

	Standards	Goals As a result of this lesson the student will be able to:	Instructional Plan Activities(aligned, sequenced, build, time) (Grouping, Materials, Accommodations)	Student Work: (Thinking & Problem Solving, Real World)	Assessment (aligned, rubrics, written)
Monday		Make sense of problems and persevere in solving them.	ESOL Accommodations: Cooperative learning, extended time for completion of assignments, rephrase directions as needed, small group extended learning, and reduce number of questions on or alternate forms of assessments as needed. Powerpoint Notes, Interactive assignments such as vocabulary cards, electronic games, and MDC activities. Project based learning to ensure mastery of concepts.	Essential Question: TE _____Alternative Lesson Openers: Electronic Classroom _____Classroom Activity: Lesson 2-5 _____Examples 1–4: PE _____Extra Examples 1–4 with Key Questions: TE	Lesson 2-5 Applications of Sets Theme: Aquatics

Tuesday		<p>Make sense of problems and persevere in solving them.</p>	<p>ESOL Accommodations: Cooperative learning, extended time for completion of assignments, rephrase directions as needed, small group extended learning, and reduce number of questions on or alternate forms of assessments as needed. Powerpoint Notes, Interactive assignments such as vocabulary cards, electronic games, and MDC activities. Project based learning to ensure mastery of concepts.</p>	<p>____ Essential Question: TE ____ Alternative Lesson Openers: Electronic Classroom ____ Classroom Activity: Lesson 2-6 ____ Examples 1–4: PE ____ Extra Examples 1–4 with Key Questions: TE</p>	<p>Lesson 2-6 Infinite Sets Theme: Famous People</p>
Wednesday		<p>Make sense of problems and persevere in solving them.</p>	<p>ESOL Accommodations: Cooperative learning, extended time for completion of assignments, rephrase directions as needed, small group extended learning, and reduce number of questions on or alternate forms of assessments as needed. Powerpoint Notes, Interactive assignments such as vocabulary cards, electronic games, and MDC activities. Project based learning to ensure mastery of concepts.</p>	<p>____ Essential Question: TE ____ Alternative Lesson Openers: Electronic Classroom ____ Classroom Activity: Chapter 2 Test ____ Examples 1–4: PE ____ Extra Examples 1–4 with Key Questions: TE</p>	<p>Chapter 2 Test Theme: Inventions</p>

Thursday		Make sense of problems and persevere in solving them.	<p>ESOL Accommodations: Cooperative learning, extended time for completion of assignments, rephrase directions as needed, small group extended learning, and reduce number of questions on or alternate forms of assessments as needed. Powerpoint Notes, Interactive assignments such as vocabulary cards, electronic games, and MDC activities. Project based learning to ensure mastery of concepts.</p>	<p>____ Essential Question: TE ____ Alternative Lesson Openers: Electronic Classroom ____ Classroom Activity: Lesson 3-1 ____ Examples 1–4: PE ____ Extra Examples 1–4 with Key Questions: TE</p>	Lesson 3-1 Logical Connectives Theme: Entertainment Industry
Friday		Make sense of problems and persevere in solving them.	<p>ESOL Accommodations: Cooperative learning, extended time for completion of assignments, rephrase directions as needed, small group extended learning, and reduce number of questions on or alternate forms of assessments as needed. Powerpoint Notes, Interactive assignments such as vocabulary cards, electronic games, and MDC activities. Project based learning to ensure mastery of concepts.</p>	<p>Essential Question: TE ____ Alternative Lesson Openers: Electronic Classroom ____ Classroom Activity: Lesson 3-2 ____ Examples 1–4: PE ____ Extra Examples 1–4 with Key Questions: TE</p>	Lesson 3-2 Truth Tables Theme: Highways

* All plans are subject to change. Student progress will be monitored and adjustments will be made.