

BA PASS Correlation:
**BA/PASS 4:1b, 15, 16, 17,
18, 19, 20, 21, 4:1c, 3:1a & b**

Weekly Lesson Plans

Week of: February 8-12, 2016

Teacher Name : J. Duvall

Grade Level: 5 Title/Unit: Geometry:

5E Lesson Model:

1. Engage
2. Explore
3. Explain
4. Elaborate
5. Evaluate

Please label daily how you are using the 5E Model. (You may use the numbers to help label the steps being used.)

Methods of assessment used:
Classwork/Homework and Projects

Percentage of estimated instruction/learning time weekly:

20 % Direct Instruction/Whole
10% Small Group Instruction
15% Cooperative Learning
15% Individual
25% Worksheet Based

Blooms Taxonomy Levels Targeted: **All**

Differentiated Learning:

Auditory	Visual/Spatial
Kinesthetic	Logical/Math
Verbal/Linguistic	Musical
Naturalistic	Interpersonal
Intrapersonal	

Vocabulary: Customary, Metric, Conversions, Complementary, Supplementary

Mon: (1,2,3,4) BAFD Mentor Lunch 11:30-1:30

Substitute Today

- Complete a Warm-up
- **CW/HW: Missing Angles of Quadrilaterals & Supplementary and Complementary Angles, Finish Marzano's Academic Geometry Vocabulary Book**
- I/E: Math/Reading Groups

Tues: (5)

- Complete a Warm-up
- Complete a Warm-up over general geometry concepts
- Grade/Discuss Assignment from Monday
- Work in partners to complete Test Review
- **CW/HW: Study Test Review (available online only)**
- I/E: Math/Reading Groups

Wed: (5)

- Complete a Warm-Up
- Geometry Test
- **HW: NONE**
- I/E: Math/Reading Groups

Thurs: (1, 2, 3,4)

- Complete a Warm-up
- Pass Back/Go over Test
- Introduce Customary Conversions
- Create Super Y, Big G, and Tammy Ton for math spirals
- **CW/HW: TB P. 370-371 Set A and D**
- **I/E: Personal Best**

Fri: (2,3,4,5) Valentine's Party 2:45-3:15

- Complete a Warm-up
- Continue Working on Customary Conversions
- Computer Lab—TTM and links below
- <http://www.sheppardsoftware.com/mathgames/measurement/BestMeasure2.htm>
- <http://www.mathgames.com/skill/5.6-compare-and-convert-customary-units>
- <http://www.turtlediary.com/game/customary-and-metric-unit-conversions.html>
- I/E: NONE