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Reflection on the Lesson Plan: Reducing, Reusing, Recycling, and Exploring Dystopia

- ➔ **Strengths in the simplified lesson plan:**

The lesson plan eliminates the complexities associated with technology, making it more accessible for students and teachers with limited digital resources. The lesson plan is easy to follow, and ensures a clear progression of activities. I included hands-on activities like group discussions, sorting exercises and creative projects to foster understanding. The instructional materials were flexible and adaptable to allow for easy implementation.

- ➔ **Weaknesses in the simplified lesson plan:**

The lesson plan provided limited exposure to digital literacy skills which is important for students in today's digital age. The use of not reliable videos may limit the global perspective on environmental issues. Some students may appreciate the gaming aspect; therefore without the digital components there may be reduced engagement and participation.

- ➔ **Strengths in the redesigned lesson plan:**

The redesigned lesson plan incorporates various digital videos and a computer game to enhance engagement and provide interactive learning experiences. The visual representations of environmental concepts makes abstract ideas more tangible for young students to comprehend. The other videos can reinforce the lesson's key messages which also aids students to connect emotionally with the content, thus making the information more relatable. Using credited videos from National Geographic contributes to the reliability and global perspective of the environmental issues in the world which will aid in the importance of the lesson target. The use of the Twine game aligns with computational thinking skills, introducing the students to decision-making in an interactive environment. Earning badges in the games can motivate students to turn their learning into a rewarding experience by making decisions related to environmental sustainability. There is also room for peer collaboration and discussion where students can share their thoughts, reflections and solutions.

Using the Backward Design Framework emphasizes the desired results, determination on what is acceptable evidence and planning of learning instructions. I was able to integrate multiple disciplines (e.g., ELA, social studies and science) which provides a holistic approach for student learning.

The performance task, involving the creation of artifacts, aligns with real-world problem-solving and encourages students to think critically about environmental issues.

My lesson plan includes UDL principles catering to diverse learning styles through the use of visuals, hands-on activities and videos with closed captioning and translations. I also included various projects students can choose to complete rather than limiting it to one choice.

- ➔ **Weaknesses in the Redesigned Lesson Plan:**

My lesson planning may be too complex due to the various technologies and the backward design framework. The plan relies heavily on technology, which can pose challenges in settings with limited access to digital resources. In addition, the Twine and certain videos may be too time consuming which may overshadow the essential components of the lesson.