

ABSS Math Unit Planning Template

## Introduction:

Grade/Course: 9_12   Discrete Mathematics		Suggested Unit Pacing (# of days): 4 days		
<b>Unit Number and Title:</b>  Unit 10 - Game Theory		<b>Mathematical Practices</b>		
		<b>P1</b>	Make sense of problems and persevere in solving them.	
		<b>P2</b>	Reason abstractly and quantitatively.	
		<b>P3</b>	Construct viable arguments and critique the reasoning of others.	
		<b>P4</b>	Model with mathematics.	
		<b>P5</b>	Use appropriate tools strategically.	
		<b>P6</b>	Attend to precision.	
		<b>P7</b>	Look for and make use of structure.	
<b>P8</b>	Look for and express regularity in repeated reasoning.			
<b>Conceptual Overview</b>				
<b>Essential Understandings</b>				
<b>SCS</b>	The learner will analyze data and apply probability concepts to solve problems.	<b>SCS.9.12.MA.2.02.e</b>	Identify and use discrete random variables to solve problems.	
<b>Learning Targets</b>	<ul style="list-style-type: none"> <li>• Create a payoff matrix</li> <li>• Determine the maximin and minimax</li> <li>• Determine which strategy a person should employ using probabilities</li> <li>• Determine the expected payoff</li> </ul>			
<b>Essential Terminology</b>				
<b>Literacy Integration</b>	<b>Literacy Standards</b>	Level	Standard	Standard Name
	<b>Literature Connections</b>			
<b>Technology Integration</b>	<b>Technology Standards</b>	Level	Standard	Standard Name
	<b>Websites</b>			
<b>Assessment</b>	<b>Formative</b>			
	<b>Performance Tasks</b>			
	<b>Summative</b>			
<b>Resources</b>				
<b>Learning Plan</b>	<b>Instructional Sequence</b>	1- Game theory 1(matrices to represent payoff) 2- Game theory 2 3- Game theory 3 4- Game theory review		
<b>Differentiation</b>	<b>Remediation</b>			
	<b>Enrichment</b>			