

2D/3D ADVENTURES: A BLENDED GEOMETRY UNIT

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IT 570 INSTRUCTIONAL SYSTEMS DESIGN

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INSTRUCTOR: DR. MIRIAM LARSON

PROJECT OVERVIEW

Intended audience

High school juniors who have an IEP (Individualized Education Program).

Overall goal

Students will be able to solve real-life and mathematical problems involving perimeter, circumference, area, surface area, and volume.

INSTRUCTIONAL TREATMENT

Outcomes

Identify polygons and 3D figures and calculate perimeter, circumference, and area of polygons, and surface area and volume of solids

Strategies

At home: narrated PowerPoint presentations, graphic organizer for notes, online flashcards

At school: think-pair-share, scavenger hunt

Assessments

Formative: bell work, exit tickets, quizzes

Summative: unit test

DELIVERY & TECHNOLOGY

Delivery: Blended with activities occurring synchronously and asynchronously.

Technology: Canvas Learning Management System;
MacBook Pro

IMPLEMENTATION & EVALUATION

Implementation

Face-to-face - daily lesson plans and reproduction of learner materials. Online synchronous and asynchronous - guidelines for interactions and discussions will be established. TPaCK coach and computer technician will be consulted.

Evaluation

Follow Kirkpatrick's Model

Answer key questions