

MPM 2D 4-4: Lesson Plan

Unit 4: Trigonometry – Right-Angled Triangles and Acute Triangles	Lesson 4-4: Acute Problem Solving With Jose	Time: 4 hours	
Key Idea: Learn how acute triangles can be used to solve real-world problems			
Ministry Expectations	Learning Goals and Success Criteria		
 TR2 – Solve Problems Involving the Trigonometry of Right Triangles Solve real-life problems involving right triangles TR3 – Solve Problems Involving the Trigonometry of Acute Triangles Explore the development of the sine law within acute triangles Explore the development of the cosine law within acute triangles Determine the sides and angles of acute triangles using the sine and cosine laws Solve problems involving the sides and angles in acute triangles 	Solve Problems Involving the Trigonometry of Acute Triangles Explore the development of the sine law (TR 3.1)	law (B) A) (B) h of all sides of a triangle (C) real-world problem (C, D)	
Materials Required	Higher Order Thinking Skills (HOTS):		
 Moodle access & Internet Students need electronic device 	 Plan how to solve a real-world problem (A, B, C, D) Evaluate what formulas are required to solve a problem (C, D) Analyze a problem to find information that is not given (A, B, C) 		



Purpose: What's the point? Review and clarify previous lesson's lingering questions (10 mins)	Learning Activity: What is the teacher doing? Use of questioning to check for understanding [Exit Card]: Discuss Exit Card responses and provide support as needed.	Teaching Scenarios & Instructional Strategies What scenarios & methods are being used? *refer to end of doc for complete list Use of questioning to check for understanding Exit Card	Higher Order Thinking Skill Development What skills are students developing? *refer to end of doc for complete list Processing skills Reflecting on the lesson Reasoning skills Offering opinions with reasons
Hook students (10 mins)	Introduction Promoting student tall [Brainstorming] Read the quotation to the class. Ask students for their opinions about what it means. Prompt: "What does this quotation mean to you?" Give an overview of the main activities in the lesson. (Use Moodle introduction as needed) Write the learning goals on the board. Discuss the learning goals and answer any questions.	Promoting student talk ■ Brainstorming	 Processing skills Critical/Creative thinking skills
Understand how the sine law was made Recognize when I can and cannot use the sine law Use the sine law to solve a realworld problem (40 mins)	 Transition to first activity. 4-4A: The Sine Law Provide direct instruction [Visuals]: Introduce the section. Use the Moodle introduction. Let the students watch the video on Moodle. Modelling through demonstration [Teacher completed examples]: Draw a triangle on the board as seen in Moodle. Explain how the sine law is written for that triangle. 	Provide direct instruction Visuals Modelling through demonstration Teach completed examples	



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	Promote student talk [Think/Pair/Share]: Put forth Jose's problem to the students. Ask students to discuss in pairs. Walk around the class to ensure that the discussion stays on topic. Then have some students share the solution with the class. Use the board to write out the solution. Then ask students to work on the HOT prompt. Repeat the above steps from "walk around the class"	Promote student talk Think/Pair/Share	Problem-solving skills Recognizing relationships Drawing connections
	Promote student talk [Think/Pair/Share]: Move to the last section. Draw triangle GHI on the board, as seen on Moodle. Ask students to discuss in pairs whether sine law can be used. Ask them to share their answers with class. Demonstrate on board why sine law can't be used. Discuss More HOT prompts. Ask students to raise their hands to share their answers with the class.	Promote student talk Think/Pair/Share	Creative thinking skills Analysing Making connections
	Supporting Student improvement [Review & Practice]: Direct students to the online self-check quiz. Walk around the classroom and provide guidance as needed.	Supporting student improvement Review and practice	Problem-solving skills • Formulating and interpreting the problem
Understand how the cosine law was made Recognize when I	4-4B: The Cosine Law Provide direct instruction [Visuals]: Introduce the section. Use the Moodle introduction. Let the students watch the video on Moodle.	Provide direct instruction Visuals	
can and cannot use the cosine law	Modelling through demonstration [Teacher completed examples]: Draw a triangle on the board as seen in Moodle. Explain how the cosine law is written for that triangle. Ask the class the HOT prompt.	Modelling through demonstration Teach completed examples	



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Use the cosine law to solve a real-world problem (40 mins)	Promote student talk [Think/Pair/Share]: Put forth Jose's problem to the students. Ask students to discuss in pairs. Walk around the class to ensure that the discussion stays on topic. Then have some students share the solution with the class. Use the board to write out the solution. Then ask students to work on the HOT prompt. Repeat the above steps from "walk around the class"	Promote student talk Think/Pair/Share	Problem-solving skills Recognizing relationships Drawing connections
	 Promote student talk [Think/Pair/Share]: Move to the last section. Draw the 4 triangles on the board, as seen on Moodle. Ask students to discuss in pairs which triangles can be solved by first using the cosine law. Ask them to share their answers with class. Demonstrate on the board how the cosine law can be used for triangle 4. Discuss More HOT prompts. Ask students to raise their hands to share their answers with the class. 	Promote student talk Think/Pair/Share	Creative thinking skills
	Supporting Student improvement [Review & Practice]: Direct students to the online self-check quiz. Walk around the classroom and provide guidance as needed.	Supporting student improvement Review and practice	Problem-solving skills • Formulating and interpreting the problem
Use the sine law and cosine law to find the length of all sides of a triangle	 4-4C: Bridging It Together Facilitate collaborative learning in group structure [roles]: Introduce the section. Use the Moodle introduction. Divide students into groups of 5. Each student within a group is assigned the role of solving a different triangle, so that the group works towards the common goal of finding the total length of all sides of the triangles on one side of the bridge. 	Facilitate Collaborative Learning in Group Structure Roles	Planning skills Generating ideas



