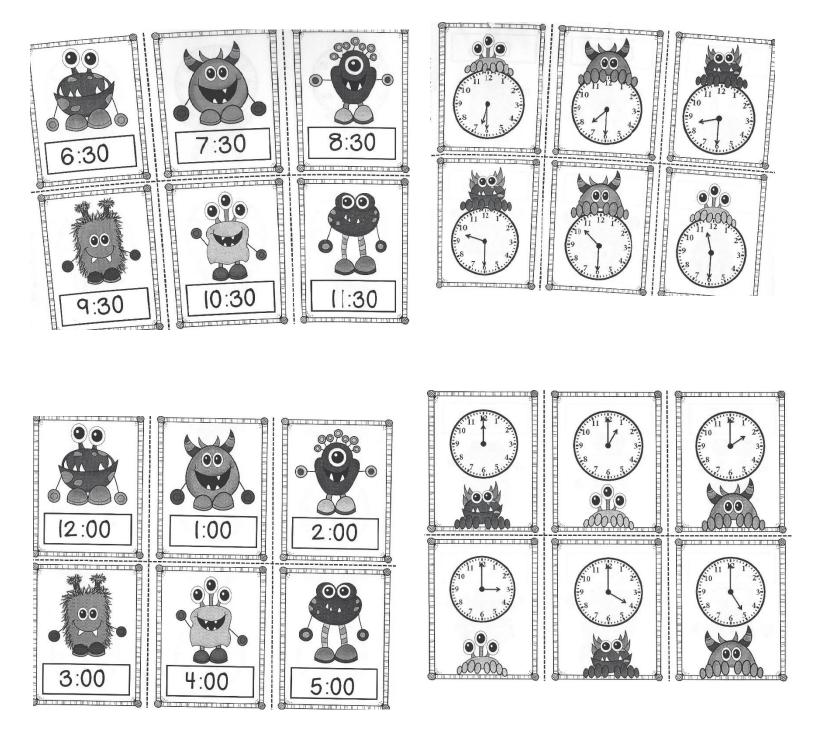
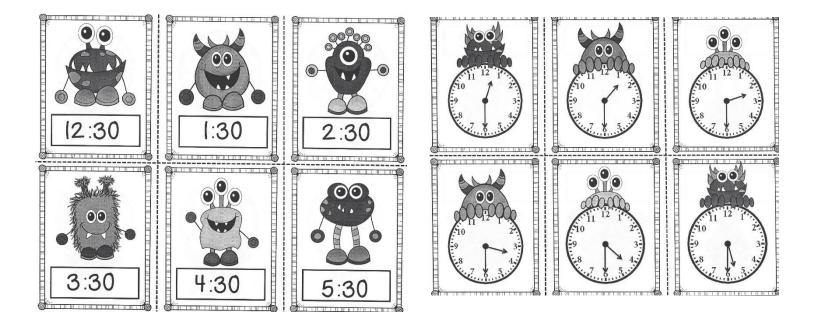
	Date: Thursday,	Date: Thursday, January 28, 2021		
Grade: Firs		Subject: Mathematics		
Materials: link to YouTube video of Jack Hartmann Let's Learn about the Clock, digital and analog clock matching game – print and cut, mini test – writing the digital time for the time on the analog clock shown		Technology Needed: NA		
Instruction	al Strategies: instruction	Guided Practices and Concrete Application:		
SocratLearniLectur	tic Seminar Visuals/Graphic organizers ing Centers PBL re Discussion/Debate ology integration Modeling	 Independent activity Pairing/collaboration Simulations/Scenarios Other (list) Explain: 		
Standard(s) 1.MD.3 Tell and write time to the hour and half-hour (including o'clock and half past) using analog and digital clocks. Objective(s) By the end of the lesson, students will be able to tell and write time to the hour and half-hour by looking at analog and digital clocks and recalling the time shown.		Differentiation Below Proficiency: Students who are below proficiency will be grouped with the above proficiency students to help assist them with the lesson. I will also give guidance when need. Above Proficiency: Students who are above proficiency, will be assisting the below proficiency ones.		
Bloom's Taxonomy Cognitive Level: Knowledge and Comprehension		Approaching/Emerging Proficiency: Students who understand the lesson, can help others to understand it.		
		 Modalities/Learning Preferences: Visual: Students will watch a short video. Auditory: Students will listen to a short video. Students will work in groups and will have to respect each other. Kinesthetic: Students will play a matching game digital and analog clocks. Tactile: Students can move during the video. Students will use their hands for the matching game. 		
Classroom Management- (grouping(s), movement/transitions, etc.) Large group – when other are talking, voice off and listening to the speaker. Group work – Students are to have voice level of 1 or 2, and should		Behavior Expectations- (systems, strategies, procedures specific to the lesson, rules and expectations, etc.) When other are talking. Students are expected not to be talking. Students are expected to raise their hand if they have a comment or		
take turns respectively. Students should be focused on the game and not be talking about other things. Transitions – I will use an attention getter to get their attention to move on to the next activity.		a question. Students are expected to give full attention and listening earing to whoever is speaking. Students will be working in groups and should be respectful of everyone and when speaking in groups they should only hear their group members and no other group.		
Minutes	Procedures			
15	Set-up/Prep: *Print and cut matching digital and analog game. *Set up video to be ready *Print test page of the analog clock and the writing in of the digital clock. – summative assessment			
5	Engage: (opening activity/ anticipatory Set – access prior learning / stimulate interest /generate questions, etc.) *Start by watching a short video: Let's Learn About the Clock Fun Clock Song for Kids Jack Hartmann <u>https://www.youtube.com/watch?v=tEmg914-9xY&t=28s</u> *Ask students what they learned from the video.			
5	 Explain: (concepts, procedures, vocabulary, etc.) The students practice learning the clock by playing the matching game of matching the analog clock time to the same time on the digital clock. Students will play the game in pairs. 			

20	 Explore: (independent, concreate practice/application with relevant learning task -connections from content to real-life experiences, reflective questions- probing or clarifying questions) The students will play the matching analog clock to the digital clock. After playing the game, the students will return to their seats to a mini worksheet test of clock. The test is analog clocks showing the time, all they need to do is look at it and then write the digital time in the box provided underneath the analog clock. 		
5	Review (wrap up and transition to next activity): *Review what they learned from this activity. * Transition to next activity.		
 Progyour I will walk 	e Assessment: (linked to objectives, during learning) ress monitoring throughout lesson (how can you document student's learning?) < around while they are playing their game. I might even vill watch and ask some questions for understanding.	Summative Assessment (linked back to objectives, END of learning) The mini worksheet of writing out the digital time to match the analog clock.	
I think I di they were managem game. I di	e fine with that. I need to work on getting all of their attentio nent skills. They seemed to really enjoy this matching game o	u know? What changes would you make?): set up a matching game but I had them pause/freeze so I could explain, on before I tell them a direction. So working on my classroom f the clocks. They understood what to do after I had explained the nat it was okay to stand up and move just in their spots and also to say	

any Steiner





Summative assessment:

