

Unit 8: Cognition (Thinking and Language)

Content Area: **Template**
Course(s):
Time Period: **Marking Period 3**
Length: **6 Classes**
Status: **Published**

State Mandated Topics Addressed in this Unit

<u>State Mandated Topics Addressed in this Unit</u>	
N/A	N/A

Unit VIII: Cognition (Thinking and Language) [SC8]

A. Language

B. Thinking

C. Problem Solving and Creativity

Learning Objectives

- Objective 1 - Describe the nature of concepts and the role of prototypes in concept formation.
- Objective 2 - Discuss how we use trial and error, algorithms, heuristics, and insight to solve problems.
- Objective 3 - Explain how the representativeness and availability heuristics influence our judgments.
- Objective 4 - Describe the structure of language (phonemes, morphemes, grammar).
- Objective 5 - Identify language developmental stages (babbling, one word, etc.).
- Objective 6 - Explain how the nature-nurture debate is illustrated in the theories of language development.
- Objective 7 - Discuss Whorf's linguistic relativity hypothesis.
- Objective 8 - Describe the research on animal cognition and communication.

Essential Skills

- Essential Skill 1 - Copy and paste
- Essential Skill 10 - Copy and paste
- Essential Skill 2 - Copy and paste
- Essential Skill 3 - Copy and paste
- Essential Skill 4 - Copy and paste
- Essential Skill 5 - Copy and paste
- Essential Skill 6 - Copy and paste

- Essential Skill 7 - Copy and paste
- Essential Skill 8 - Copy and paste
- Essential Skill 9 - Copy and paste

Standards

SOC.9-12.5	Cognitive Psychology
SOC.9-12.5.7	Introduction to Thinking and Problem Solving
SOC.9-12.5.8	Biases and Errors in Thinking
SOC.9-12.5.K	Identify problem-solving strategies as well as factors that create bias and errors in thinking.
SOC.9-12.5.11	Components of Language and Language Acquisition
SOC.9-12.5.S	Synthesize how biological, cognitive, and cultural factors converge to facilitate acquisition, development, and use of language.

Instructional Tasks/Activities

- Activity 1
- Activity 10
- Activity 2
- Activity 3
- Activity 4
- Activity 5
- Activity 6
- Activity 7
- Activity 8
- Activity 9

Assessment Procedure

- Classroom Total Participation Technique
- Classwork
- DBQ
- Essay
- Exit Ticket/Entrance Ticket/Do Now
- Journal / Student Reflection
- Kahoot
- Other named in lesson
- Peer Review
- Performance

- Problem Correction
- Project
- Quiz
- Rubric
- Teacher Collected Data
- Test
- Worksheet

Recommended Technology Activities

- Appropriate Content Specific Online Resource
- Chromebook
- Copy/Paste Content Specific Link Here
- Copy/Paste Content Specific Link Here
- Copy/Paste Content Specific Link Here
- Gimkit
- GoGuardian
- Google Classroom
- Google Docs
- Google Forms
- Google Slides
- Kahoot
- MagicSchool AI
- Other- Specified in Lesson
- Quiziz
- Screencastify

Accommodations & Modifications & Differentiation

Accommodations and Modifications should be used to meet individual needs. Their IEP and 504 plans should be used in addition to the following suggestions.

Gifted and Talented

- Compare & Contrast
- Conferencing
- Debates
- Jigsaw

- Peer Partner Learning
- Problem Solving
- Structured Controversy
- Think, Pair, Share
- Tutorial Groups

Instruction/Materials

- alter format of materials (type/highlight, etc.)
- color code materials
- eliminate answers
- extended time
- extended time
- large print
- modified quiz
- modified test
- Modify Assignments as Needed
- Modify/Repeat/Model directions
- necessary assignments only
- Other (specify in plans)
- other- named in lesson
- provide assistance and cues for transitions
- provide daily assignment list
- read class materials orally
- reduce work load
- shorten assignments
- study guide/outline
- utilize multi-sensory modes to reinforce instruction

Environment

- alter physical room environment
- assign peer tutors/work buddies/note takers
- assign preferential seating
- individualized instruction/small group
- modify student schedule (Describe)
- other- please specify in plans
- provide desktop list/formula

Honors Modifications

Resources

- Resource 1
- Resource 2
- Resource 3
- Resource 4
- Resource 5