



# INFORMATION TECHNOLOGY CLUSTER

## LESSON 3

<b>Lesson Plan Title:</b> Pay vs Play		<b>Instructor:</b>
<b>Suggested Total Time for Lesson (minutes):</b> 70 minutes (2 days)		
<b>Content Focus - What Will Students Learn? (Content Skill Sets)</b>		
<p>Students will explore the different programs of studies in the IT Cluster:</p> <p>0972.IT.1456.31 Apply general design and programming concepts</p> <p>0972.IT.1456.32 Identify various hardware platforms and run-time environments</p> <p>0972.IT.1456.33 Identify human aspects in information systems</p> <p>0972.IT.1456.34 Identify general information technology (IT) definitions and terms</p> <p>0972.IT.1456.36 Exhibit understanding of data hierarchy, access methods, and manipulation</p>		
<b>Materials and Resources- What do you need to assemble and prepare before the lesson?</b>		
<b>Materials:</b>		<b>Resources:</b>
<ul style="list-style-type: none"> <li>Download Adobe Light Room (if students have access to iPad)</li> <li>Download GIMP (if students have access to PC)</li> <li>Make copies of handouts (offline assignment)</li> </ul>		<ul style="list-style-type: none"> <li>Pay vs Free Video</li> <li>Free vs Paid (article Dmarket)</li> <li>Money Free vs Paid (article Dmarket)</li> </ul>
<b>Lesson Outline: What learning activities will your students do?</b>		
<b>Time</b>	<b>Sequence/Description of Learning Activity</b>	
5 minutes	<b>Get Started/Explain:</b> Students (or teachers) will divide and watch video clip (Pay Vs Play)	
10 minutes	<b>Discover/Engage/Practice:</b> Students will work in their groups to determine if they want their game Free or Pay:	
50 minutes	<ul style="list-style-type: none"> <li>Students will read article from Dmarket / Free Vs Paid</li> <li>Students will review Money from Dmarket</li> </ul> <p>Students will revisit their Project Guide</p> <ul style="list-style-type: none"> <li>Decide as a simulated workplace as to which pathway you are going <ul style="list-style-type: none"> <li>Pay Vs Free</li> <li>Why you choose the payment method</li> <li>How you will fund your game</li> </ul> </li> </ul>	
5 minutes	<b>Check for Understanding/Summarize/Close:</b> Students will present (5mins) out to the customer (teacher) their ideas on Pay Vs Play.	
<b>Modifications, Support, and Extensions (for those students with IEP)</b>		
<b>Reflection- Did the students learn the content outlined in the lesson focus? Why or why not?</b>		