

Lesson plan: PAYMENT ACCOUNTS

1. Preparing the Lesson Plan

<p>Brief description <i>How would you summarize your lesson plan in a Tweet? In two or three lines briefly state the aim of the activity, the topics it covers, and the tools used.</i></p>	<p>This lesson plan describes the activities of the lesson in which students will get to know the payment accounts. Students will work in teams, and through the Kahoot competition, they will show the adoption of content.</p>
<p>Age group <i>For which age group is the activity recommended? You can either narrow it down to a concrete age, or use the following categories: Preschool, Primary Education (6 to 12 years), Lower Secondary (12 to 16 years), and Upper Secondary (16 to 18/19 years)</i></p>	<p>The activity is recommended for secondary education students (16 to 18/19 years).</p>
<p>Learning space <i>In what type of room or space should the activity take place? The classroom, the computer room, the gym, at home, etc. Does the space have any requirements or need any preparations? For instance, closing the curtains for a projection, or moving desks to free space, creating different workstations, etc.</i></p>	<p>Classes are held in an IT classroom, or at home in Google Classroom. Classes can also be held in an ordinary classroom if students own smartphones or tablets. In the classroom, tables should be arranged to allow 4-5 students to work in teams.</p>
<p>Learning Objectives <i>What are the goals of your lesson plan? Please, phrase them from the point of view of the learners: the knowledge learners would acquire, the skills they would gain, and the attitudes they would develop. Adhere to the SMART principle as much as possible and try to keep it simple with no more than four objectives.</i></p>	<ul style="list-style-type: none"> • describe payment accounts • use online tools Kahoot and Mentimeter • distinguish types of payment accounts • recognize current account benefits
<p>Materials <i>Which materials are required to carry out your lesson plan? Please, keep in mind that the less materials and the more affordable they are, the easier will it be to replicate your lesson</i></p>	<p>Textbook of Banking and Insurance, teacher materials (worksheets or digital content in the Google Classroom), computer, teacher projector, computers, tablets or smartphones for students (one device per team). All devices must have</p>



<p><i>plan. You can also list optional materials that are not required to successfully complete the lesson plan, but that would add value to the lesson.</i></p>	<p>internet access. Prepared quiz to test knowledge in the Kahoot tool. Optional materials are the websites of commercial banks.</p>
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Other

Are there any comments or details you would like to add regarding this section, which would facilitate the replicability of the lesson plan? Write them below this text!

2. Developing the Lesson Plan

In order to replicate your lesson plan, other educators need to understand clearly each step of the process. Please, use clear language, add the necessary details, and ensure that a person who is not familiar with your teaching context and methods is able to replicate the lesson plan. We recommend dividing the lesson plan into steps, and to detail each step in one row of the table below. For instance, a simple lesson plan can be divided into an introduction, a game, and a debriefing discussion.

Method <i>Which type of facilitation method or activity do you use for this part? For instance, a discussion, a presentation, a role-play game, a collaboration game, a discussion, assessment such as quizzes etc.</i>	Details and description <i>Provide details of the content of this activity. Ensure that the lesson plan can be replicated by other educators by being detailed and using clear language. For instance, describe which materials are being used, whether students work individually or in groups (and the size of those groups), what is the teacher doing, which instructions are the students given, what contents are being covered, etc.</i>	Time <i>Approximately, how long does this part of the lesson plan take?</i>
<p>Conversation</p>	<p>The teacher gives instructions to the students and announces the lesson "Payment accounts ". Students are divided into 5 teams of 4-5 students, and the teacher distributes teaching materials. Teaching materials can be in the form of a paper document or in digital form if shared by the teacher via Google Classroom. All teams receive the same materials.</p> <p>Teaching materials: https://drive.google.com/file/d/138az33I37Y1mipGTIKelr_oteJlxgNqR/view?usp=sharing</p>	<p>3-5 minutes</p>

<p>Team work, student collaboration</p>	<p>Students read the teaching contents, and they can also use the textbook. They write down the basic concepts in a notebook. Together they learn and prepare to compete against other teams that will be through the Kahoot tool.</p>	<p>20 minutes</p>
<p>Quiz, student collaboration</p>	<p>The teacher must register on the website www.getkahoot.com to create the quiz. Students do not have to create user accounts to access the game. All you need to do is open the website www.kahoot.it in a browser on a device with internet access (smartphone, tablet or computer). The teacher selects and opens the desired quiz on the computer and displays it to the class using a projector or whiteboard. After the teacher selects the team play option, the code that students enter and join the game is displayed on the screen. Each team chooses a name, and the teacher starts the game by pressing "Start".</p> <p>The questions are displayed on the big screen, and after 5 seconds the offered answers are visible. Each answer is marked with a symbol of a different color and shape. Students have only these symbols (no text) displayed on their devices and select the field that indicates the answer they think is correct. At the end of the quiz, the winning team is shown, as well as the ranking of the other teams.</p> <p>https://create.kahoot.it/share/payment-accounts/9b033668-2134-4770-8cda-b52a18277974</p>	<p>15 minutes</p>

		
<p>Conversation or discussion</p>	<p>The teacher rewards the winning team with an excellent grade. At the end of the lesson, the questions that were the most difficult for the students or that they did not know the answer to are discussed. The teacher instructs them to write down the answers to these questions in the homework notebook.</p>	<p>5-7 minutes</p>
<p>Blended and remote learning environments</p>		
<p><i>Can the activity be replicated in a blended learning environment (online and offline teaching combined) or in a remote learning scenario (fully online teaching)? If so, for which of these two learning environments can it be adapted, or both? Which tools and what preparations are necessary?</i></p>		
<p>This activity can also be carried out in further classes via Google Classroom. The teacher attaches the materials to the Google Classroom, writes the instructions for the work, and then attaches a link to the prepared Kahoot quiz. In this form of teaching, students play the quiz independently, and the teacher can see their results on their Kahoot account.</p>		



Other

Are there any comments or details you would like to add regarding this section, which would facilitate the replicability of the lesson plan? Write them below this text!

3. Follow up of the Lesson Plan

This section is optional, as not every topic or activity has materials available to complete this. However, we encourage you to try to find materials for follow up and to suggest an evaluation method of the lesson plan!

<p>Follow material and/or homework <i>Help learners complete their learning process by suggestion materials the educator can suggest them to read or work on. This can be readings, exercises, websites, a more challenging level of the activity carried out in the lesson plan, etc. If you share any external resources, ensure you have the rights to share those resources.</i></p>	<p>The teacher suggests that students visit the websites of commercial banks where they can see the types of payment accounts that consumers can open, ways and conditions of opening and closing accounts, and other information related to payment accounts.</p>
<p>Evaluation <i>You can suggest an activity or an exercise that the educator can propose to their students to evaluate the lesson plan. This does not refer to your evaluation of the lesson plan.</i></p>	<p>The teacher ask students to grade the lesson via the tool https://www.mentimeter.com/ The Mentimeter is a digital tool that allows the teacher to ask questions and gather feedback. Students enter their answers via mobile devices and all they need to access is code and links (like the Kahoot! Tool).</p>

Other

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