

Lesson Examples

- What do you notice about the lesson structure?
- What supports do you notice within the lesson structure?
- What is something you saw that is useful to you?

RTI Triangle

Grade/Course/Subject (place)

Grade 2/3 – Cross Curricular

Curricular Lens:

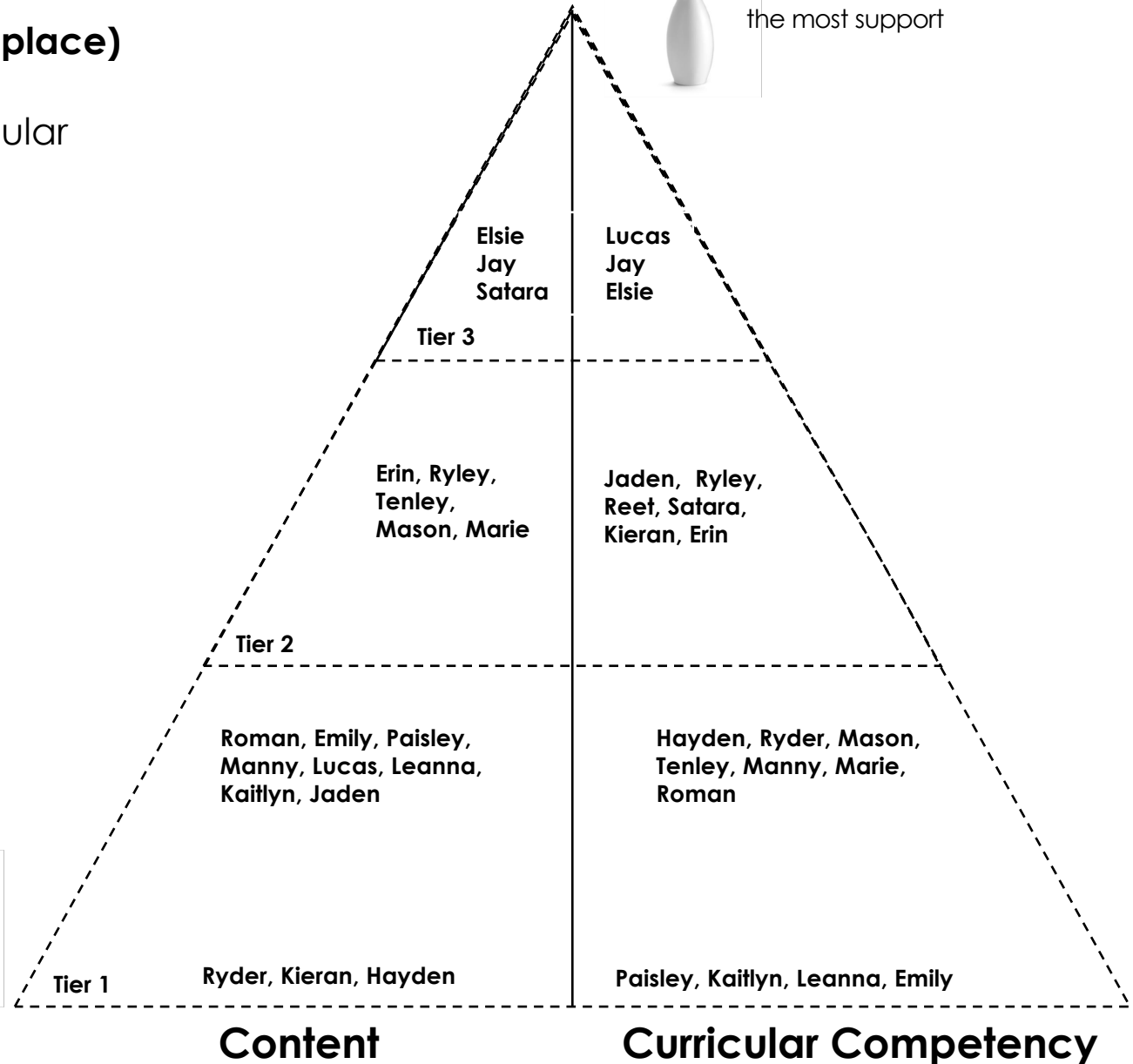
Science/Art

Competency Lens:

