

ABSS Math Unit Planning Template

Introduction:

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