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Use trigonometry with acute triangles to solve a real-world problem Recognize when a problem is symmetric (45 mins)	 Within one side of the bridge, there are 5 triangles on either side of the line of symmetry, EF as seen on Moodle. Within each group, assign each student one of these triangles for them to solve. Remind each group to combine their results to find the total length of all sides of triangle on one side of the bridge. Walk around the class to ensure that the discussion stays on topic. Ask different groups for their results. Promote student talk [Discussion prompts]: Draw the triangles on the board that are on the left side of EF, as discussed in Moodle. Use leading questions such as "what side do we need to find?", "how do we find this side?", "what laws/formulas do we know?" With each answer from the class, take action on the board to eventually arrive at the solution. Ask students More HOT prompts questions. Ask students to raise their hands to share their answers with the class. 	Promote student talk Discussion prompts	Creative thinking skills
	Supporting Student improvement [Review & Practice]: Direct students to the online self-check quiz. Walk around the classroom and provide guidance as needed.	Supporting student improvement Review and practice	Problem-solving skills Formulating and interpreting the problem
Reinforce concepts of this unit through a game of Pictionary (15 mins)	4-4: Trigonometry Pictionary – CA Facilitate collaborative learning in group structure [teamwork skills]: ■ Follow Moodle instructions that state how to divide the students into groups.	Facilitate collaborative learning Teamwork skills	Presentation skills



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	 Prepare the game cards in advance so that they can be distributed to all groups. Each group should have a whole set of cards that are available in the Game Sheet link on the Moodle page. Explain the rules to the students as stated on Moodle. As students play the game, walk around to ensure that the game stays on point but let students have some fun. 		
Use trigonometric ratios to solve general realworld problems (60 mins)	4-4D: Trigonometry Around Me [MAM] Modelling [Demonstration and Use of Examples]: Introduce the forum. Discuss rubric expectations. Present the sample post & response. Clarify doubts and allow student questions. Supporting Student Improvement [Track Student Achievement]: Instruct students to complete their forum post and response. Walk around to provide guidance to students.	Modelling Demonstration Use of Examples Supporting Student Improvement Track Student Achievement	Research skills
Students recap the learning session (10 mins)	 4-4E: Wrap up & Reflection Supporting Student Improvement [Review]: Go through the academic goals from the beginning of the lesson and jointly affirm the learning. Ask the students if there are any questions. 	Supporting Student Improvement Review	Reasoning skills • Offering opinions with reasons
Students reflect on the learning goals and lesson content (10 mins)	 4-4F: Exit Card Use of questioning to check for understanding [Exit Card]: Instruct students to fill out the Exit Card. 	Use of questioning to check for understanding Exit Card	Reflecting skills Reflecting on and assessing progress



*Teaching Scenarios & Instructional Strategies		*Higher Order Thinking Skills:	
Providing Direct Instruction	Facilitating Collaborative Learning	 Research skills: formulating questions, gathering information, 	
Lecture: Think/Pair/Share	Group StructureRoles	brainstorming, investigating, etc.	
VisualsAnchor ChartsNotetaking	 Teamwork skills Group Strategies Round Robin Numbered Heads 	Problem-solving skills: formulating and interpreting the problem, drawing connections, estimating, classifying, recognizing relationships, hypothesizing, etc.	
Providing Overt Instruction Through Text Text Reading Skills Skimming and Scanning Summarization Reading Between the Lines	 Placemat Shared Reading/Jigsaw Use of Questioning To activate prior knowledge 	 Planning skills: generating ideas, gathering information, organizing information, making a plan for solving the problem 	
 Sorting Ideas with Concept Mapping Organizational patterns (sequencing, compare/contrast, cause/effect, order of importance, classification, pros/cons) Identifying signal words 	 Diagnostic quiz Anticipation Guide To check for understanding Thumbs Up 	 Processing skills: carrying out a plan; reflecting on the solution; recording results; gathering evidence and data; observing; manipulating materials and equipment, etc. Reasoning skills: offering opinions with reasons; evaluating 	
 Using context to find meaning Tips for reading graphical text Modelling	 Individual Whiteboards Red, Yellow, Green Light Exit Cards To prompt deeper thinking 	results; making judgements and conclusions, etc. • Presentation skills: expressing ideas; using appropriate	
 Demonstration Teacher completed examples Teacher think and read aloud My Favourite No 	 Critical Thinking Routines Drawing Conclusions Making Judgements 	linguistic, numeric, symbolic, and graphic modes of representation; conveying meaning through various text form, etc.	
Use of ExamplesVisuals/Anchor ChartsProvide weak and strong exemplars	Providing Formative Feedback ■ Feedback structure ○ What has been done well	 Critical/Creative thinking skills: analysing, interpreting, evaluating, making connections, etc. 	
Promoting Student Talk ■ Respectful talk ○ Discussion prompts ○ Sentence Starters	 What needs improvement How to improve Evaluative vs Descriptive Feedback 	 Reflecting skills: setting goals; reflecting on and assessing progress, etc. 	
 Talk Strategies Brainstorming Think/Pair/Share Active Listening Inside/Outside Circle Slide the Line Stand Up Game Four Corners Take Five Timed Retell 	Supporting Student Improvement Track Student Achievement Break down learning Chunking Scaffolding Review and Practice Differentiate Instruction and Resources		