

ASSURE Model Instructional Plan

Atlanta Braves Algebra

Ms. Katie Sloan

8th grade

120 minutes (2 Class Periods)

Analyze Learners

The students this lesson is designed for are eighth grade students involved in a general mathematics education classroom. It is a class of 20 students. There are 10 male and 10 female students who range in age from 12 and 13. One student in the classroom has a learning disability; seven students are classified as gifted, and one student is a non-reader. The students range in socioeconomic levels, but most of them were raised in the southern United States as middle-class Americans. The class is very good, with only few disturbances. Most of the time, these happen with the students are learning directly from their textbook. They tend to be very involved in the class activities and participate without having to force them, although, there are 6 students who have low motivation. They will participate if they are forced, or know they will be rewarded in the end if they do good work. Some activities that the whole class enjoys and seems to learn a lot from are PowerPoint games, Web quests, Group Work, Think-Pair-Share, and Real-World Simulations. These strategies seem to work best because of my students learning styles. Most of my students are active, visual learners (80%), but I do have a hand full of auditory learners (20%). These students still succeed with these activities because they can discuss the activities with their group members. All of my students seem to do much better when they can actually 'do' an activity, so I consider all of them to be kinesthetic learners. Before the lesson, the students need to have a strong basic understanding of statistics.

State Objectives

Without using a calculator, the students will be able to compute the statistical questions in the PowerPoint game to turn in with 80% accuracy.

Working in their teams of 3-5, the students will be able to discuss the questions in the game and be able to answer the questions to win the game.

With the help of PowerPoint, the students will be able to help conduct a lesson focusing on statistics that will last 2 class periods.

Select Media, Materials, and Methods

Laptop computer
Projector
Overhead projector screen
PowerPoint
PowerPoint Game
Color Printer
Groups of 3-5 students
Pencils
Paper
Print outs of game materials and questions
Card Stock
Cards-Aces-5's
Timer
Optional: calculators

Utilize Media, Materials, and Methods

1- 1 Laptop computer –This computer will be hooked up to a projector so that the game can be shown to the whole class so the game can be played.

2- Buy projector- This will be used to hook to the computer so the game questions can be seen and chosen by the students.

3- Your overhead projector screen- This will need to be pulled down so that the PowerPoint game can be shown

4- PowerPoint and game- This program and the game will need to be assessable so that the lesson can take place.

5- Color Printer- This will be needed to print out the game board, the game pieces, and the Strike Out Cards.

6- Groups of 3-5-These groups will make up the teams to play the game.

7- Pencil and Paper- These will be used by each student to work out the statistic problems for each question so they can turn in their answers.

8- Print outs of all the questions, game boards, game pieces, strike out cards, and directions- These will be used in case the technology fails.

9- Card stock will be used for support of the printed out materials.

10- Cards Ace's -5's- These will be distributed to students to divide up the teams

11- Timer- This will be used to time students' answers during game play.

12- OPTIONAL: Calculators could be given to disability students who can not compute the problems in a quick enough manor that would halt the game for a large amount of time.

Before the lesson make sure to :

Preview the game and make sure it is working

Preview the questions and make sure you know they are going to the correct slides.

Pull overhead projector screen down.

Connect laptop and projector and set it up where it is accessible to the teacher to use to facilitate the game.

Print out the game board and game pieces and cut them out. Glue them to card stock to make them sturdy.

Tape game board down to front table so students can come up and move their pieces.

Place game pieces and 1 die by the board.

Print out all the game questions and directions to have as back up in case the projector or computer stops working.

Tape the game board down

Shuffle cards and have them ready to be distributed to students after the discussion of statistics and going over game directions.

Arrange desks into 5 groups of 4.

Prepare the learners by the beginning discussion: review the statistical formulas needed for the game: Earned Run Average, Batting Average, Slugging Percentage, Fielding Percentage, etc.

Go over the game directions with the students.

Start the game

Require Learner Participation

Includes detailed methods for actively engaging *all* students for the lesson's duration.

Focus Activity: (15 min)

- A group discussion/review of the statistical formulas that will be needed to play the game.
- Facilitate the review by asking students if they remember how to figure out statistics like ERA, Batting Average, Slugging Percentage, Fielding Percentage, and Total Bases.
 - If the majority of students remember how to find the statistics, a shorter review is okay. If a number of students do not remember, spend a little more time on this section because if they do not remember they will not be able to play the game.

Activity: (90 min) [Atlanta Braves Algebra](#)

1. Game Story
 - Show students the game
 - Go to the story slide and read it or have a student read it
2. Game Preparation
 - Go to the game directions slide and read the directions together
 - Make sure the students understand how to play the game
 - Show students the game board in the presentation (Since yours is already taped down).
 - Show students the Attraction Key to show them the places they could visit
 - Ask students to get out several sheets of paper and a pencil. They will use these during the game.
 - Pass out the cards that divide students up into groups.
 - Tell them to move to their groups and take their paper and pencils with them
 - Advance to the questions slide
 - Allow 1 person from each team to come pick their game piece and roll to see which team goes first. (Highest or Lowest # could win)
3. Play the game
 - Students roll and answer questions as the game directions explain.
 - Facilitate the game keeping down noise and start and stop timer while students are answering questions. Also, keep track of which questions have been picked. (you can write these on the board so students can remember)

Wrap-up: (15 min)

Congratulate winning team and present them with their prize.
(This could be points on their next test, candy, certificate, or just congratulations.)

Ask if there are any questions after having played the game.
Do the statistics make more sense after using them in a 'real world' scenario?

Have all students turn in their work that they completed on all the game questions.

Evaluate & Revise

Multimedia Evaluation:

Was the computer and projector a success?
Did it provide more of a distraction than assistance?
Is there a way to alter the technology use to benefit for the next time?
Were all materials in working order and ready to go for the activity?

Instructor Evaluation:

Did you keep the class on task?
Could you answer all the questions that were asked?
Is there anything else you could do to help the activity to run smoother?
Were you able to facilitate the activity along with the technology or was it too much to take care of?