M6: Plus-One Your Lesson Plan

## Course

Special Education

## Location

Module 6

## Alignments

### Course Outcomes

 CLO VI: Identify relevant pedagogy to maximize student learning.

### Module Outcomes

MLO 6.1: Demonstrate ways to adapt and/or accommodate grade-level curriculum using various teaching methods and tools.

MLO 6.2: Explain prevention efforts and early intervention services for children who are at-risk.

### Specific InTASC Standards

|  |  |  |
| --- | --- | --- |
| **InTASC** | **Type** | **Specific Standard** |
| 2g | Knowledge | The teacher understands and identifies differences in approaches to learning and performance and knows how to design instruction that uses each learner’s strengths to promote growth. |
| 3i | Knowledge | The teacher understands the relationship between motivation and engagement and knows how to design learning experiences using strategies that build learner self-direction and ownership of learning. |

## Assignment Instructions

### Purpose

Educators are often overwhelmed about making equitable changes to their curriculum, as it can be unfathomable to imagine recreating everything, from assignments to lectures, within a course. However, educators do not need to change everything they do for their curriculum to become more equitable. Instead, they can consider one strategy to incorporate into an already-existing lesson plan by using the Plus-One strategy.

In practice, this looks like teachers assessing a lesson that they have already taught and considering one Universal Design for Learning (UDL) strategy they could add to make it a stronger lesson. The goal of this is to make UDL easier and more approachable. This assignment will invite you to review a lesson plan and consider one Plus-One strategy that you could incorporate into the lesson to make it a better lesson.

### Task

For this assignment, you will review the lesson plan, which can be found on the final page of this document. Then, you will review the [Universal Design for Learning Guidelines](https://udlguidelines.cast.org/?utm_source=castsite&lutm_medium=web&utm_campaign=none&utm_content=aboutudl&_gl=1*f6wxq2*_ga*NjA4NjQ5NDY3LjE3MDc1MTAyNTg.*_ga_C7LXP5M74W*MTcwNzg5MDE0Mi4zLjAuMTcwNzg5MDE1MC4wLjAuMA..) and identify one checkpoint you can incorporate (add) to the lesson plan. Remember, the checkpoints are the bulleted points that appear below the guidelines within the green, purple, and blue grid.

After you have identified one checkpoint to incorporate into the lesson, rewrite the lesson plan with your checkpoint added to the lesson. Then, following the lesson plan, write a summary of why you chose to include that particular checkpoint, what purpose you intended it to serve, and how you think students would benefit from having that Plus-One checkpoint added to the lesson.

Following this, you will share your ideas and summary with a classmate, and thereafter, with your class.

### Criteria

You will be evaluated based on the UDL checkpoint you select to Plus-One the lesson plan, your explanation of why you selected that checkpoint, and your understanding of how that checkpoint will influence student learning.

## Rubric

Table 1: Assignment Rubric

| **Criterion** | **InTASC** | **A(4)** | **B(3)** | **C(2)** | **D(1)** | **F(0)** |
| --- | --- | --- | --- | --- | --- | --- |
| Use one UDL checkpoint to enhance a lesson plan. | 2g | Uses one UDL checkpoint to enhance a lesson plan; explains the UDL checkpoint in a way that demonstrates a strong knowledge of the checkpoint.  | Uses one UDL checkpoint to enhance a lesson plan. | Uses one UDL checkpoint to enhance a lesson plan; explains the UDL checkpoint in a way that demonstrates a working knowledge of the checkpoint. | Inaccurately uses one UDL checkpoint to enhance a lesson plan. | Does not use one UDL checkpoint to enhance a lesson plan. |
| Defend the use of the one UDL checkpoint and explain reasoning. | 3i | Defends the use of the one UDL checkpoint and explains reasoning; summary includes several examples to support response. | Defends the use of the one UDL checkpoint and explains reasoning. | Defends the use of the one UDL checkpoint and explains reasoning; summary is missing examples to support response. | Inadequately defends the use of the one UDL checkpoint and explains reasoning. | Does not defend the use of the one UDL checkpoint and explains reasoning. |

## Lesson Plan for 3rd-Grade Math: Let’s Play Ball with Multiplication!

The following lesson plan was generated from Microsoft Copilot (2024).

Objective: Students will solve basic multiplication facts through an interactive game.

Materials:

* Small soft balls (e.g., foam balls, bean bags)
* Whiteboard or chart paper
* Markers
* Multiplication flashcards (optional)

Duration: 1 class period (approximately 45 minutes)

### Procedure:

1. Introduction (10 minutes)
* Discuss what multiplication means (repeated addition).
* Write a simple multiplication problem on the board (e.g., 3 × 4).
1. Multiplication Relay Game (25 minutes)
* Divide the class into two teams.
* Set up a relay racecourse (indoors or outdoors).
	+ Each team member takes turns:
	+ Runs to the multiplication problem written on the board.
	+ Solves it mentally.
	+ Retrieves a ball from a bucket.
	+ Runs back to their team and passes the ball to the next player.
	+ The team that completes all problems first wins.
1. Class Discussion (5 minutes)
* Review the multiplication problems solved during the game.
* Ask students to share strategies they used (counting, skip counting).
1. Multiplication Flashcards (5 minutes)
* If time allows, use multiplication flashcards for additional practice.
* Students take turns solving flashcards in pairs or small groups.
1. Closure (5 minutes)
* Discuss how multiplication helps us solve real-world problems (e.g., calculating total cost, finding the number of items in equal groups).
* Celebrate the teamwork during the relay game.

### Assessment:

* Observation during the relay game (accuracy, speed)
* Participation in class discussion
* Correct answers on multiplication flashcards (if used)

## Reference

Microsoft. (2024). *Copilot.* [www.bing.com/chat.](http://www.bing.com/chat)