

Lesson Plan Example

Use this example as a guide to complete your own lesson.

NAME OF APPRENTICESHIP: My Apprenticeship

NAME OF MENTOR: My Name

Part 1: Preplanning

LESSON OBJECTIVES: What do we need to get done today?

By the end of the lesson, the students will

1. Build a community of trust among apprentices, mentors, and team associates
2. Make a key decision about the apprenticeship or the WOW
3. Teach back on how to make a key decision

LEARNING OBJECTIVES: What will the students learn today?

By the end of the lesson, the students will have learned

1. What they'll get from the apprenticeship
2. What their WOW will be
3. Each student's name

VOCABULARY

What terms or concepts will you introduce in this session? Post these for the students to see.

» WOW

MATERIALS AND EQUIPMENT

What resources do you need for this lesson?

» Bring props—something for students to hold and see

AGENDA

Post it in the room for students to see.

1. Opening ritual (five minutes)
2. Review agenda and set context (five minutes)
3. Activity: Getting to Know You (fifteen minutes)
4. Activity: Exposure to WOW (twenty minutes)
5. Activity: Making a Key Decision (twenty minutes)
6. Closing and teach back (five minutes)
7. Cleanup (five minutes)

Part 2: The Plan

OPENING RITUAL

Time: five minutes

It should be tied to the focus of your apprenticeship and this session if possible.

- » For the first lesson, introduce and explain the ritual. Tell the students you will do the ritual every week.

REVIEW AGENDA AND SET CONTEXT

Time: five minutes

Provide apprentices with a visual agenda. Write it on flip-chart paper that you display in the classroom.

- » Set ground rules for the lesson and the group.
- » Go over the agenda, item by item.

ACTIVITIES

Time: fifty-five minutes

Include a demonstration, guided practice, and individual or group practice. Be sure to link to your learning objectives. Factor in a five-minute break in the middle of one activity or between two activities.

ACTIVITY

OBJECTIVE

DESCRIPTION

1: Getting to Know You

Time: fifteen minutes

To build a mutual feeling of trust among members of the classroom community.

How will you learn the students' names and interests? Try the name-association game, in which each student gives his or her name and interest after repeating the previous person's information.

2: Exposure to WOW

Time: twenty minutes

To model skills that you will teach to students through examples of excellence.

Get your students motivated by giving them an example of something exciting related to your subject matter, such as a robot (if you're an engineer) or handmade jewelry (if you're an artist). Bring in tools of the trade or show a video

3: Making a Key Decision

Time: twenty minutes

To build student ownership and to begin working toward WOW.

Allow students to choose some aspect of WOW or the apprenticeship, something the students want to create or learn about.

CLOSING AND TEACH BACK

Time: five minutes

Review what you've covered in this session, and prep students about what's coming in the next session. Test the session's effectiveness by encouraging one or several students to teach back.

- » What is the meaning of WOW?

CLEANUP

Time: five minutes

What roles can you designate for each student to build team accountability?