

Program Title: Puzzle Competition

PROGRAM DEVELOPER		PROGRAM LENGTH		DATE IMPLEMENTED
Joseph Mastrocola		Estimated:	Actual	2/5/15
		25 Minutes	25 minutes	
CURRICULUM AREAS		PROGRAM SUMMARY		
	Lifelong Learner	Students create a plan within a group to accomplish the goal of putting together a puzzle in the shortest amount of time		
	Identity			
	Ethical decision Making			
X	Goal Setting and Planning			
	Time Management			
	Study Skills/Test Taking Strategies			
	Personal Wellness			
	Positive Risk Taking			
	Relationships			
	Appreciation on Differences			
	Community Membership			
PROGRAM SIZE				
X	3-10 students			31-40 students
	11-20 students			41-50 students
	21-30 students			50+ students
SSL:				
A.1 working well with diverse individuals and in diverse situations [MCSLS 4.3]				
LEARNING OBJECTIVES (Audience, Behavior with action verb, Condition, Degree) Essential knowledge, concepts, skills, performances...				
Students will be able to piece together a jigsaw puzzle.				
Students will be able to work together to create a plan to accomplish their goal.				
Students will be able to reflect on their method of planning and determine whether it was effective.				
MATERIALS		PREPARATION / MANAGEMENT		
Attach copies of materials designed/selected for student/instructional use				
2 Puzzles, the same if possible		Plenty of room to work for puzzles, bake a prize		

INSTRUCTIONAL PROCEDURES

INTRODUCTION (hook, focus, key question, motivation)	
	Introduce the program by stating that we will have a competition to see which team can build a puzzle faster. Entice students by mentioning that the winning team will win a few dozen cookies.
BODY OF PROGRAM (Active, student engagement, learning, developing)	
	Split students into two teams, give them the puzzles and tell them how long they have to work on the puzzle. Whichever team completes more of the puzzle by time's up, wins. While students are working on the puzzle, observe their actions and ability to work as a team so that you have something to discuss during the discussion phase.
CLOSURE (summary, wrap-up)	
	To finish out the program, count the pieces put together to determine the winner. Also have the students sit in the commons and discuss what worked and what didn't. Ask them if they would change anything if they could do the puzzle again. What did they learn now that the program is over?
EXTENSIONS AND/OR RELATED ACTIVITIES List and describe	
NA	
SOURCES USED IN PREPARATION OF THIS LESSON PLAN List and describe	
2 puzzles, stole this program from coworker, JaRod.	
REFLECTION ON STUDENT LEARNING, ASSESSMENT & LESSON IMPLEMENTATION (What worked, didn't work, will do differently and next steps)	
The students who chose to participate enjoyed the program. They usually love competitions. We had a nice discussion at the end and students felt they didn't do a good enough job in planning and jumped in too quickly. They ended up wasting a lot of time because they didn't plan efficiently.	