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| **Standards**  MGSE.AMDM.4: Use probability concepts, including area models, to make decisions and predictions. MGSE.AMDM.5: Represent and analyze compound events and outcomes.  MGSE.AMDM.4: Apply probability concepts, including Venn diagrams, to solve problems. MGSE.AMDM.5: Represent and analyze compound events using multiple strategies (lists, tables, Venn diagrams).  ***All Resources can be found in canvas via launchpad***  **Assessment:**    **Quiz**   **Unit Test**   **Project ☐ Lab ☐ None**    **Exit Ticket** | | | | | | | |
|  | **Pre-Teaching**  *C:\Users\thiyasr\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\FEF22E5.tmp*  **Learning Target**    **Success Criteria 1**    **Success Criteria 2** | **Activation of Learning**  *(5 min)* | **Focused Instruction**  *(10 min)*  ***\*I DO*** | **Guided Instruction**  *(10 min)*  ***\*WE DO*** | **Collaborative**  **Learning**  *(10 min)*  ***\*Y’ALL DO*** | **Independent Learning**  *(10 min)*  ***\*YOU DO*** | **Closing**  *(5 min)* |
| * Do Now * Quick Write\* * Think/Pair/Share * Polls * Notice/Wonder * Number Talks * Engaging Video * Open-Ended Question | * Think Aloud * Visuals * Demonstration * Analogies\* * Worked Examples * Nearpod Activity * Mnemonic Devices\* | * Socratic Seminar \* * Call/Response * Probing Questions * Graphic Organizer * Nearpod Activity * Digital Whiteboard | * Jigsaw\* * Discussions\* * Expert Groups * Labs * Stations * Think/Pair/Share * Create Visuals * Gallery Walk | * Written Response\* * Digital Portfolio * Presentation * Canvas Assignment * Choice Board * Independent Project * Portfolio | * Group Discussion * Exit Ticket * 3-2-1 * Parking Lot * Journaling\* * Nearpod |
| **Monday** | LT: I can create area models for simple events. SC1: I can construct a grid showing outcomes. SC2: I can determine probabilities from the model. | **Do Now** – Roll two dice, list outcomes. | Direct Instruction (EDI) – Teacher models sample area model project |  | Complete area model project |  | Peer Debrief – Discuss: 'Which events are easiest/hardest to model?' |
| **Tuesday** | **LT:** I can create area models for simple events.  **SC1:** I can construct a grid showing outcomes.  **SC2:** I can determine probabilities from the model. | Notice/Wonder – Show area model of spinner x coin flip. |  | Prompting & Cueing – Teacher asks: 'Where do we find the probability of rolling a sum of 7?' | Work with a partner to complete review for area model assessment |  | 3-2-1 Summary – 3 things about area models, 2 examples, 1 question. |
| **Wednesday** | LT: I can analyze real-world scenarios using area models.  SC1: I can model games of chance with area models.  SC2: I can calculate probabilities from real-world examples | Quick Qand A before assessment |  |  |  | Students will complete Unit 1 assessment | Submit assessment |
| **Thursday** | LT: I can identify and represent sets using Venn diagrams. SC1: I can label sets and intersections. SC2: I can place elements into correct regions. | Quick Write – 'Where in life do you see overlapping groups?' | Think-Aloud Modeling – Teacher draws a 2-circle Venn with labeled sets. | Graphic Organizer (Guided) – Fill in sample student survey (sports vs music). | Think-Pair-Share – Students explain how overlap is shown. | Worked Examples – Complete 2 Venns with class data. | Exit Ticket – Write one thing an intersection represents. |
| **Friday** | LT: I can calculate probabilities using Venn diagrams. SC1: I can compute probabilities of single events. SC2: I can find probabilities of intersections and unions. | Do Now – Given small survey, estimate probability of each set. | Direct Instruction (EDI) – Teacher explains union (P(A ∪ B)) and intersection (P(A ∩ B)). | Prompting & Cueing – Teacher asks guiding questions while shading regions. | Team Problem Solving – Groups calculate probabilities from a sample Venn. | Error Analysis – Correct a flawed calculation of P(A ∪ B). | 3-2-1 Summary – 3 terms, 2 examples, 1 question. |

***All Resources can be found in canvas via launchpad***