



# Lesson Plan

The complete lesson plan is designed to be delivered over two hours (or two lessons) but can be adapted as you see fit. Teams can do some, if not all, of the presentation task we've allocated to the second lesson in their own time, if there is a concern about dedicating two lessons to BASE. Although, BASE has been designed so that the learning outcomes of the competition compliment the Business and Economics curriculum and PSHE studies.

Teacher:	Class:	Date:	Period:
<b>Relevant student information and preparation</b>	<ul style="list-style-type: none"> <li>Download the Student Competition Guide, from the BASE Resources section on <a href="http://icaew.com/base">icaew.com/base</a>, and display this as teams take part in each stage of the competition.</li> <li>You will need to put students into teams of four and team captains to be nominated.</li> <li>Team captains must create accounts in the online Student Portal on <a href="http://icaew.com/base">icaew.com/base</a> before taking part in the lesson(s), and share those credentials with their team.</li> <li>As part of creating their accounts, team captains will also be asked to enter the details of the rest of their team.</li> </ul>		
<b>Learning objectives</b>	Please see Appendix 3 within the registration pack.		

Activities/Tasks	Review/Progress check	Stretch, Challenge and Support
<b>Hour One - ONLINE GAME</b> <ul style="list-style-type: none"> <li>See Appendix 2 within the registration pack for an example question before teams start.</li> <li>The team captain will need to log into their account at <a href="http://icaew.com/base">icaew.com/base</a>.</li> <li>The team will then take part in an online game, watching a video outlining the experiences of four trainee chartered accountants. The video will regularly pause and present teams with questions. They will then need to collectively decide which option they would be most likely to choose in that situation.</li> <li>Shortly after this round, students will receive team feedback. This will outline three key strengths and an area for improvement.</li> </ul>	Monitor how long teams are taking to complete the game. It should take about 30 minutes, but can take longer if needs be as there will be 15 minutes of the hour lesson spare. Ask questions throughout to see how the teams are getting on.	For those who are taking longer, ask open questions to encourage teams to think about the task and lead them to how they may answer it. If teams complete the online game early, encourage them to start thinking about their presentations. They can begin their online research and think about how they want to approach the presentation, ready for lesson two.

<ul style="list-style-type: none"> <li>You may now wish to set some of the presentation prep and practice as homework if you are limited on class time.</li> </ul>		
<p><b>Hour Two - PRESENTATION PREP + DELIVERY</b></p> <ul style="list-style-type: none"> <li>When teams have completed the online round, they will be emailed the question(s) they are expected to answer in their presentations. You can download these documents on the resources page on the Teacher Portal at <a href="http://icaew.com/base">icaew.com/base</a>.</li> <li>If you have previously set the presentation prep and practice as homework, this lesson can be for the teams' final practice and delivery of the presentation.</li> <li>Teams can use visual aids during their presentation, however they should bear in mind whether these will be visible on the screen. There is no need for PowerPoint slides. They can use cue cards if needed.</li> <li>Teams should treat this as if it were being delivered to a live panel of judges in order to replicate skills gained from career experience, with presentations lasting no longer than five minutes. Presentations exceeding this time will be cut at the five minute mark.</li> <li>Teams will only get one opportunity to deliver the 'real' presentation, however, there is a practice option included in the video platform which students are encouraged to use as much as possible.</li> <li>The delivery of presentations in hour two may take more or less time depending on how many teams are taking part from your class. We recommend that you allow six minutes per team to record their five-minute presentations.</li> <li>To deliver the presentation, the team captain will need to log onto the Student Portal via <a href="http://icaew.com/base">icaew.com/base</a> using the credentials used for the online game.</li> </ul>	<p>The presentation prep and practice should take about one hour if completed during lesson time, if this wasn't set as homework.</p> <p>We recommend allowing six minutes per team for their final five minute presentation.</p> <p>Ask students to discuss their ideas for the presentations, allocate roles for their presentation and encourage plenty of practice.</p> <p>They can do a run through with you or partner up with another team for you to see how they're getting on.</p> <p>There is also a practice option on the video platform which teams should take full advantage of.</p> <p>Check that every team member contributes to the presentation in some way. Although not all students have to present we would encourage it to improve presentation and communication skills.</p>	<p>For those who require extra support, encourage background research on the topic to give additional context.</p> <p>To stretch those who are doing well, ensure they have covered every possible area they could include and make sure the presentation is as refined as possible before delivery.</p> <p>Allow those doing well to deliver their presentations first to give those struggling additional time to prepare.</p>