Lesson Plan

Lesson: Jordan Moss
Length: 40 Min
Age or Grade Level Intended: Life Skills Classroom High School (Resource Room)

Academic Standard(s): 3.2.8

Use mental arithmetic to add and subtract with numbers less and more than 100.

Performance Objective(s): The students will add by keeping a running total of their score while playing a game of bowling on the wii with 95 percent accuracy.

Assessment: The students will be given a blank score sheet and should be able to correctly complete 10 frames of bowling. They will play wii bowling and write down there score after every round. There score has to be correct to keep bowling.

Advance Preparation by Teacher: Get a wii console hooked up to a TV. Get the wii bowling game to play. Make copies of a 10 copies of a blank bowling score sheet for the students. Make 10 copies of activity worksheet 11 out of the book.

Procedure:

Introduction/Motivation: Ask different ways that we use math in sports. Ask if anyone has ever gone bowling and if they like bowling. Let them know that they will get to go bowling (wii bowling) if they cooperate and learn how to keep score while they bowl!

Step-by-Step Plan:
1. Question if anyone knows how to keep score of a bowling game. (Bloom: Analysis)
2. Handout both of the worksheets you had copied.(The blank score sheet and the workbook activity 11 worksheet)
3. Demonstrate how to execute and compute simple frames. These frames should not have any strikes or spares in them. After they understand how to add up these frames move to strikes and spares. (Bloom: Application)
4. Ask them to explain about spares and strikes. See what they know.(Bloom: Comprehension)
5. Write down on the board that a spare is worth 10 points plus your next roll. Also write down that a strike is worth 10 points plus your next two rolls.
6. After discussing this information with the students do problems 1, 2, 6 with the class on the workbook worksheet. Show them how to solve each frame step-by-step. (Make sure that each of the students shows their work under the frame). *(Bloom: Comprehension)*

7. After going over problems 1, 2, and 6 have the students complete the rest of the worksheet without a calculator. I want them to really try and use mental math.

8. After the students are done check their worksheets and make sure they did the problems correctly. Once they are done tell them to wait patiently until everyone else is done. *(Bloom: Evaluation) (Gardner: Logical/Mathematical)*

9. Once everyone is done bring them over to the wii and give each student a controller.

10. Take the students through the instructions on the game so they know how to play. *(Gardner: Visual-Spatial)*

11. Each student will bowl one game. After every frame they need to calculate their score. They need to have the correct score before they are allowed to bowl their next frame. (Check and make sure they are correct) *(Bloom: Analysis) (Gardner: Bodily Kinesthetic)*

12. After they are done bowling put the game up and shut it down. Students should return to their desks and wait for instructions for the next activity.

**Closure:** After the students are done bowling and have returned to their desk, have them compare scores. Ask what they thought about this lesson. Ask is they would like to do this again sometime. Once they have done that have them turn in their score sheets and return to their desks.

**Adaptations/Enrichment:**

**Adaptations:** Allow students to use a calculator while computing the scores. Give them problems that are simpler with less strikes and spares to calculate. Be ready to walk them through each frame. This plan would be for someone that has a hard time doing multiple steps in their head. In my field experience this would be for a girl with a mild mental handicap.

**Enrichment:** The students who have mastered this skill are not allowed to use a calculator. All math must be done mentally in their head. Be ready to give them tougher problems. These problems should include multiple strikes and spares ran together. They can also add up 3 or 4 games and find the average score of that bowler.

**Self-Reflection:**

How did they students react and behave while using the wii?
Is this something that I can use with other things to get them to perform and behave better?
Did the incentive to play a video game help the students try and learn this concept faster and more through?
Is this a lesson that I should teach again?
How long did it take to play the game?
Is this better than taking them to a real bowling alley?