

**EDIT 704 - Instructional Technology Foundations and Theories of Learning**  
**GROUP PROJECT LESSON PLAN**

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**Lesson Title: The Hokey Pokey**  
**Instructors: Lori Hamilton & Jeremy Cannella**

**Lesson Goals:**

- Students will gain an understanding of andragogy and computational modeling.
- Students will be able to dance the Hokey Pokey.

**Equipment Needed**

Computer with projector and screen.  
CD player.  
Programmable robot.

**Materials Needed**

Lesson PowerPoint slides.  
Hokey Pokey music CD.

**Time Required: 20 minutes**

**Location: Classroom**

**Lesson Description:**

<b>Step</b>	<b>Time</b>	<b>Desired Learning Objectives</b>	<b>Instructor Activity</b>	<b>Student Activity</b>
1.	2 min	<ul style="list-style-type: none"><li>• Become aware that lesson has begun.</li><li>• Know what lesson will cover and sequence of events.</li></ul>	<ul style="list-style-type: none"><li>• Gain student attention.</li><li>• Introduce topic</li><li>• Reviews lesson agenda.</li></ul>	<ul style="list-style-type: none"><li>• Observes instructor.</li><li>• Listens to explanation of lesson.</li></ul>
2.	3 min	<ul style="list-style-type: none"><li>• Understand the concept of andragogy.</li></ul>	<ul style="list-style-type: none"><li>• Presents slides.</li><li>• Explains topic.</li><li>• Solicits questions.</li></ul>	<ul style="list-style-type: none"><li>• Observes instructor.</li><li>• Listens to explanation of topic.</li></ul>
3.	4 min of discovery time 1 min of dance time	<ul style="list-style-type: none"><li>• Discover steps to dance by recall and learning from others.</li></ul>	<ul style="list-style-type: none"><li>• Break students into groups of two or three.</li><li>• Describe learning objective</li><li>• Plays music</li><li>• Provide assistance</li></ul>	<ul style="list-style-type: none"><li>• Recalls previous knowledge.</li><li>• Shares knowledge with group members.</li><li>• Attempts to complete dance steps on their own with music.</li></ul>

Step	Time	Desired Learning Objectives	Instructor Activity	Student Activity
4.	3 min	<ul style="list-style-type: none"> <li>Understand the concept of computational modeling.</li> </ul>	<ul style="list-style-type: none"> <li>Presents slides.</li> <li>Explains topic.</li> <li>Solicits questions.</li> </ul>	<ul style="list-style-type: none"> <li>Observes instructor.</li> <li>Listens to explanation of topic.</li> </ul>
5.	5 min	<ul style="list-style-type: none"> <li>Understands computational modeling analogy.</li> </ul>	<ul style="list-style-type: none"> <li>Uses human simulator (programmable robot) to demonstrate computational modeling of dance instruction.</li> <li>Explains parallels between demonstration and actual computational modeling.</li> <li>Solicits discussion.</li> </ul>	<ul style="list-style-type: none"> <li>Observes demonstration of computational modeling.</li> <li>Listens to explanation of topic.</li> <li>Discusses topic.</li> <li>Asks questions.</li> </ul>
6.	1 min	<ul style="list-style-type: none"> <li>Assessment</li> </ul>	<ul style="list-style-type: none"> <li>Play the Hokey Pokey with the words to see if the learner did the dance correctly.</li> </ul>	<ul style="list-style-type: none"> <li>Dance the Hokey Pokey</li> </ul>
7.	As time permits	<ul style="list-style-type: none"> <li>Recalls, consolidates, and encodes information.</li> <li>Resolves questions.</li> <li>Knows lesson is over.</li> </ul>	<ul style="list-style-type: none"> <li>Reviews main points of lesson.</li> <li>Solicits questions.</li> <li>Concludes lesson.</li> </ul>	<ul style="list-style-type: none"> <li>Listens and recall.</li> <li>Asks questions.</li> </ul>