

	Standards	Goals As a result of this lesson the student will be able to:	Instructional Strategies What the teacher will do to ensure the student meets the goals:	Activities The student will:	Homework & Assessment Student achievement will be measured by:
Monday	PC.NVMQ.2	Represent and model with vector quantities. Use the coordinates of an initial point and of a terminal point to find the components of a vector.	ESOL Accommodations: Follow oral instructions to design math graphs using manipulatives and illustrated examples in small groups. 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 8.1 ____ Examples 1–4: PE ____ Extra Examples 1–4 with Key Questions: TE	Lesson 8.1 Interactive Discussions

Tuesday	PC.NVMQ.2	<p>Represent and model with vector quantities. Use the coordinates of an initial point and of a terminal point to find the components of a vector.</p>	<p>ESOL Accommodations: Follow oral instructions to design math graphs using manipulatives and illustrated examples in small groups. 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 8.2 _____ Examples 1–4: PE _____ Extra Examples 1–4 with Key Questions: TE</p>	<p>Lesson 8.2 Interactive Discussions</p>
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Wednesday	PC.NVMQ.3	<p>Represent and model with vector quantities. Solve problems involving velocity and other quantities that can be represented by vectors.</p>	<p>ESOL Accommodations: Follow oral instructions to design math graphs using manipulatives and illustrated examples in small groups. 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 8.3 ____ Examples 1–4: PE ____ Extra Examples 1–4 with Key Questions: TE</p>	<p>Lesson 8.3 Interactive Discussions</p>
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Thursday	PC.NVMQ.3	<p>Represent and model with vector quantities. Solve problems involving velocity and other quantities that can be represented by vectors.</p>	<p>ESOL Accommodations: Follow oral instructions to design math graphs using manipulatives and illustrated examples in small groups. 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 8.4 ____ Examples 1–4: PE ____ Extra Examples 1–4 with Key Questions: TE</p>	<p>Lesson 8.4 Interactive Discussions</p>
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Friday	PC.NVMQ.3	Represent and model with vector quantities. Solve problems involving velocity and other quantities that can be represented by vectors.	<p>ESOL Accommodations: Follow oral instructions to design math graphs using manipulatives and illustrated examples in small groups. 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.</p> <p>Powerpoint Notes, Interactive assignments such as vocabulary cards, electronic games, and MDC activities.</p> <p>Project based learning to ensure mastery of concepts.</p>	<p>_____ Essential Question: TE _____ Alternative Lesson Openers: Electronic Classroom _____ Classroom Activity: Lesson 8.5 _____ Examples 1–4: PE _____ Extra Examples 1–4 with Key Questions: TE</p>	Lesson 8.5 Interactive Discussions
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* All plans are subject to change. Student progress will be monitored and adjustments will be made.