Lesson	rıan	rempiate
Date:		

Grade: 1st		Subject: Social Studies	
Materials:		Technology Needed:	
<ul> <li>STEM House Building Kit (MRTC)</li> <li>Play money (one-dollar bills only)</li> </ul>		-laptop	
		-printer	
<ul> <li>Make sele</li> </ul>	cted business template for them to reference when constructing similar building	g	
structure			
• Clipboards	and "goods checklist"		
Instructional Strateg	ries:	Guided Practices and Concrete	
Direct instruction		Application:	
Guided practice	<del></del>	Large group Hands-on	
	the state of the s		
Socratic Semina		,	
Learning Center		Independent integration	
Lecture	Discussion/Debate	activity Imitation/Rep	
Technology inte	gration Modeling	Pairing/collab eat/Mimic	
Other (list)		oration	
		Simulations/S	
		<mark>cenarios</mark>	
		Other (list)	
		Explain:	
Standard(s)		Differentiation	
		Below Proficiency:	
1.3.1 Differentiate	petween wants and needs	Help build, just identify wants and	
T.O. T Billororitiato	oction name and noods	needs, use whiteboard, number line	
		or chart for money	
Ola ! +!: / - \		addition/subtraction	
Objective(s)			
·	son, students will be able to distinguish between a want and a need by spending	Above Proficiency: Have them use coins, instead of bills	
	st purchase needs, and spend remaining money on wants in simulated		
community setup.		to purchase	
Bloom's Taxonomy Cognitive Level: Analyze, Evaluate, Create, apply, understand, remember		Approaching/Emerging Proficiency:	
,		Task as is, (for the most part)	
		Modalities/Learning Preferences:	
		Tactile, visual, bodily/kinesthetic	
_	nent- (grouping(s), movement/transitions, etc.)	Behavior Expectations- (systems,	
Have business pictures/cards printed and cut out before hand		strategies, procedures specific to the	
Draw popsicle sticks for groups of 3		lesson, rules and expectations, etc.)	
	at the building kit/supplies are used for before giving them to students	Outline expectations before they	
<ul> <li>Send tallest person in the group to get bucket of building set for their groups</li> </ul>		are sent into groups/receive	
<ul> <li>Get laptop and play <a href="https://www.myfloridacfo.com/mymoney/games/needs-vs-wants-">https://www.myfloridacfo.com/mymoney/games/needs-vs-wants-</a></li> </ul>		materials	
game.html if they finish early		o Participate helpfully and	
<ul> <li>Have them build on desk and move all desks together to make one (easily monitored)</li> </ul>		actively in group or work	
street where you can be in charge of taking their money and giving reminders of receipt  Have two groups come at a time, other four on		on paper assignment/writing	
			https://jr.
<u>ocialstudie</u>	es/economics/needsandwants/search/ listening to and doing online activities	the lesson by themselves	
Have link in google classroom for them to easily click		instead	
		o Be on task	
		o Be respectful of supplies	
		<ul> <li>Speak respectfully to</li> </ul>	
		others	
		<ul> <li>Voices off and stop when</li> </ul>	
Minutes	Procedures	directed	
5 min	Set-up/Prep:		
2	Engage: (opening activity/ anticipatory Set – access prior learning / stimulate  • Imagine you are in charge of your house for the day	interest /generate questions, etc.)	

Lesson Plan Template
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What if I told you you could have \$10 BUT! You have to get your house ready and safe for a winter storm that is coming Some things you will need to survive, and you need to get those things. There are some things that you may want, (like maybe a video game) Sometimes we have to decide if something is a WANT or a NEED, because one is more important than the other 15 Explain: (concepts, procedures, vocabulary, etc.) Explain examples of wants and needs WANT=something you think would be fun or enjoyable, but it's something we could live without and still be just fine NEED= something that we need to survive, or something that is absolutely necessary. Sometimes it is something we are required to have or pay for 0 In groups of 3 a. Assemble building b. Make sign with its label Display price of service/good it provides 2. Show example of making Tires Plus building, making sign with paper, and having price of tires on it Tell them we are FIRST going to make the town buildings THEN when everyone is done, I will give you money to spend at the different places 25 Explore: (independent, concreate practice/application with relevant learning task -connections from content to real-life experiences, reflective questions- probing or clarifying questions) Give each group building and good to be sold there (with price) 2. Electrical/heat (HA Thompson and Sons)= (\$4) Food (Dan's Supermarket)= (\$3) Water (Water Utility Billing Office)=. (\$2) Treats (Bearscat)= (\$1) SkyZone (Fun)= (\$1) Movie theater (Grand Theaters)= (\$1) 3. WHEN FINSIHED BUILIDNG, ring chimes to get students attention Have "goods checklist" pulled up on board 4. 5. Have them start thinking about which ones may be wants, which are needs 6. Model how to check them as you buy, put what you paid for each, keep total in mind 7. give slip with checklist of all of the goods (heat, food, water, donuts, trampolines, movie) to each student Have two groups buying goods first, send other four groups to get laptops Remind them they have to get all NEEDS first! 5 Review (wrap up and transition to next activity): How many of you wanted to spend all your money on donuts?? How many of you wanted to go see 2 movies? Sometimes we have to be smart with our money and know what we need versus what we want!! Sometimes you have to say no to wants! Can someone give me an example of one "need" we didn't cover? Can someone raise their hand and give me a "want" we didn't say? So remember, a need is something that is required or that we have to have to survive, and a want is something that isn't necessary, but we want it! Formative Assessment: (linked to objectives, during learning) Summative Assessment (linked back to objectives, END of learning) Progress monitoring throughout lesson (how can you document your student's learning?) 1. Have them write down each place they visit

Make receipt (add up total at end)

Check that they bought all the needs!

2. 3.

Reflection (What went well? What did the students learn? How do you know? What changes would y	ou make?):

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