

# Chapter 10 Lesson Plan and Activity Directions

## Title: Putting It All Together

### Concepts:

- 10.1 Limited Access Highways
- 10.2 Drowsy Driving
- 10.3 Licensing Requirements
- 10.4 What Do You Know?

**Prerequisites:** Participation in previous sessions, successful completion of assignments, and 80% or better on previous chapter exit exams.

**Approximate time required to complete this chapter:** 3 hours

### Required Equipment, Lesson Resources and Support Materials:

- ♦ NDRPC 2014 DVD Interface, computer, projector, screen, and speakers
- ♦ Chapter 9 Lesson Plans and Activity Directions, and Overview Notes
- ♦ NDRPC 2014 Playbooks
- ♦ North Dakota Noncommercial Drivers License Manual
- ♦ Simulated steering wheels
- ♦ abc flash cards
- ♦ Ticket to Concept 10.2 Key
- ♦ Chapter 10 Exit Exam and Key
- ♦ Final Exam

### Optional Materials:

- ♦ Ticket to Concept 11.4
- ♦ Ten Habits Keep the Monster Caged! Using the Dynamics of Zone Control
- ♦ Partnership for EXPERT Driving 7th ed. IN-CAR Guides

Teacher Activities	Participant Activities/Objectives
<b>10.1 Limited Access Highways</b> <b>Time: 30 minutes</b> <b>Objective</b> <ul style="list-style-type: none"><li>• The learner will demonstrate the ability to use Zone Control searching and space management principles while entering, traveling on, and exiting limited access highways.</li></ul>	
<b>Don't Stress Out, Plan Your Route</b> Begin this lesson by asking learners: What planning would they do before taking a long trip on the freeway? What can it be like when a large truck passes you on the freeway? What is Highway Hypnosis? What is Velocitation and how do you counteract it? <b>Interactive PPT Activity:</b> Expressway Signs Launch PPT. Lead learners in a discussion of how these types of roadways differ from other roadways. Discuss various characteristics, signs, signals, and markings.	Answer questions.  Participate in discussion.  Identify characteristics of expressways, signs, signals, and markings.

<b>Entering and Using the Freeway</b> <b>Video Activity:</b> Entering and Using the Freeway Launch video. Help learners review space management techniques they will to enter and use expressways. Be ready to pause video as needed for discussion.	Practice space management skills used to enter and use the freeway.  Answer questions.
<b>Exiting</b> <b>Video Activity:</b> Exiting the Freeway Launch video. Provide learners the opportunity to use space management skills to exit the freeway. Be ready to pause for more discussion time.	Practice planning ahead for and using exit ramps and making space management decisions.
<b>10.2 Drowsy Driving</b> <b>Time: 20 minutes</b> <b>Objective</b> <ul style="list-style-type: none"> <li>Learners will be able to identify and describe the effects and influence drowsiness has on the ability to operate a vehicle.</li> </ul>	
<b>Ticket to Concept 10.2</b> Lead class through a self or peer evaluation of responses to questions using Ticket to Concept 10.2 Key. Allow students to keep for future reference.	Evaluate responses to E-Ticket 10.2.
<b>Think Before You Choose to Move</b> Launch Micro Sleep video clip from play button located on first graphic on the page. After the video, ask learners how long the drivers were driving asleep and why it is dangerous. Continue the discussion by asking them to explain what a rumble strip is and discussing the dangers of using cruise control at night.	Describe risks of micro sleep.  Discuss the advantages of rumble strips and the disadvantages of cruise control.
<b>Stay Alert, Arrive Alive</b> After the video, lead discussion on teen drowsy driving.	Participate in discussion.
<b>Avoid Driving When You're Tired!</b> Lead discussion on ways to avoid drowsy driving. <b>Choose Your Own Future:</b> Drowsy Driving Activity If time allows and you are so inclined, launch activity and help your learners think through how they might handle different scenerios.	Participate in activity discussion.
<b>10.3 Licensing Requirements &amp; Exit Exam</b> <b>Time: 40 minutes</b> <b>Objectives</b> <ul style="list-style-type: none"> <li>The learner will be able to explain North Dakota's requirements for testing and obtaining a provisional license.</li> <li>The learner will be able to describe how to comply with North Dakota's Minor Drivers License law once they have received a license.</li> <li>The learner will complete Chapter 10 Exit Exam with a minimum score of 80%.</li> </ul>	
<b>What to Study and Practice to Pass</b> <b>Video:</b> Teens, let's reverse this Launch video. Allow learners to experience how it feels to hear what some people say about "teen drivers". Let this play through then discuss how learners can make sure thier "video" is always running in reverse with good driving habits.	Get motivated.
<b>Get Ready for Tests - Common Reasons For Failure</b> <b>Launch video "Why Practice?"</b> Turn up the volume on the video and just have fun. Direct learners to WS 10.3 Getting Your License, located at the back of the chapter and lead learners through a discussion on testing requirements and recommendations for study and practice. <b>Launch 3D video animation "And you'll need other transportation until</b>	Watch video clips  Laugh and get motivated to prepare for tests.

<b>you pass”</b> from the last graphic on the page. This is a light hearted look at the advantages to riding a bus and a reminder that preparation is the key to obtaining a license.	Complete WS 10.3 and become aware of testing requirements and practice recommendations.
<b>Chapter 10 Exit Exam</b> Administer exam, collect and correct.	Learners take chapter 10 exit exam.
<b>10.4 What Do You Know? &amp; Final Exam</b> <b>Time: 90 minutes</b> <b>Objective:</b> <ul style="list-style-type: none"> <li>The learner will recall and review basic car control, laws and rules of the road, and space management.</li> </ul>	
<b>Car Control Skills, Rules of the Road, and Space Management</b> Direct learners to “abc” flash cards. Launch PPT and guide learners through a review of basic concepts. Evaluate their responses and clarify any misunderstandings.	Review basic concepts prior to taking final exam.
<b>Final Exam</b> Administer exam, collect and correct.	Learners take final exam.
<b>Wrap Up and Assign if Necessary</b> <ul style="list-style-type: none"> <li>Read Playbook Chapter 11 <u>and complete HA 11.3 Cost of Transportation</u></li> <li>Ticket to Concept 11.4</li> </ul>	
<b>Estimated Time: 3 hours</b>	

### Assessments

Learner will complete Ticket to Concept 10.2 and demonstrate accountability for completing chapter reading assignments. Learner will answer informal questions, and participate in class discussions, demonstrations, and activities.

Learner will complete Chapter 10 Exit Exam and Final Exam with a minimum score of 80%.

### Optional Assignments

**Note:** Concepts contained in this chapter may be assigned as appropriate any time during or following Chapter 3.

- Read Playbook Chapter 11
- Ticket to Concept 11.4

**Note:** No separate activity directions are needed to complete this chapter.