**Lesson plan**

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| **Lesson Title (concept)** | Housing value variability |
| **Instructor** | Brooke Sutton |
| **Suggested grade level/course** | High School Independent Living |
| **Time suggested** | 45 minutes |
| **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 | 2.1.5 Apply consumer skills to decisions about housing, utilities, and furnishings.  3. Use the decision-making planning process to calculate expenses, savings and to manage finances.  5. Analyze economic use of resources. |
| **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? | This is the 2nd of 5 lessons preparing for the final assessment. The goal is to help build analytical skills to make judgment calls on what characteristics of home are valued in different settings. The randomness of the card game will allow students to practice argument development and debate.  Bullet points of descriptions and/or pros/cons can be added to each card to help aid low-performing students in formulating their argument. Advanced students can up with their own settings cards and write appropriate descriptions for each one. |
| **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? | At the end of the lesson, students will know that style, size and location work together to create value in a home.  The concept that the largest house is not necessarily the most valuable may be surprising. While they have probably heard the adage “location, location, location,” they probably have little insight into why location is important. |
| **Assessment:**   * How will you know students can do the above? | Assessment is via voting in small groups and then as a class on which combination of housing style, size and location is the most valuable. |
| **Procedure/activities**  Create groups of 4 and appoint a judge.  Cards lie in 3 piles: Style, Size, Location.  Students get one card from each pile and then flip the next card righside up. They get two rounds to draw and discard cards to make the most valuable combination. Each hand must have 1 card from each of the 3 piles. Cards should be discarded face up. The next student can either draw the card that is showing or chance it from the deck.  After 2 rounds, players show their cards and pitch to the group why their hand is the most valuable. It is important to remember that most valuable does not necessarily means costs the most.  The judge in each group hears the arguments and makes the final decision on which hand will be submitted in the whole-class round. As a group, students flesh out the argument as to why their hand is the most valuable and the judge records the final argument. During the whole-class round, teacher can call on any student in the group so all must be aware of the argument details.  One-by-one, groups present to class their most valuable hand and why they chose it. What are the factors that contribute to the value of the home?  Teacher is final judge, choosing the group with the best hand. – “best” is open for interpretation. It could be the strongest argument, most creative combination, most logical fit of style to location, etc.  Teachers are encouraged to pair with Language Arts teachers to incorporate settings from current readings into the card game.  Try to have at least one “perfect” house/location combination for each style. For example, if including the treehouse style, be sure that at least one setting has trees large enough to support a treehouse.  Size explanations can be modified to ensure they reference something all students will be familiar with.  **Cards should be printed with a double-sided printer. If not possible, delete the even numbered category slides to avoid waste.** | |

References and Resources:

See HousingCardGame.doc for cards

Mordor - <http://images.wikia.com/lotr/images/e/ec/Mordor%27s_DuoSpire.png>

Gotham City - <http://images2.wikia.nocookie.net/__cb20120103073632/batman/images/5/5c/Gotham1989mattPainting.jpg>

Candyland - <http://www.hooverlibrary.org/sites/default/files/super_candyland_board_background_by_wyldfantasyx-d2hl8yq.jpg>

Hogsmeade – <http://images2.wikia.nocookie.net/__cb20090915073517/harrypotter/images/7/78/Hogsmeade.JPG>

The Shire – <http://www.geeksofdoom.com/GoD/img/2009/07/2009-07-19-lord_of_the_rings.jpg>

Far North – <http://24.media.tumblr.com/7PjICtcVliilj83fAPs7eCeLo1_500.jpg>

Bikini Bottom – <http://www.cabletechtalk.com/wp-content/uploads/2013/05/Bikini-Bottom-spongebob-squarepants-116963_1024_768.jpg>

The Swamp - <http://imgs.tuts.dragoart.com/how-to-draw-a-swamp-draw-swamps_1_000000014857_5.png>

Island – <https://bookscool.wikispaces.com/file/view/deserted-cove.jpg/229214938/319x241/deserted-cove.jpg>

Slum - <http://i.telegraph.co.uk/telegraph/multimedia/archive/01243/Dharavi2_1243829i.jpg>

Forest - <http://images4.wikia.nocookie.net/__cb20100131055338/jamescameronsavatar/images/d/dc/Daytime_pandora.jpg>

Yurt - <http://www.motherearthnews.com/~/media/Images/MEN/Editorial/Articles/Magazine%20Articles/1974/05-01/Modern%20Yurt%20Construction/Traditional-Yurt-Structure.jpg>

Houseboat - <http://www.villamarinelifestylescalifornia.com/UserFiles/HouseboatBerryessaHouseboats.jpg>

Glass House - <http://enpundit.com/wp-content/uploads/2012/03/glass-house-2.jpg>

Split-Level - <http://images03.olx.com/ui/2/11/46/27590546_1.jpg>

Trailer Home - <http://manufacturedhomes.com/wp-content/uploads/2013/02/6eKIgbovIx9QroU7laypby2IJHjYC.jpg>

Reed House - <http://fathomaway.com/media/photos/bridge-the-gap-house.jpg>

Row Houses - <http://upload.wikimedia.org/wikipedia/commons/9/9b/Toronto_Row_Houses.jpg>

Castle - <http://great-castles.com/images/chillingham/chillingham2.jpg>

Shack - <http://www.friedmanarchives.com/British%20Columbia/images/Shack%20-%20vertical%208x10%20300%20dpi.jpg>

Igloo - <http://www.studentsoftheworld.info/sites/country/img/45379_inupiat-eskimo-igloo_438.jpg>

Wigwam - <http://www.iaismuseum.org/exhibits/village/wigwam-001.jpg>

Highrise Apartment - <http://www.urbandallasrealestate.com/images/Properties/highrises/Sept/dallas_highrise_apartment_for_sale_rent_2.jpg>

Cave Home - <http://flavorwire.files.wordpress.com/2012/09/rockcottage.jpg>

House on stilts - <http://media-cdn.tripadvisor.com/media/photo-s/01/73/72/92/house-on-stilts-ocean.jpg>

Treehouse - <http://www.nachi.org/images10/treehouse.jpg>

Berm House - <http://formworksbuilding.com/gallery/Earth%20sheltering%20naturally%20utilizes%20geothermal%20properties.%20%20The%20cost%20of%20what%20a%20geothermal%20system%20would%20cost%20for%20a%20conventional%20home%20this%20size-%20%20%20$40,000%20for%20installation%20plus%20maintenance%20fees.-2.jpg>