



# EASE

EuropeAn network of  
**steam** Educators



## LESSON PLAN

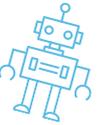
TITLE:

GRADE LEVEL:

MATERIALS NEEDED:

STEAM AREAS:

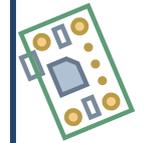
OBJECTIVES:



PROCEDURE



procedure



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Assessment

References



## BRIEF INSTRUCTIONS:

- **Titles** should be clear, concise, and accurate. They should reflect the lesson's content and pique students' interest.
- **Grade levels** should be selected based on the intended audience for the lesson. For example, a lesson plan on the solar system for 3rd graders would be labeled as "**3rd Grade**" in the grade level field.
- **STEAM Areas** should be selected based on the content of the lesson. For example, a lesson plan could involve any of the STEAM areas of **science, technology, engineering, art, and mathematics**.
- List all of the **Materials** that are **Needed** for the lesson. For example, a lesson plan on 3D printing the solar system might require the following materials: **3D printer, filament, computer with 3D printing software, whiteboard or projector, markers or pens, paper, textbooks or other resources, models of planets or other objects in space**.
- **Objectives** should be specific, measurable, achievable, relevant, and time-bound. For example, an objective for a robotics lesson might be: **Learners will be able to program a robot to follow a line**.
- The **Procedure** should be a step-by-step guide for learners to follow. For example, here is a procedure for a lesson on using Arduino to create a simple robot:
  - **Gather the necessary materials, including an Arduino board, a breadboard, LEDs, resistors, and jumper wires.**
  - **Connect the Arduino board to the breadboard.**
  - **Connect the LEDs and resistors to the breadboard.**
  - **Write a program for the Arduino board that will control the LEDs.**
  - **Upload the program to the Arduino board.**
  - **Test the robot to make sure it works.**
    - By providing a much more detailed step-by-step guide, educators can ensure that learners are able to complete the lesson successfully.
- **Assessment** should be aligned with the objectives of the lesson. For example, an assessment for an Art and STEAM lesson on creating a self-portrait using a variety of materials might be: **students will create a self-portrait using a variety of materials. Their self-portraits will be assessed on their creativity, originality, and technical skill**. By aligning assessment with the objectives of the lesson, educators can ensure that they are measuring what students have learned.
- **References** should include any resources that were used to create the lesson. For example, a reference for a woodwork lesson on making a birdhouse might be:
  - **Birdhouses: A Beginner's Guide by John Smith**
  - **Woodworking for Beginners by Jane Doe**
  - **The Complete Woodworker by Bob Vila**
  - **Woodworking Made Easy by The Editors of Popular Mechanics**

