

Guide for designing and planning a lesson

Reflection and planning of the implementation in the classroom

I. Context of the lesson (level, students, duration, ...)

II. Brief description of the content of the lesson

Describe the content of the principal learning task(s) of the lesson:

- What material will be given (precise instructions, the wording of the problem, ...)
 - Describe the task given (form, material, tools and equipment allowed for the students)
- What choices have been made to create the task based on the raw material given (selected contents, activity, didactical variables, ...)

III. Goal(s) of the lesson (*“What will this lesson bring to the students?”*)

Specific objectives.

- Mathematics and/or computer science contents aimed (knowledge, know-how, methods, concepts, vocabulary, reasoning, ...) and their interaction
- Role of the lesson in relation to learning these contents (discovery, reinvestment, deepening, training, ...)
- Interdisciplinary goals (the lesson must have at least one)

IV. Learning trajectory

- Place of the lesson in the learning trajectory plan of the teacher
- Prerequisites expected from the students

V. The scenario of the lesson (plan in different phases)

Must be specific to the lesson planned, not a general plan for a lesson.

	Phase 1	Phase 2	...
Name			
Duration			
Role in the lesson			
Instructions (oral or written), task given			
Students' mode of work (individually, in groups, altogether), material, equipment, ...			
Activity expected from students			
Role of the teacher (instructions, interventions, observations, decisions, ...)			
Answers and strategies expected in this phase			
Interdisciplinary aspects involved in the phase			
Oral or written synthesis of the phase: what content and who makes it?			