

Template for the following:
 Science, Social Studies, CTE,
 World Languages,
 HPELW, Fine Arts, JROTC

2024-2025 Weekly Lesson Planning Document

Week of Monday, 9/30 through Friday, 10/4



EDUCATOR'S NAME: _____ SUBJECT: _____

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Lesson Title: Unit: Chapter: Page Number(s): (It is suggested that you use your curriculum map.)	Video Game Music: Intro to Video Game Music	Video Game Music: 1980s-2000	Video Game Music: 2000s-2020	Video Game Music: Honorable Mentions and crossword review	Video Game Music: Review and Quiz
TN Standard(s): Grade level standard (include standard notation and language). Which State Standard is your lesson addressing? This should also be on your Whiteboard Protocol.	GM.R1.C Identify the context of music from a variety of genres, cultures, and historical periods. GM.R1.B Describe how the elements of music and expressive qualities relate to the structure of the pieces. GM.R1.A Select programs of music and demonstrate the connections to an interest or experience for a specific purpose.				
Objective (s): What specifically should students be able to do at the end of the lesson? The objective is standards-based. <small>Write the objective in student friendly terms. For example, I can multiply binomials.</small> This is should also be on your Whiteboard Protocol. What do you want students to know, understand and be able to do as a result of this lesson? The objective should be written using the stem... I CAN....	Introduce the Unit and Discover the Basics of Video Game Music!	Discover Music from Classics Video Games!	Students will discover the advanced music from more modern video games	Discover more video game music and review the crossword	Review our Video Game Unit

<p>Possible Misconception (s): What misconception(s) are you anticipating during this lesson?</p>	<p>Confusion between the different eras of video game music</p>	<p>8-bit vs. Modern video game music</p>	<p>Early 2000s video games vs. Late 90s video games</p>	<p>Honorable mentions may confuse the students depending on what era the game was made</p>	<p>The different eras of video game music</p>
<p>Literacy-Based DO NOW: This literacy-based activity should be ready for students to begin working on upon entering class. Students should have an opportunity to read, write, and/or speak.</p>	<p>Listen and analyze: What genre of game do you feel this music fits?</p>	<p>Listen and analyze: What emotion do you feel the music is trying to convey?</p>	<p>Listen and analyze: Do you feel this theme is for a good guy or bad guy? Why?</p>	<p>Listen and analyze: What genre of game do you feel this music fits?</p>	<p>Listen and analyze: What genre of game do you feel this music fits?</p>
<p>Agenda for the Day Simple outline of lesson segments or activities that is time stamped. Teacher/class should take 2 minutes or less to review.</p>	<ul style="list-style-type: none"> ▪Do Now (8 minutes) ▪Review Learning Objective (2 minutes) ▪Lecture (35 minutes) ▪Review (5 minutes) 	<ul style="list-style-type: none"> ▪Do Now (8 minutes) ▪Review Learning Objective (2 minutes) ▪Lecture (35 minutes) ▪Review (5 minutes) 	<ul style="list-style-type: none"> ▪Do Now (8 minutes) ▪Review Learning Objective (2 minutes) ▪Lecture (35 minutes) ▪Review (5 minutes) 	<ul style="list-style-type: none"> ▪Do Now (8 minutes) ▪Review Learning Objective (2 minutes) ▪Lecture (35 minutes) ▪Review (5 minutes) 	<ul style="list-style-type: none"> ▪Do Now (8 minutes) ▪Review Learning Objective (2 minutes) ▪Lecture (35 minutes) ▪Review (5 minutes)
<p>Beginning of Lesson I Do Science: Engage & Explore</p>	<p>Discuss do now Introduce the start of the New Video Game Music Unit Explain our opening activity</p>	<p>Introduce 1980s-2000 video game music with a listening example</p>	<p>Introduce 2000s-2020 video game music with a listening example</p>	<p>Introduce Honorable mentions video game music with a listening example</p>	<p>Break down the structure of the days class. Begin reviewing</p>

<p>Middle of the lesson We Do</p> <p>Science: Explain and Elaborate</p>	Back-to-Back Activity	Students will complete the "Video game music" crossword as each clue is discussed in the lesson	Students will complete the "Video game music" crossword as each clue is discussed in the lesson	Students will complete the "Video game music" crossword as each clue is discussed in the lesson	Review questions and answers for the assessment
<p>End of the lesson You Do</p> <p>Science: Evaluate</p>	Snowstorm Activity	Review crossword /ensure that it is filled in correctly.	Review crossword /ensure that it is filled in correctly.	Review crossword /ensure that it is filled in correctly.	Take the Video Game music assessment
<p>(05 MINUTES MAX) Literacy Based closing activity: Engage students in reading and writing tasks that assess their understanding of the lesson. Students are drawn back to the objective for the day.</p>	Review some of the student summaries with the class	<p>"What would your video game theme sound like?</p> <p>Modern or 8-bit? Good or evil?</p>	What style of video game would you want to be a part of? Explain	If you were a video game character, would you be a Good guy or bad guy? Anti-hero?	Did you like these lessons? Why or why not? (honest feedback)
<p>SPED Modification (s): What modifications are being made to accommodate the students receiving special services?</p>	They will receive extra time to complete their work. I also have print outs of all presentations so the students can read and study at their pace	They will receive extra time to complete their work. I also have print outs of all presentations so the students can read and study at their pace	They will receive extra time to complete their work. I also have print outs of all presentations so the students can read and study at their pace	They will receive extra time to complete their work. I also have print outs of all presentations so the students can read and study at their pace	They will receive extra time to complete their work. I also have print outs of all presentations so the students can read and study at their pace

ESL Modification (s): What modifications are being made to accommodate the students receiving special services?	Any printout, presentation or video will have Spanish translation. Will print out if needed	Any printout, presentation or video will have Spanish translation. Will print out if needed	Any printout, presentation or video will have Spanish translation. Will print out if needed	Any printout, presentation or video will have Spanish translation. Will print out if needed	Any printout, presentation or video will have Spanish translation. Will print out if needed
Assessment (s): How will you know that students have reached the objective? Assessments may include: Pre-assessment, formative assessments, summative assessment, post-assessment, discussions, performance, demonstration, etc.	“Snowball” Activity will act as the assessment for this lesson	The “Video Game crossword” will act as an assessment for this lesson	The “Video Game crossword” will act as an assessment for this lesson	The “Video Game crossword” will act as an assessment for this lesson	“Video Game music assessment” will be the overall summative assessment for this unit but will also be the assessment for the class period
Corrective Activity (s): What will I do if the student doesn’t understand the lesson?	Student will come to after- school tutoring so I can work with them 1 - on - 1 We will also discuss after class which part they are struggling with as well and possible solutions	Student will come to after- school tutoring so I can work with them 1 - on - 1 We will also discuss after class which part they are struggling with as well and possible solutions	Student will come to after- school tutoring so I can work with them 1 - on - 1 We will also discuss after class which part they are struggling with as well and possible solutions	Student will come to after- school tutoring so I can work with them 1 - on - 1 We will also discuss after class which part they are struggling with as well and possible solutions	Student will come to after- school tutoring so I can work with them 1 - on - 1 We will also discuss after class which part they are struggling with as well and possible solutions
Extension/Enrichment Activity (s): What will I do with students who understand quicker than others?	Students will help other students gain a better understanding	Students will help other students gain a better understanding	Are there any video games that you would like me to talk about?	Help others around the class with their crossword	What other subjects would you like to learn about after the break?
Technology Integration: How will the students use technology to help them master the objective.	N/A	N/A	N/A	N/A	N/A