



FACTORY - *Power Switches*

LESSON PLAN

Objectives:

Students will use problem solving skills to determine how many circles to use in their Venn diagram and where to enter their information on different story problems. After completing this lesson students will be able to:

- fill in 2-circle, 3-circle, and 4-circle Venn diagrams with the information given.
- create their own Venn Diagrams and enter the information in the appropriate places.

Course / Grade Level:

General Math (Grades 6-7)

Pre-Activity:

- Human Venn diagram: Circles can be made inside the classroom with tape or drawn outside with chalk. Teacher will read off choices and students will walk to appropriate place based on their decision. Discuss the importance of the middle and what that means.

Activity Procedure:

1. Extend the Pre-Activity to go over Venn diagrams consisting of 2 and 3 circles.
2. Discuss how “NOT A” would mean anything but A. Discuss how “A AND B” would be in the center where the 2 circles overlap.

3. Do more examples with other story problems where students will create Venn diagrams. If there is only one circle presented, then the information will either be inside the circle or outside the circle.
4. Have the students do the *Power Switches* activity in the *Time Engineers* game. If they have problems help them understand the relationship between the Venn Diagrams they just learned about and switches.

Discussion / Questions:

- Ask students to describe how the lesson dealt with Venn Diagrams.
- How could we organize the questions in the lesson into a Venn diagram.

Extension:

- Have the students pick a topic to do a survey on. After all the data has been collected, have them organize it into a Venn Diagram. The finished product can be hung around the room.