

**LearningFront Free Templates:  
"Creating a Strategy Calling Sheet for a Lesson Plan"**

**What is it?** In football, the purpose of a game plan and play calling sheet is to facilitate calling plays that result in points to win a game. In teaching, the purpose of a lesson plan and strategy calling sheet is to facilitate selecting strategies that help each student learn skills, content, and attitudes expected in a subject area. Both plans are dedicated to making adjustments to achieve their respective purposes. In football, the offensive players adjust to defensive alignments and in learning, teachers adjust to student learning tendencies. ***This template benchmarks a football game plan and play calling sheet to facilitate learning by students in any subject matter -- please adapt as needed.***

**How does it work?** In the first column the teacher scripts the first 10 or more learning strategies as Bill Walsh did with plays when he coached the San Francisco 49ers. Why script these strategies? Because the teacher needs to see how the students react to certain expectations, questions, social media, and groupings early in the lesson. The teacher checks to see if students stay with their prior learning tendencies and makes adjustments in the instructional strategies. For example, how do the visual students receive oral instructions, or how do students with kinesthetic and verbal tendencies react to other strategies and resources. This process helps to "align" the learning strategies with the prevailing tendencies once the first set of scripted strategies is over. Other adjustments are made at the lesson's "half time" and throughout the lesson, as needed.

In the other columns and rows different types of learning strategies are listed for the teacher to select for making adjustments, as needed. In football, these would include plays designed for situations such as first and 10, second and short, second and long, third and long, etc. In learning, these include learning strategies designed to match a social media with "wired" learners, to organize students by interest, to administer alternative assessments etc.

**Note:** Delete this table row on the TaskBuilderOnline Design Page.

**Scripted Strategies:**

- Select one or more...

  - Identifying similarities and differences:
  - Summarizing and note taking:
  - Reinforcing effort and providing recognition:
  - Homework and practice:
  - Nonlinguistic representation:
  - Cooperative learning:
  - Setting goals and providing feedback:
  - Generating and testing hypothesis:
  - Questions, cues, and advance organizers:

<b>Blogging:</b>	<b>Wiki:</b>	<b>Twitter:</b>
1.	1.	1.
2.	2.	2.
3.	3.	3.
<b>YouTube:</b>	<b>Web Sites:</b>	<b>Google:</b>
1.	1.	1.
2.	2.	2.
3.	3.	3.
<b>Visual:</b>	<b>Kinesthetic:</b>	<b>Verbal:</b>
1.	1.	1.
2.	2.	2.
3.	3.	3.
<b>Readiness:</b>	<b>Interests:</b>	<b>Preferences:</b>
1. Advanced	1. Hobbies	1. Style
2. Proficient	2. Books	2. Pace
3. Basis	3. Subjects	3. Setting
<b>Formative:</b>	<b>Summative:</b>	<b>Exit Ticket:</b>

	1.	1.	1.
	2.	2.	2.
	3.	3.	3.
	<b>Modifications:</b>	<b>Accommodations:</b>	<b>Other:</b>
	1.	1.	1.
	2.	2.	2.
	3.	3.	3.

**Source:** Adapted from - [http://www.trojanfootballanalysis.com/game\\_plan\\_sheet.html](http://www.trojanfootballanalysis.com/game_plan_sheet.html)

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