Westside High School - Weekly Plan to Align Lessons (Week At a Glance) – SY 24-25

Teacher: Mattice **Subject:** ELA **Course:** Dram. Writ. **Grade:** 12 **Date(s):** 10/21-25

Standard: W3: Narrative Writing
RL2: Development of theme
RL3: Indentify and explain authors' choices
RL4: UNderstand meaning of words in context/connotations

Assessment: ☐ Quiz ☐ Unit Test ☐ Project ☐ Lab ☐ None

	Pre-Teaching		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)*
	Learning Target Success Criteria 1 Success Criteria 2		• 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		-Create an outline of a narrative that includes the goal of a moral message create writing process documents such as plot outline, and theme brainstorm.	Students will decide what type of video game they want to create and break into groups of two or three based on similarites.	I will go over the directions for the video game project.		Students will begin brainstorming big picture concepts for their games.		The class will distinguish what makes their group's game concept unique from the other group's.
Tuesday		add rich sensory/descriptive detail by exploding a moment construct texts rich in sensory detail, action, and/or dialogue	The class will discuss two or three video games for their plot lines and gamestyle interaction for players.	I will go into depth about expectations for these two criteria.		Students will work on the plot and gamestyle portions of their video games.		Students will share their ideas/concepts with the whole class for feedback.
Wednesday		create a complete draft of a story rich on detail and that conveys a complex message at least one "exploded moment" a story that clearly conveys a moral point	The class will study vizual concept art for popular video games, and discuss whether or not/why it is affective.	I will go into depth about expectations for the vizual portion of their video game build.		Students will work on the vizualization for the game builds.		Students will share their ideas/concepts with the whole class for feedback.
Thursday		Analyze the purpose/meaning specific plot choices I can accurately/richly detail key plot moments I can analyze plot moments' connectio to topic of chivalry/honor	The class will discuss some popular main characters in video games and why/how they endure for audiences.	I will go into depth about expectations for their protagonist build and backstory builds.		Students will work on the main character/backstory builds for their game design.		Students will share their ideas/concepts with the whole class for feedback.
Friday		Analyze the purpose/meaning specific plot choices I can accurately/richly detail key plot moments I can analyze plot moments' connectio to topic of chivalry/honor	The class will study the grading rubric as a whole for their game builds.	I will go into depth about expectations for the students' flow chart/time tables for their video games.		Students will work on their timetables/flowcharts for their game designs.		Students will share their ideas/concepts with the whole class for feedback.

**key literacy strategies*