Language Arts/Design



Students who need the most support



Students who need the most challenge



Grade:	Subject Area:	Planning Team:
Big Idea: ADST, Science, Art, Language Arts (output) - play, curiosity, forces, influence movement, creative expression, risk taking, language & joy		Unit Guiding question: Who are our monsters? How many ways can we catch a monster?
Content Goal: Science		I know types of forces
Content Goal: Language arts		I know elements of a story
Curricular Competency Goal: ADST		I can make a monster trap
Curricular Competency Goal: Science		I can plan and test my monster trap
Curricular Competency Goal: Art		I can explore and create using art processes and materials
Curricular Competency Goal: LA		I can create a story for an audience
Cross Curricular Competency		I can use materials safely


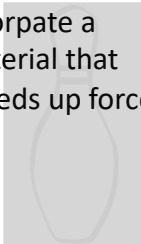
Guiding Unit Question: Who are our monsters? How many ways can we catch them?

Lesson Goal(s): I know that fall, push and pull are different kinds of forces

Connecting Activity: 3 stations – where in the world can we find things that fall, things that are pushed, things that are pulled (draw, write, tell) – 6 groups (3+) -

Mini Lesson: what do all of these have in common? FORCE – watch a video to get more ideas
Model -

Processing Tasks

I Need to...	I Must...	I Can...	I Could...	I Can Try to...
know fall, push & pull 	incorporate or explain a force in my trap that includes a falling element	incorporate or explain a force in my trap that includes a push or pull	incorporate a material that speeds up force 	incorporate a material that slows down a force
Access	All	Most	Few	Challenge

Transforming & Personalizing Activity: Small group share
- Appreciate circle

Essential Supports

(designed for 1, useful for 1)

Targeted Support

(designed for some, useful for some)

Choice of:

- Headphones/ alternate space
- Different roles- talker, writer, drawer, demonstrator
- Proximity
- Pcs symbols of examples

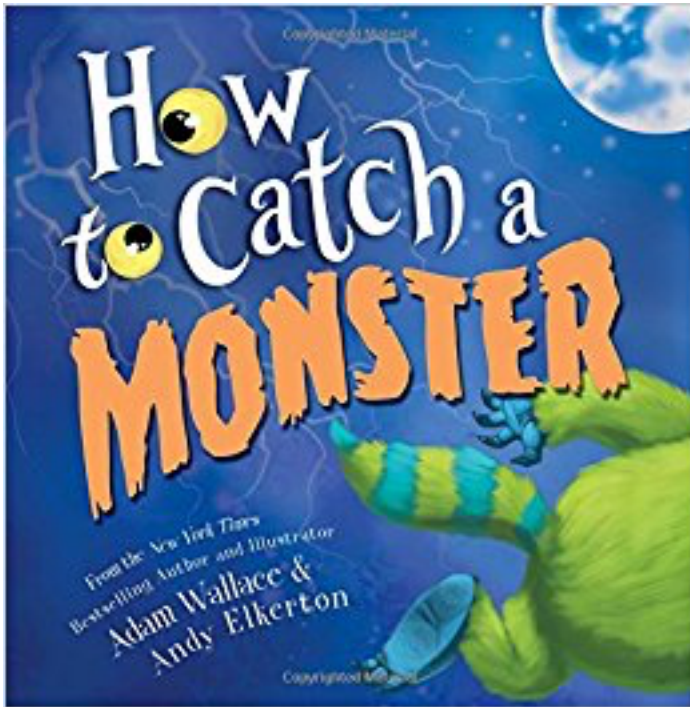
Universal Supports

(designed for some, useful for all)

- Modelling
- Task analysis
- Graphic organizers
- Visuals of vocabulary
- Structured groups - premade
- Objects/visuals at stations
- Movement/hands on

Who are our monsters?

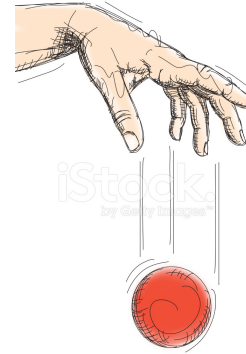
How many ways can we catch them?



