

SIOP[®] Lesson Plan Template 4



Key: **SW** = Students will | **TW** = Teachers will | **SWBAT** = Students will be able to... | **HOTS** = Higher Order Thinking Skills

SIOP[®] Lesson Title: Symbolism		Grade: 6
Content Standard(s): TEKS 6.12J;6.14C;6.11D		
Key Vocabulary: FLASHBACK CULTURE THEMES SYMBOLISM	Visuals/Resources/Supplementary Materials: notebook paper pencils	
HOTS: Create a story about a character with a special gift, explain what that gift symbolizes to that character.		
Connections to Prior Knowledge/Building Background: Background questions and connecting questions asked by the teacher. What do you think a symbol is? Symbols represent significant meaning for objects, events, or situations in different cultures. What are some of those symbols from other cultures.		

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<p>Content Objective(s): Create an original story telling about a character who receives a gift with a special meaning. In the story explain what the gift symbolizes to that character.</p>	<p>Meaningful Activities: Student will work in pairs to create a story. They brainstorm the characters, plot, setting, problem and resolution. They will complete a story map.</p>	<p>Review/Assessment: The instructor will create a rubric to assess the performance factors.</p>
<p>Language Objective(s): Kids will be able to listen each other's story and do a compare and contrast between the different choices of symbolism.</p>	<p>Meaningful Activities: Once a compare and contrast is complete the students discuss their story with the class. They will explain why they chose to use their particular symbol, or explain the significance of their symbol to the class.</p>	<p>Review/Assessment: The best story will be given not only good grade, they will be given a trip to the treasure chest</p>
<p>Wrap-Up: Finally review what was learned about symbolism by asking specific questions to individual students. They will raise their hands to show they have knowledge of the subject.</p>		