# Assignment 2A: Draft Lesson Plan (15%)

Assignment 2 consists of two parts:

* 2A: Designing a lesson
* 2B: Giving feedback on a classmate’s draft lesson plan

Use a design model to develop a prototype for a lesson of instruction that you plan to deliver. The lesson should incorporate technology or educational media. It may be designed for teaching face-to-face, at a distance, or in a blended format.

Your prototype *must* include the completed blueprint form. It may include examples that show the design in more detail if you wish, but this is not required. (For instance, if you are designing a collaborative writing assignment to be done in response to a series of prompts, you could include a screenshot of one of the prompts in the app you will be using, or a short “practice” activity to demonstrate what the students will be doing.)

Your prototype should include a link to the specific software/tech you intend to use, if you have selected it. If you have not selected it yet, it should include a description. Notice that in the example, a collaborative document was required; Google Docs was the suggestion, but no decision had been made yet.

### Due: End of Week 7. Submit your assignment as Assignment 2A: Prototype

**Note:** When you submit your prototype to your instructor, your instructor will pair you with another student so you can provide each other with feedback (Assignment 2B). You will receive feedback from your instructor on your prototype after you submit both the prototype and the feedback you received at the end of Week 8.