# Lesson Plan

Daily Lesson Plan for: Ann Cherry

<table>
<thead>
<tr>
<th>Course: Foundations of Math 1</th>
<th>Date: TBA</th>
<th>Length of Class: 90 Minute</th>
</tr>
</thead>
</table>

**Topic of Lesson:** Unit 1: Introduction to Foundation of Math 1 and Alice (Day 1 of 5)

**Essential Questions:**

1. **Essential Question 1:** What are the rules for Ms. Cherry's Math 1 Class?
2. **Essential Question 2:** What is Alice Programming?
3. **Essential Question 3:** How will learning Alice help you on your understanding of the world around you?

**Objective:** The student will be able to:

- Observe Alice programming being used by presenting the class rules.

**Standards:**

- **Materials:** Handouts – Pemdas-Order of Operations
- Class rule signature page
- Introduction to Alice Handout for the students to take home to the parents.
- Hardware: Projector, elmo

**Key Terms:** PEMDAS, Order of Ops, world, object, play, gallery, scene editor, initial scene, camera

**Procedure:**

Warm-up/Preparation for Learning: (10 minutes)

1. Show Alice movie on Class Rules
2. Answer questions on Alice movie and how we will use it in class.
3. 

Directed Assistance/Learning Activity: (80 minutes)

1. Discuss essential questions. 5 minutes
2. Discuss the use of coding in today’s world. 5 minutes
3. PEMDAS / order of ops 10 minutes
4. Properties – commutative, associative, distributive, etc 48 minutes
5. [http://www.pixar.com/behind_the_scenes](http://www.pixar.com/behind_the_scenes) 2 minutes

Closure/Reflection on Learning: (10 minutes) (Closure activities may be oral or written.)

1. Explain how to create a new virtual world.
2. Reflect on how cartoonist use coding to make movies.
3. 

**Assessment/Evaluation:**

quiz

**Assignment:**

None

---

*How does the virtual world of Alice relate the real world around you?*