

5E DEEP DIVE: PAGE 1

Engage: Students assemble a puzzle, discover a missing piece, and compare this to data transfer on the internet.

Engage: Students participate in a Caption This activity with an image of the Loch Ness Monster and view a clip from the movie *Napoleon Dynamite*.

Engage: Students play the dice game "Greedy Pig" to investigate the best chance of winning the game.

Engage: Students challenge their knowledge of probability through the "Monty Hall Problem."

Engage: Students view video clips to compare the movement of a "weasel war dance" and people doing parkour.

Engage: Students participate in a Four Corners activity to discuss a quote by President Nixon and explain their prior knowledge about the Vietnam War.

Engage: Students participate in a Honeycomb Harvest to match words, definitions, and images for modern-day slang.

Engage: Students engage in a card sort to differentiate between characteristics of limited and unlimited governments.

Engage: Students work in pairs to complete a card sort activity, sorting 10 sentences into two groups according to their similar characteristics.



5E DEEP DIVE: PAGE 2

Explore: Students learn some of the history of mural art through a Honeycomb Harvest, sorting historical examples by time, themes, and techniques.

Explore: Students analyze the question "Is a hot dog a sandwich?" and play through an interactive choose-your-own-adventure story on the topic.

Explore: Students watch an interview of a professional and explore how meteorologists use mathematics.

Explore: Students organize and decide reactants and products for various scenarios.

Explore: Students participate in a demonstration of a factory assembly line followed by reflection questions.

Explore: Students participate in a Honeycomb Harvest about villains and their characteristics.

Explore: Students learn some of the history of mural art through a Honeycomb Harvest, sorting historical examples by time, themes, and techniques.

Explore: Students in small groups are given a card sort with pictures of polynomial graphs zoomed in to see the x-intercepts. They group the cards into three categories of their choosing.

Explore: Students complete a card sort about DNA fingerprinting tools.



5E DEEP DIVE: PART 3

Explain: Students use the Painting a Picture strategy to make observations and inferences about artifacts that are used in *ofrendas*.

Explain: Students complete an eLearning activity demonstrating several rules of MLA formatting while taking notes on what they learn.

Explain: Students participate in a Scavenger Hunt Notes activity to complete notes on using addition and subtraction to simplify polynomial expressions.

Explain: Students examine the concepts of wave interference, destructive interference, and constructive interference using a Wave Addition and Interference simulation.

Explain: Students use the Chalk Talk strategy to listen to protest music and silently reflect on the messages of each song and then participate in a discussion.

Explain: Students complete a Honeycomb Harvest with information about themes, philosophers, and images.

Explain: Students complete a Honeycomb relatedness activity based on the academic language from the game.

Explain: Students participate in an activity to sort goods and services based on their knowledge of grasslands.

Explain: Students use a curated Wakelet list of videos to learn about Hispanic foods/customs from different countries/territories.

5E DEEP DIVE: PAGE 4

Extend: Students use loops to create a musical composition using an online audio workstation tool collaboratively.

Extend: Students consider evidence in support of, or against the validity of, constitutional amendments by participating in a Claim Cards activity in small groups.

Extend: Students watch an ICAP video to learn about how polynomial expressions are used to change sound. They apply their knowledge of adding and subtracting polynomial expressions to see what changes to sound the simplified expressions make.

Extend: Students construct a model that helps reduce the momentum on an object(s) in a collision.

Extend: Students create a Five-Point Program for issues they wish to address in society and participate in a gallery walk.

Extend: Students make connections between vocabulary words in their Honeycomb and American life today.

Extend: Students create their own how-to video with a script.

Extend: Students review the instances of presidential impeachment, and then construct claims and counter-claims about Nixon's decision to resign.

Extend: Students create a Bento Box project over a key sociological theorist.



5E DEEP DIVE: PAGE 5

Evaluate: Students adjust their script based on feedback, perform the final product, and share what they have learned about the script-writing process.

Evaluate: Students turn nihilistic song lyrics into positive poetry using the instructional strategy Blackout Poetry.

Evaluate: Students interview a peer over the independent practice to dive more deeply into their knowledge of the content.

Evaluate: Students complete their CER using their notes from the lesson and a list of prescribed vocabulary terms.

Evaluate: Students create a meme that demonstrates their understanding of classical conditioning.

Evaluate: Students upload their music to SoundCloud, listen to their classmates' music, and use the comment feature to leave feedback.

Evaluate: Students give each other feedback and refine their new sport into a 60-second Elevator Speech.

Evaluate: Students create an op-ed using an excerpt from Nathaniel Hawthorne's *The Scarlet Letter* and a technique called Blackout Poetry.

Evaluate: Students create women's liberation-style posters featuring key elements they learned in the lesson using the S-I-T strategy.