

<u>MATERIALS</u>	<u>TASK</u>	<u>INSTRUCTION STRATEGY</u>	<u>LEARNING GOALS</u>	<u>EVALUATION AND ASSESSMENT</u>
UMag issue 49, Summer 2008	Read story in UMag on pages 4-9	Engage learners with print materials	Enactive and vicarious learning	Oral response in discussion
Discussion questions	Discuss as a class	Use language	Observational learning	
		Tap social influences (familiar situations, peer modeling)	Self-observation	
UMag My Business Plan	Complete business plan	Provide social context and application	Creative expression	Written response (completed business plan form)
	(Can be done individually or in groups)	Provide forum for creative thinking	Empowerment	
		Provide information about probable consequences and motivate learners to act accordingly	Self-judgement	
<b>Making Change game URL (<a href="http://www.usaa.com/umag">www.usaa.com/umag</a>)</b>	Play Making Change game	Engage learners with electronic materials/technology	Enactive learning; Practice and apply number skills	Self-report and direct observation of mastery at each skill level
		Help students internalize skills related to lesson	Mastery of the game and therefore the concept	Corrective feedback as needed
			Math self-efficacy as related to simple money management	