**Golden Ticket Lesson Design**

**Opening**
- Prominently display Target Standards Poster for unit.
- 'Touch' the standard for the day on the Target Standards Poster to begin each lesson.
- Emotional Hook  
  Prior Knowledge  
  Relevance  
  Curiosity
- Question or discussion around the hook or a real-world problem that you want to be answered

**I Do:**
Concrete
- Define the manipulatives.
- Identify the problem.
- Identify the question you are trying to answer.
- Use the manipulatives to model how to solve the problem while explaining your thinking and how you are solving the problem.

**We Do:**
Semi-Concrete
- Students use manipulatives to solve a novel problem.
- Teacher checks for understanding.
- Students use manipulatives to solve the problem with feedback.
- Teacher models a problem with drawing the manipulatives.
- Students use drawing or illustration to represent the manipulatives to solve problems.
- Teacher models a problem that will be difficult to do when using manipulatives, or illustrations.
- Teacher guides discussion with students on what they would do to solve that problem. Discussion leads to the discovery or reveal of the algorithm.

**You Do:**
Abstract
- Students solve the problems aligned to the lesson using the strategy that supports their understanding and learning.
- Teacher checks for understanding
- Teacher pulls a small group of students that did not have the correct answers during guided practice to reteach.
- Exit Ticket