

# Workshop Plans

## One-Day Workshop Plan Sample

(Use this as a basic template. Feel free to modify.)

**Topic:** Water as a Resource

**Length:** 6 hours of instruction, including breaks; one hour for lunch

### Key Concepts

- Water has special properties.
- Humans and other life forms use water in many ways.

### Key Teaching Skills

- Assessing student prior and post-instruction understandings
- Setting up and running learning stations
- Managing materials

### Activities and Timeline

Time	Activity	Purpose
15 minutes	Introductions and agenda review	Informing participants about the day's purpose.
20 minutes	Pre-assessment on water as a resource plus de-brief. (IES – Water as a Resource)	Assessing participant's prior understandings and modeling this for their teaching.
60 minutes	Water inventory around the school and de-brief. (IES – Water as a Resource, Inv. 1)	Could use this as engagement. Introduces the concept of some of the ways in which humans use water.
15 minutes	Break	Relief!
100 minutes	Water property stations and de-brief. Participants justify at each station why each property of water is important on Earth. (IES – Water as a Resource, Inv. 2)	Exploring the various properties of water that make it such an important substance on Earth. Explaining why the properties are important. Managing stations in the science classroom.
Noon	Lunch	Sustenance.
45 minutes	Water Testing and de-brief (IES – Water as a Resource, Inv. 3)	Elaborating on the properties of water, particularly water's role as a solvent.
60 minutes	Water Filtration and de-brief	Applying knowledge about the properties

	(IES – Water as a Resource, Inv. 4) Rolling breaks	of water to solve a problem. How this could be used as a performance-based assessment.
45 minutes	Post-assessment, wind-up and workshop evaluation	Evaluation of participant understanding. Reflections on the day's experience.

**Group Presentation for Friday Morning (PPT, if possible; 10 minutes maximum)**

1. Key Concepts and Skills for your workshop
2. Activities, Schedule, and Purposes for the Activities
3. Demo of One Activity or Part of an Activity
4. Materials and AV required (optional)