able to connect specific animal behaviors to certain animals by the end of the lesson. Students will be able to create and act out animal behaviors for different animals. Students will understand the difference between learned and innate behaviors.  Bloom's Taxonomy Cognitive Level: evaluate and create Classroom Management- (grouping(s), movement/transitions, etc.)		Differentiation Below Proficiency:  Above Proficiency:  Approaching/Emerging Proficiency:  Modalities/Learning Preferences:  Behavior Expectations- (systems, strategies, procedures specific to
Classiconi	management (g.ouping(3), movement, transitions, etc.)	the lesson, rules and expectations, etc.)
Minutes	Procedures	
	Set-up/Prep:	
40 includes explore activity	To start the lesson, I will go over a keynote presentation. This will go over learned vs. innate behaviors, give examples of both that	
15-20	Explore: (independent, concreate practice/application with relevant learning task -connections from content to real-life experiences, reflective questions- probing or clarifying questions)  Charades will be interspersed in the explain portion.	
	Review (wrap up and transition to next activity):	
Formative Assessment: (linked to objectives)		Summative Assessment (linked back to objectives) End of lesson:

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Progress monitoring throughout lesson- clarifying questions, check- in strategies, etc.	If applicable- overall unit, chapter, concept, etc.:
questions, correct identification and justification of behaviors from video	
Consideration for Back-up Plan:	

Reflection (What went well? What did the students learn? How do you know? What changes would you make?):

I never used the articles because all the classes went up to the bell. I had good voice projection and I was confident in my delivery of the content. The students really enjoyed the videos and were able to make the connections to the behaviors we talked about. Charades also went well; however, I would make sure to fully give instructions about the game before telling them that it is with partners. During one period I said that the game is with partners and that was all the students were worried about. I would maybe join the animal and behavior to make sure they go well together because the student's struggled with being creative in that aspect. Another change I would possibly make is finding shorter videos with more than one behavior in them, but it was hard to find that when I originally was looking.