Unit Design: Short Story- Cask of Amontillado (created by Alyssa Moreno, Jessica Means, Jim Kautz, and Jennifer Wodzien Day 1 Introduction to Irony Teach irony/ introduce whole class model -Video of Irony/ Cartoon - Alan Parson's Project Video Conversational Whole class or small group discussion of irony Find examples of irony & identify type and why. Check-in -Share stories/examples with the class -Check ability: FEEDBACK FORMAL= entrance/exit slip Formative Assessment possibly finish entrance slip from yesterday -Individual Work using the short stories to identify type of irony (FEEDBACK FORMAL) 2 Converstaional Flow Chart story prediction/story impression Read first 3 paragraphs of "Cask of Amontillado" Check-in Whole class discussion of the text Self Evaluation (1-5) & those at a 5 help to lead a whole class discussion (INFORMAL FEEDBACK Open Work Time Read info on catacombs Ask questions if needed (finish for homework) 3 Open Work/ Conversation - Read through page 7 (middle) Complete Assignments & Discussion questions Review/ Check-in Whole class discussion of the text so far If time, complete the story (INFORMATIVE FEEDBACK) 4 Review/ Conversational -review story in groups with an emphasis on irony and finding examples and labeling the type of irony Open Work -more help with irony; students will work individually working on practice or above and beyond irony worksheets or create your own irony 55 word story or find cartoons reflection and self evaluation 5 Open Work Time -continue to work individually on the additional activities (FEEDBACK FORMAL) Assessment Create Graphic Novel of "The Cask of Amontillado" Remediation -Evaluate how you are feeling about your ability to identify irony and its use within this story -If you were asked to do so in anther story, how successful do you believe you would be at the task?