Stellar Grace College

LESSON PLAN

INSTRUCTOR: Sabrina A. La Velle
DATE OF CLASS: August 30, 2027
CLASS SIZE: 25
BEFORE CLASS PRE-PREPARATION ACTIVITIES:
Have game pieces and handouts printed up, the
SMARTboard program loaded with the information. Set
up the table with markers, BINGO cards, and
nametags.

RATIONALE:

This course is designed to help teachers use andragogical rather than pedogeological instruction methods to teach adult learners to improve student engagement and retention. To do that, students must have a solid foundation of what andragogy is and how those methods came about.

INSTRUCTIONAL OBJECTIVES

Students will be able to:

Define andragogy and pedagogy

Give examples of 5 major differences between andragogy and pedagogy

INTRODUCTION/ ACTIVITIES: (Since this is the first session of the course, describe how you would introduce/open the class; present course expectations; explain how you would help students meet each other, explain other activities. This first class period should be a dynamic interaction, not just going over a syllabus. Deliver your best material, engage the students and make them want to come back!)

LESSON CONTENT (Describe	e what, when and how materials	will be taught to	students during this first class period of the course)
	ities to be covered during the les		
	Aids - List materials you and studestimated duration of each activity		or the session
			t you will teach and how you will engage
students throughout the		,	, , , ,
	Instructional/Aids/	Estimated	
Topics	Materials/Handouts!	Timeframes	Lesson/Procedures & Delivery Methods
	"Hello My Name Is:" tags and	15 minutes	Have a table at the entrance with the "Hello My
Introductions	"Getting to Know You" Bingo		Name Is:" tags and "Getting to Know You" Bingo
	cards		cards with instructions. The name tags have a
			space below the area for the name that says: "My
			favorite college teacher taught" in
			which they are supposed to fill in the blank with
			the subject that their favorite college teacher
			taught.
			The "Getting to Know You" Bingo cards will have
			educational information, like: "I have failed a
			class," "I graduated HS with honors," "I struggled
			with Math," "I am the first person in my family to
			go to college." Students will wander the room
			talking to fellow students, getting them to sign the
			boxes that apply to them until someone gets
			BINGO.

Tie in introductions to the	Board	30 min.	Socratic dialogue on favorite teachers and listing
course content			reasons why they were favorite teachers. Were
			they effective teachers? Why? What made them
			effective? List commonalities of those teachers.
			Discuss converse of worst teachers and list
			commonalities.
Corse Overview	Board, Syllabus	15 min.	Ask students what they expect out of the class,
			what they hope to learn. Make notes on board.
			Compare class expectations to the syllabus. Give
			a brief overview of the course.
Differentiate Androgyny &	SMARTboard	45 min. w/ 5	Show and discuss using a SMARTboard game
Pedagogy		min break in	the differences and similarities between
		between	androgyny and pedagogy.
History of Adult Education	Board and Handout	45 min. w/ 5	Direct instruction lecture on the history of adult
Lecture		min break in	education starting with 1833 working through
		between	present trends.
	Game pieces (3x5 cards),	15 min.	Mix and match game. Posterboard hanging on
Approaches to Learning	Game boards (Poster Board)		walls on opposite sides of the room.
Game			1. Adult Learner 2. Child Learner 3. Both
			The students are given cards with examples of
			lesson approaches. They must affix three
			separate cards to the appropriate board.

Wrap up	Board, handout	10 min	Summarize the lesson: What makes a teacher
			effective? How does that tie into the course
			content? What are the differences and
			similarities between androgyny and pedagogy?
Preview of next class	Hand out	10 min.	Go over the handout and discuss what will be taught in the next class.

EVALUATION PROCEDURES

Willingness to participate in class dialogue. How well did the students do on the Approaches to Learning Game?

PROBLEMS/POSSIBILITIES/CONTINGENCY PLANS:

Always have paper copies of everything, even PowerPoint slides or graphics used on a computer screen.

Know the material well enough that you do not need any devices to teach it.

Go old school and use the whiteboard and markers using the Socratic method, ask leading questions and write the student's answers on the board. i.e., "What do you think the differences are between teaching adults and children?" Use the experience as a teachable moment about being prepared.

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