

# TEACH A LESSON

SPANISH 2

TEACHING DATES

4/9/15, 4/16/15, 4/23/15, 4/30/15, 5/14/15, 5/21/15, 5/28/15



## REQUIREMENTS

1. THE STUDENT MUST TEACH THE TOPIC ASSIGNED TO HIM/HER FROM THE TEACHER. TEACHING A DIFFERENT TOPIC WILL RESULT IN A LOSS TEN POINTS. IT MUST BE TAUGHT ON THE ASSIGNED DAY AS THERE ARE A FINITE AMOUNT OF DAYS TO DO THIS PRESENTATION. NOT DOING SO WILL RESULT IN A LOSS OF TEN POINTS. **20 POINTS**

2. THERE MUST BE A WARM-UP ACTIVITY. THIS IS TYPICALLY A SHORT ACTIVITY THAT HELPS THE CLASS GET INTO THE RIGHT FRAME OF MIND AT THE START OF CLASS. IT SHOULD HELP THE CLASS GET READY FOR THE LESSON. MR. HEIKELL WILL TAKE ROLE AND AWARD TENGO ANIMO POINTS. **10 POINTS**

3. THE LESSON. YOU MUST RETEACH THE TOPIC TO THE CLASS. MR. HEIKELL HAS ALREADY DONE THIS A FEW DAYS BEFORE BUT NOW YOU HAVE THE CHANCE TO DO IT IN YOUR STYLE. THIS WILL BE A SERIES OF ACTIVITIES OF YOUR OWN CHOOSING. SEE THE 'LESSON HELP' FOR MORE DETAILS ABOUT HOW TO PREPARE FOR YOUR LESSON. **30 POINTS**

4. YOU MUST IMPLEMENT A MANIPULATIVE IN THE LESSON. THIS COULD BE IN THE FORM OF A GAME, USING WHITEBOARDS, POPSICLE STICKS, OR ANY ACTIVITY THAT ALLOWS STUDENTS TO PROBLEM SOLVE, MANIPULATE SOMETHING OR FORMULATE AN ANSWER WITH THEIR HANDS. THIS WILL BE A GRADED ASSIGNMENT BY YOU. **10 POINTS**

5. YOU MUST ASSIGN SOME SORT OF A HOMEWORK ASSIGNMENT THAT WILL BE GRADED BY YOU. CREATE A HANDOUT OR WRITING ASSIGNMENT THAT WILL BE DUE THE NEXT DAY. **15 POINTS**

5. CHECK FOR UNDERSTANDING DURING YOUR LESSON. MOVE AROUND THE ROOM AND MAKE SURE STUDENTS ARE PARTICIPATING & UNDERSTANDING THE TOPIC. **10 POINTS**

6. WRAP-UP THE LESSON. CALL THE CLASS TO ATTENTION AND REVIEW WHAT WAS LEARNED THAT DAY AND REMIND THEM OF THEIR HOMEWORK ASSIGNMENT. ASK FOR ANY QUESTIONS AND REVIEW ANY ANNOUNCEMENTS FROM THE BOARD. END THE LESSON. **5 POINTS**

EXTRA CREDIT  
CREATIVITY & EFFORT ABOVE AND BEYOND AN A+  
UP TO **5 EXTRA POINTS**

SPRING 2015

**THE TASK OF TEACHING A CLASS CAN BE A MONUMENTAL TASK. YOU MAY BE ASKING YOUR SELF, "WHERE DO I START?"**

I'D LIKE TO PROVIDE SOME HELPS TO AID YOU IN PREPARING THIS PROJECT. PLEASE READ AND FOLLOW THE REQUIREMENTS ON THE PAGE. ALSO, CHECK OUT THE 'LESSON HELP' SECTION IN ORDER TO GET SOME IDEAS AND TO GET YOUR PROJECT OFF THE GROUND.



## LESSON HELPS

1. YOU MUST UNDERSTAND YOUR TOPIC FIRST! FIGURE IT OUT. ASK YOUR TEACHER FOR HELP. THIS IS VERY IMPORTANT! AFTERWARDS COME UP WITH IDEAS ON HOW TO PRESENT AND SUCH BUT DON'T SKIP THIS STEP!

2. BRAIN STORM. HOW CAN I TEACH THIS TOPIC AND MAKE IT FUN AT THE SAME TIME. HOW CAN I MAKE IT INTERESTING? WHAT TYPES OF ACTIVITIES WOULD YOUR CLASS ENJOY DOING?

MAKE A LIST OF IDEAS AND CONSIDER HOW THEY MAY PLAY OUT IN THE CLASS. CONSIDER HOW MANY PEOPLE WILL BE ENGAGED AT A TIME, WILL IT BE TOO DIFFICULT TO EXPLAIN, HOW WILL IT TEACH THE TOPIC (IF AT ALL), AND HOW MUCH PREPARATION WILL BE REQUIRED TO START OR CLEAN UP AFTER THE ACTIVITY?

3. TRY TO DO ACTIVITIES THAT WILL GET THE CLASS INVOLVED. DON'T DO SOMETHING THAT ALLOWS A LOT OF DOWN TIME. FOLKS YOUR AGE GET BORED REALLY FAST. MAKE THEM DO SOME THING THE ENTIRE PERIOD.

4. CONSIDER TRANSITION TIME BETWEEN ACTIVITIES. IN OTHER WORDS, HOW LONG WILL IT TAKE TO CHANGE FROM ONE ACTIVITY TO THE NEXT. PREPARE AS MUCH STUFF BEFORE HAND SO THAT THE LESSON RUNS SMOOTHLY. DO ACTIVITIES THAT CAN BE CONDUCTED IN 15 MINUTE CHUNKS OF TIME. KEEP THE BALL ROLLING. DON'T STOP FOR LONG PERIODS OF TIME. THIS ALLOWS FOLKS TO GET OFF TASK AND UNINTERESTED.

MR. HEIKELL'S CLASS