



Fountain Inn High School
Creating pathways to the future for every student



Weekly Lesson Plan

Teacher: Sheffield

Week of : 9/15/25 - 9/19/25

Class: PLTW Capstone

Day	Learning Target and Rationale	Standard(s)	Agenda		
			Activating Strategy	Student Learning Activities	Summarizing Strategy
Monday	Students will be able to apply the engineering design process to identify a problem, generate and analyze design solutions, develop prototypes, and evaluate their effectiveness through testing and expert feedback in the creation of an original indoor or outdoor game.	HS.ETS1.2 Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.	Portfolio Examples	Mini Project Portfolio	"Think-Pair-Share"
Tuesday	Students will be able to apply the engineering design process to identify a problem, generate and analyze design solutions, develop prototypes, and evaluate their effectiveness through testing and expert feedback in the creation of an original indoor or outdoor game.	HS.ETS1.2 Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.	Mini Project Group Meetings with Me	Mini Project Portfolio	Self-reflection: How well did you collaborate today? 1 glow and 1 grow
Wednesday	Students will be able to apply the engineering design process to identify a problem, generate and analyze design solutions, develop prototypes, and evaluate their effectiveness through testing and expert feedback in the creation of an original indoor or outdoor game.	HS.ETS1.2 Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.	"Project Pitch Carousel"	Main Project Background	Parking Lot Questions
Thursday	Students will be able to apply the engineering design process to identify a problem, generate and analyze design solutions, develop prototypes, and evaluate their effectiveness through testing and expert feedback in the creation of an original indoor or outdoor game.	HS.ETS1.2 Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.	"Project Pitch Carousel"	Main Project Background	Give an example of a source that isn't trustworthy, uses outdated information, is biased, or unreliable.
Friday	Students will be able to apply the engineering design process to identify a problem, generate and analyze design solutions, develop prototypes, and evaluate their effectiveness through testing and expert feedback in the creation of an original indoor or outdoor game.	M.1.D.2: Demonstrate critical thinking and problem-solving skills.	Engineering Notebook Presentation	Main Project Background	STEM Reflection Triangle What did we TRY? What did we LEARN? What would we CHANGE or IMPROVE next time?