



Invent-a-Unit Template for

The Private Eye® *Companion*, (Vol. II, III...)

☛ Would you like to submit an original lesson plan/unit for one of our forthcoming books? If we're able to use it, you'll be credited for the lesson and receive two copies of the book. The lesson will need to begin with the basic process and materials of the Private Eye: **loupes, questions, and hands-on materials** you or your students collect, or objects you find in The Private Eye Kit. Use these materials and questions to design any original lesson/unit that meets a curriculum goal for your students. If you like, reference an idea in *The Private Eye* Guide and sequence it, detail it, in an original way. There are literally millions of possibilities! Go on, be an inventor! (Use model below. Also see models in *The Private Eye* Guide: pages beginning 116; 155; 157; 160; 186; 190.)

If you submit your work on disks, that's best! **Follow the template below** in a 2-4+ page, typed, explanation of your lesson or unit and attach examples of student work.

1. Title (Something snazzy; try to use a metaphor in title or subtitle). Subtitle (if necessary).
2. Author(s): (It's fine to work in teams.)
3. Used at what grade level(s)?
Adaptable to what grade levels:
4. Introduction / Overview
5. Goals
6. Time
7. Materials
8. Stages / Steps
9. Extended activities: Any extensions, follow-up, or interdisciplinary links you can briefly list.
10. Bibliography or suggested reading to go with your unit.
11. Student work samples (Include at least students' first names and age.)
If you send original work, we'll return it after the book is published, if requested.

TIP: We encourage you to add your personal "voice" to your unit's introduction. For an example, see Earl Wilson's introduction to his unit "Slugs, Snails and Puppy Dogs' Tails" in *The Private Eye (5X) Looking / Thinking by Analogy*, page 157.

Optional:

12. Tips: any personal tips for success using The Private Eye in general? Share them!
13. Assessment methods you use with The Private Eye.