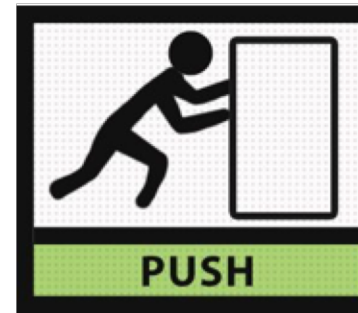
Goal: I know that fall, push & pull are
different kinds of **forces**

Where in the world do things:

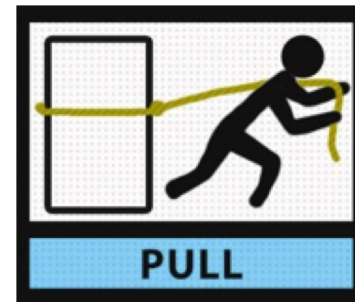
Fall



Push

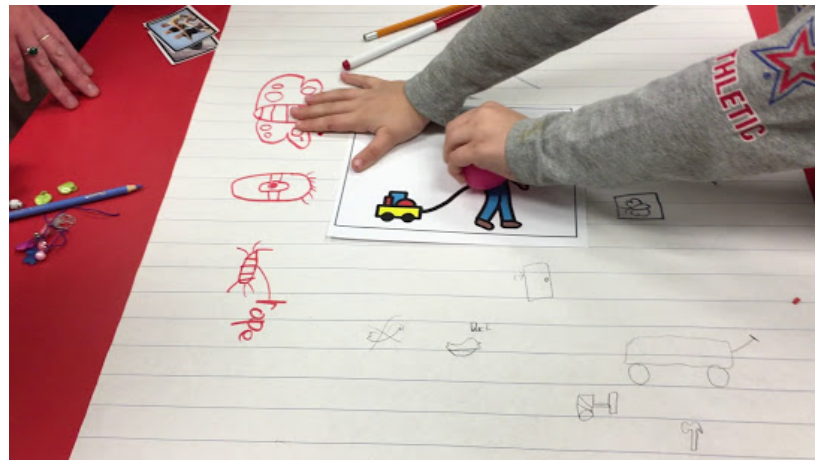


Pull



In groups of 3...

- 3 minutes at each station
- Record ideas
 - Draw
 - Write
 - Show
 - talk

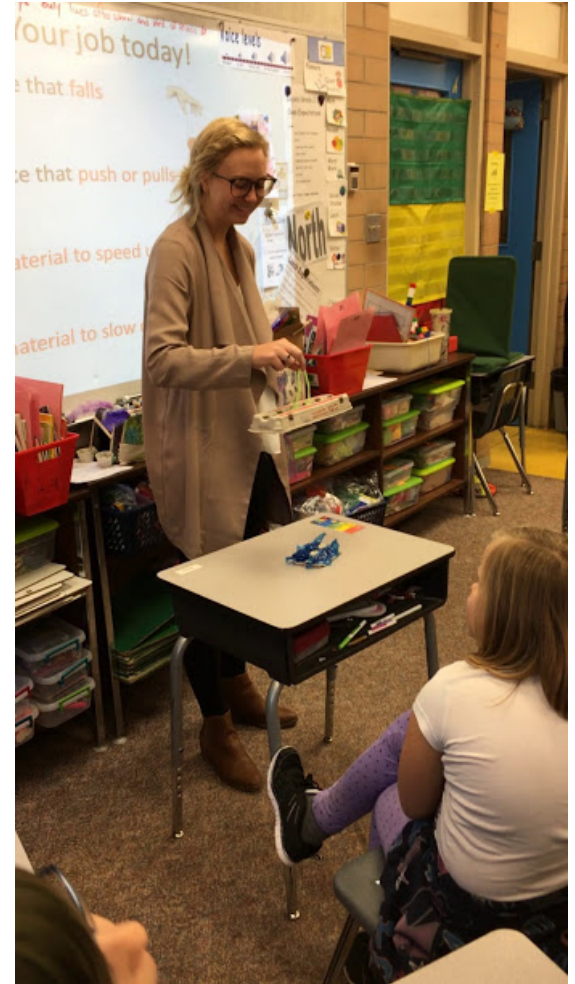


What do falling, pushing,
and pulling have in common?

FORCE

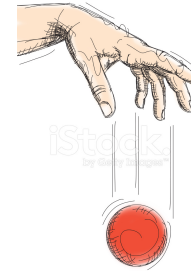
Your job today!

Add a **FORCE**
to your
monster trap!

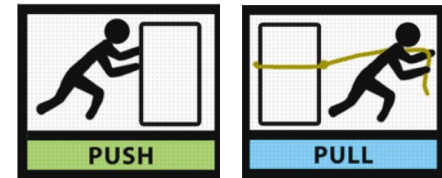


Your job today!

1. Add a force that **falls**



2. Add a force that **push or pulls**



3. Add a **material to speed up** the force



4. Add a **material to slow down** the force



Share Out!

What force did I try out?

What materials did I use?

What do you appreciate about
someone that you worked with
today?