

Week of: February 22-26, 2021		Class: Sapir/Habif-TAG			
Day of the Week:	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Grade Level:	2nd	5 th	3 rd	4 th	5 th
Unit:	Where in the World?	Amusement Park	Money Matters	American Footprints	Amusement Park
TAG Focus Standard:	Creative Thinking and Problem-Solving Skills- Gifted students demonstrate skills in fluency, flexibility, elaboration and originality to generate innovative ideas, products, and/or solutions to problem.	Advanced Communication Skills- Gifted students will produce and convey new learning to a variety of audiences through written, oral and technological work that is complex, purposeful, and organized.	Higher Order and Critical Thinking Skills- The student responds to questions with supporting information that reflects in-depth knowledge of a topic.	Creative Thinking and Problem-Solving Skills- Gifted students demonstrate skills in fluency, flexibility, elaboration and originality to generate innovative ideas, products, and/or solutions to problem.	Advanced Communication Skills- Gifted students will produce and convey new learning to a variety of audiences through written, oral and technological work that is complex, purposeful, and organized.
Grade Level Standard:	S2E3. Obtain, evaluate, and communicate information about how weather, plants, animals, and humans cause changes to the environment.	SS5E3 Describe how consumers and producers interact in the U. S. economy.	SS4E2 Identify the elements of a personal budget (income, expenditures, and saving) and explain why personal spending and saving decisions are important.	SS4E1 Use the basic economic concepts of trade, opportunity cost, specialization, voluntary exchange, productivity, and price incentives to illustrate historical events	SS5E3 Describe how consumers and producers interact in the U. S. economy.
Lesson:	How does the geography (climate & terrain) of a country affect its culture and economy?	How do business owners utilize theme and creative thinking to generate revenue?	What is a budget, and how does it influence your desire to save and spend?	How can inventions change the world?	How do business owners utilize theme and creative thinking to generate revenue?
Assignment(s) Due:	SCAMPER the American Flag	Amusement Park Visual Brainstorming	6 Thinking Hats- Blue Hat Activity- uploaded to TEAMS	Inventions Questivities	Amusement Park Visual Brainstorming