

AG/ENVIRONMENTAL / COMMUNITY SCIENCE

Example Pacing Guide

Based on 45 minute class periods

Lesson 1 should be taught first. The proposal development (PD) lessons and DNA technology (Tech) lessons can be interspersed with each other, but should still be taught in order. For example, a teacher may start with PD1, then teach Tech 1, Tech 2, Tech 3, and come back to PD2, etc. Lessons 9, 10, and 11 require knowledge of all previous lessons. An example of how this might be organized can be found below.

DAY	LESSON	TYPE	DAY	LESSON	TYPE
1	Community Application of DNA Identification		20	PD2: Competitive Landscape Analysis	
2	Community Application of DNA Identification		21	Tech 3: Digital PCR	
3	Community Application of DNA Identification		22	PD3: Stakeholders and Inclusion	
4	Community Application of DNA Identification		23	PD3: Stakeholders and Inclusion	
5	Community Application of DNA Identification		24	PD3: Stakeholders and Inclusion	
6	PD1: Analyzing Community Needs and Proposal Identification		25	Tech 4: NextGen Sequencing	
7	PD1: Analyzing Community Needs and Proposal Identification		26	Tech 4: NextGen Sequencing	
8	PD1: Analyzing Community Needs and Proposal Identification		27	Tech 4: NextGen Sequencing	
9	PD1: Analyzing Community Needs and Proposal Identification		28	Tech 4: NextGen Sequencing	
10	PD1: Analyzing Community Needs and Proposal Identification		29	Decision Tree Creation	
11	PD1: Analyzing Community Needs and Proposal Identification		30	Decision Tree Creation	
12	PD1: Analyzing Community Needs and Proposal Identification		31	Decision Tree Creation	
13	PD1: Analyzing Community Needs and Proposal Identification		32	DNA Collection Kit Design	
14	Tech 1: DNA Recap		33	DNA Collection Kit Design	
15	Tech 1: DNA Recap		34	DNA Collection Kit Design	
16	Tech 2: Sanger Sequencing		35	Final Artifact	
17	Tech 2: Sanger Sequencing		36	Final Artifact	
18	PD2: Competitive Landscape Analysis		37	Final Artifact	
19	PD2: Competitive Landscape Analysis		38	Final Artifact	
			39	Final Artifact	
			40	Final Artifact	
			41	Final Artifact	
			42	Final Artifact	
			43	Flex day	
			44	Flex day	
			45	Flex day	