<u>Class – XI</u> Lesson Plan

<u>Topic</u>: Mathematical and Logical Reasoning **<u>Brief Description of the lesson</u>**:

Mathematical and logical reasoning are essential skills for success in many areas of life. By improving student's mathematical and logical reasoning skills, students can become a more effective problem solver, make better decisions, and think more deeply and creatively. Further it is a very important topic for competitive exams.

Objectives:

I - Specific Objectives:

Students will be able to:

- S1 understand the importance of chapter for competitive exams (Understand/Interpreting)
- S2 understand the meaning of term "odd man out" and solve the questions based on it.

(Understand/Classifying) (Apply/Execute)

- S3 understand the meaning of term "syllogism" and solve the questions based on it. (Understand/Classifying) (Apply/Execute)
- S4 Understand the meaning of term "coding decoding" and solve the questions based on it. (Understand/Classifying) (Apply/Execute)
- S5 Students will be able to identify the logical fallacies in an argument.(Analysis)
- S6 Students will be able to evaluate the evidence for a claim and draw a reasonable conclusion. (Analysis)

II - Behavioral Objectives:

Through this chapter students will attain following behavioral objectives;

B1 Given a logical argument, students will be able to identify the assumptions, premises, and conclusion. (Understanding) (Analysis)

B2 Given a mathematical theorem, students will be able to prove it using deductive reasoning. (Synthesis)

Process / Activities:

ACT1 Game based on Coding – Decoding questions. (**Analysis**) ACT2 Game based on finding the relationship between two persons with the help of a word problem, using family tree diagram. (**Application**)

<u>Skills</u>:

- 1) Decision making
- 2) Understanding
- 3) Analytical thinking

Assessment:

Assessment of activity will be done on the basis of decided rubrics to check:

A1 The analytical thinking skill of student

A2 The **understanding** skill of student

Expected Learning Outcomes:

Students would be able to:

1) Solve questions based on "odd man out" (Apply/Implementation)

2) Solve questions based on "syllogism" (Apply/Implementation)

3) Solve questions based on "blood relations" (Apply/Implementation)

4) Solve questions based on "coding – decoding" (Synthesis/Producing)

Placements of Objectives, Instructional Activities and Assessment:

Topic/Start Date/Assessment					
Knowledge	Understanding	Application	Analysis	Synthesis	Evaluation
	S1	S2	S5	B2	
	S2	S 3	S6		
	S3	S4	B1		
	S4	ACT2	ACT1		
	B1				