

TEACH X LEAAD GUIDE



ONE PAGE GUIDE TO DESIGN
AN AUTHENTIC LEARNING EXPERIENCE (DEAL)

OVERVIEW

We believe that students must engage in authentic learning experiences that enable them to create their own knowledge through deep inquiry to produce discourse or products that have value beyond the classroom. That is why we are leading the way to help build experiences that are authentic.

Use the LEAAD guide below to plan your next authentic learning experience that will engage students in meaningful learning with real-world professionals and experts. Please visit www.goteachx.org for project ideas and download our Teach X app in the app store today to connect with a local expert.

SUBJECT: ALGEBRA II OR MATH DECISION MAKING

GRADE: 9-12

TIME: 4 WEEKS



ELEMENTS	INSTRUCTIONS	EXAMPLE
LEARN	What will students know and be able to do at the end of the project? (Objective)	Students will be able to understand how data collection and probability are used to inform a store's decisions about stocking products? Students will be able to collect data and determine probability of inventory need.
ENGAGE	How will you engage them to learn the skill? What activity will you all do that sparks their interests in the activity? Will this activity include a community partner that can get them excited about the project? (Opener)	Take students on field trip to local retail store or mall and have them interview manager about stocking product. Have them answer key questions about inventory demand in store.
ACTIVITY	What activities will students do throughout the entire project that will demonstrate what they know and what they can do? Will you incorporate a community partner or expert throughout the activity with students?	<ol style="list-style-type: none"> (1) Collect data from consumer (students) (2) Create report that predicts which products will be most popular/profitable (3) Present findings to local store owner/manager
ASSESS	How will students learning experience be assessed? How will you know if students have an indepth understanding of the designated objective or topic? (Assessment)	Scan QR Code above for assessment plan and rubrics
DELIVER	What will students produce or deliver by the end of the activity, workshop or experiment? (Deliverable)	<ol style="list-style-type: none"> (1) Graphs of Survey Results (2) Analysis Report (3) Presentation for Local Business

PREREQUISITES

ORAL PRESENTATION SKILLS
PRESENTATION SOFTWARE KNOWLEDGE
DATA COLLECTION
PIE CHARTS/GRAPHS
RATIO

RESOURCES NEEDED

COMPUTERS
PRESENTATION SOFTWARE
EXCEL SOFTWARE
LOCAL STORE OWNER
DATA SCIENTIST (OPTIONAL)

STANDARDS

MGSE9-12.S.IC.1 - MGSE9-12.S.IC.6
MAMDM.D.1- MAMDM.D.4