**Lesson plan**

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| **Lesson Title (concept)** | Scavenger Hunt |
| **Instructor** | Chrystin Clark |
| **Suggested grade level/course** | High School (9-12) |
| **Time suggested** | 45 minute class period |
| **National Standards addressed:*** State the entire objective, not just the number

**State and/or local standards addressed:*** State the entire objective, not just the number
 | 11.5 Analyze influences on architectural and furniture design and development. |
| **Rationale for the lesson:*** Where does it fit into the unit plan?
* Why are you choosing this activity/strategies?
* How will you plan for differentiation?
 | -Third day of the unit because it is helping students to understand how to identify housing styles and architecture-Students will be able to interact and identify housing styles and architecture-Have students use magazines to find housing styles |
| **Content objective:** * What will students know and be able to do at the end of the lesson?
* Is the information or concept new to the students?
 | -Identify different housing styles and architecture-This should not be new material to students, more helpful.  |
| **Assessment:*** How will you know students can do the above?
 | -They will turn in their scavenger hunt worksheets and pictures. |
| **Procedure/activities**-Hand out scavenger worksheets to students and explain directions-Go on a “scavenger hunt” around town with students to find housing styles and architecture.  -Students will take pictures of different styles and architecture they find or write down where it was located. This will get turned into me to check. |
| References and Resources | Utah Education Network |

Include attachments of any handouts, assessments, and/or powerpoints, etc.