**“When Life Gives You Lemons” Lesson Plan**

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| **Teacher Candidates**: Ryan Alarie, Ghada Aljannati and Pauline Finn |
| **Subject**: Mathematics | **Course**: MAP4C/Grade 12 College Mathematics |
| **Unit**: B. Personal Finance | **Duration**: 75 Minutes |
| **Lesson Topic**: Overall Unit Review |

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| **Curriculum Standards:**1. Demonstrate an understanding of annuities, including mortgages, and solve related problems using technology;
2. Gather, interpret, and compare information about owning or renting accommodation, and solve problems involving the associated costs;
3. Design, justify, and adjust budgets for individuals and families described in case studies, and describe applications of the mathematics of personal finance.
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| **Instructional Objectives:**Upon playing this game, students will practice key mathematical concepts and use formulas to solve real-life problems. By playing in pairs or teams, students will practice collaboration and learn about each other’s perspectives. Students will also gain insight into the circumstances of marginalized social groups in society, and how their social statuses affect their financial situations. |

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| **Major Concepts:**Students will practice the mathematical applications of the following concepts taught in class:* mortgages and other annuities
* student loans
* compound interest
* owning or renting accommodations
* owning a vehicle
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| **Materials and Equipment:**All of the required materials and equipment will be provided in the game. These materials will include the Vocabulary Self-Collection Handout, board game, cards, instructions, dice and game pieces. Students are encouraged to refer to their notes and calculators for assistance. |

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| **Summary of Lesson:**1. Inform students that the day will be a unit review day (2 min).
2. Hand out the Vocabulary Self Collection Handout and go through instructions with students (3 min). Have students work in groups to complete activity (10 min).
3. Work as a class to come up with a master vocabulary list for the unit. (10 min)
4. Introduce board game, provide instructions (5 min).
5. Assign teams and allow students to play the game (35 min).
6. Discuss learnings from game, conclusions met, reinforce main lessons (10 min)
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| **Rationale of lesson plan:**The purpose of this lesson is to demonstrate, through practice, the real-life applications of mathematical concepts and formulas. The game allows students to practice their mathematical knowledge with classmates using an entertaining model. |

References

Ministry of Education. Ontario Curriculum for Grades 11 and 12. Retrieved From:

 <http://www.edu.gov.on.ca/eng/curriculum/secondary/math1112currb.pdf>

**Vocabulary Self-Collection**

This unit, you have familiarized yourself with many new terms with regards to personal finance in the adult world. In groups of 2-3, go through your notes and make a list of some of these new terms you’ve learned. As a class, we will compile a master list and come up with some simple definitions for you to keep as reference.

Teacher Example:

Mortgage - a loan you take out to buy a house

Annuity - something paid each year

Compound interest - interest that is added to the principle