E1T1 2022 Lesson Plan Template
State and link to Goal module number, name and Lesson number and name; link to Goal Module Master Plan
Example: **Goal 11b: MIT MusicBlocks app dev, Lesson #4: Create UML Diagram**

Reference links:
- E1T1 2022 Goals/Modules/Lesson Plans Repository
- E1T1 2022 Program/Meeting Plans
- Link Lessons plans to Goal Module.
- Use E1T1 2022 Lesson Plans template (this doc)
  - Example Lesson: Sarah's Digital Forensics Lesson, Omar's Lesson Plan, Link to slides (start on slide 94), Link to Omar's lesson plan summary (needs to be more detailed)
  - Link a minimum of: Instructional Slide deck, gDoc detailed deliverable
    - Example Deliverable description: Video Interview Deliverable
- Feel free to create additional Lessons

Directions: **Make a copy of this template- do not edit**, post/link this artifact in the E1T1 2022 Goals/Modules/Lesson Plans Repository (and gClassroom as needed) when finished. Feel free to add or delete rows based on the lesson.
- I do, YOU do, WE do
- Learner engagement: Plan for an engagement activity every 5-10 minutes, e.g. poll, Kahoot, ask students to screen share and tell you what they are doing/have done
- Check for comprehension: Plan to check for comprehension every 5 minutes
  - Call on **individual students**; avoid asking questions of the group in general
  - Address students frequently individually, **by name**
  - Ask students to **screen share** frequently to demonstrate they are following along
  - Ask **closed-ended questions: "did you set up your account successfully, Frank?**
  - Ask the interns to **share and demonstrate: "Please share your screen and show us"**
  - **Avoid open-ended questions** like "Are there any questions?"
- Link all materials here
- Record a 5-10 minute video delivering key lesson components

Goal/Module:
Target Students: music students
Lesson Topic: Create a tune
Lesson Objectives/Learning Outcomes: Learn the basics of music theory
Designed by: Angie Feng
Estimated Time: Lessons don't have to last for any specified time. Target about 40min-1h.

Topic/Time?	Lesson Description:	Who is responsible?
Supplies:	● *google slides for lesson -* ● Example: [Interview Video Deliverable](#) ● Example: Google Classroom [Deliverable link](#)	

Icebreaker & Attendance
(3-5 minutes)
	● Example: **What was the highlight of your week last week?**
	  ● Start meeting recording
	  ● Take attendance
	  ● Type the icebreaker in chat
	  ● Ask it verbally at class start time and repeat as interns trickle in
	  ● Interns respond in chat while gathering, then verbally in turn when TL begins meeting and asks the question
		angie

Intern presentations (0-10 minutes)	If interns are presenting previous work delivered, from a related or unrelated Lesson, they should screenshare and go "around the room" and share work delivered at this point in the lesson	
Introduction/Hook: (3 minutes)	The purpose of this meeting is to… ● Learn the basic of music theory ● Teach what music theory is ● Learn the letter names of notes - Show the letter names and how it corresponds with the notes on the staff	
Poll 1 (3-5 minutes)	Example: Poll #1: What is your favorite music genre? ● pop ● Rap ● r&b ● Classical ● kpop	
Skill instruction: I DO: (5 minutes)	● Explain how music blocks works ● Get more into detail with the note value block	
Guided practice: WE DO: (10 minutes)	WE DO: ● Find a simple music sheet and try to show how to input the tune into music blocks. Example Instructions: ● Go to music blocks ● Use the note value block to create the tune from a music sheet that is being screenshared	
Poll 2 (3-5 minutes)	Example: **Which video editor do you use?** ● iMovie	

	● YouTube video editor	
Discussion (5 min)	Get back together and have interns share their screen, ***starting at their E1T1 web page where they have already embedded this***, and present their music block tune they have just created ● Ask each intern questions about their choices and what was challenging/easy about the work	
Poll 3 (3-5 minutes)	Poll #3: Would you rather have a time machine that can only go back in time or one that can only go forward in time? ● Back in time ● Forward in time	
AssessmentWork Deliverable/ Preview YOU DO (5 min)	YOU DO ○ Example: music blocks deliverable - Find a music sheet of any songs of your choice and try to create that tune in music blocks	
Extension:	If you finish early… (regular learner) ask your partner to review your lesson, (advanced learner) start a new lesson	
Game (optional) (5 minutes)	● Example: Skrible.io	
Total time:	minutes (without game)	