**Title:**

**“***Psychological disorders"*

**Description:**

This lesson is intended to provide knowledge about the different psychological disorders and the treatments that are used in the attempt to cure them. The lesson provides a basic understanding of these disorders, the different symptoms and the measures taken to treat them.

**Introduction:**

Before the implementation of this lesson, students should be familiar with the basic terms of Psychology and the different theories that define Psychology and its use. The lesson will encourage students to critically think about different aspects of personality and identify what lies underneath the visible actions of individuals, in order to effectively apply their knowledge to treat the disorders. The lesson will be approximately 1 ½ hours.

**Group size:**

Whole class and pairs.

**Learning objectives:**

* Students will identify the psychological disorders by reading different examples of it and will demonstrate their knowledge through the completion of 70% of videotaped role play rubric and the completion of 60% of the game of jeopardy (point system).

**Guiding questions:**

* What are the different symptoms of the specific psychological disorders?
* Which psychological disorder is presented in each specific situation?
* What is the best treatment for that specific disorder?

**Materials:**

* Computer with Internet access
* Board
* Eraser
* Marker
* Video camera
* Paper
* Presentation software
* Projector

**Procedures:**

1. Students will watch a video depicting a psychological disorder

5 minutes

1. Students will consequently watch a lecture on the major psychological disorders

15 minutes

1. Students will be given examples of psychological disorders and will write the

corresponding disorder name on the paper.

5 minutes

4. The hand-out will be reviewed as a class.

5 minutes

5. Students will take an online survey in which they will choose the best treatment to each example of a psychological disorder.

10 minutes

6. The survey will be evaluated in class and right answers will be revealed.

10 minutes

7. Students will play a game of jeopardy, which has questions about the disorders and their treatments (individual highest score wins).

20 minutes

8. Students will get in pairs and write down a story map to demonstrate ideas for their video presentation project, which portrays psychological disorders through different scenarios.

10 minutes

9. Teacher will walk around classroom reviewing students’ story map and providing feedback.

10 minutes

**Assessment:**

* The student’s knowledge will be evaluated using the game of jeopardy; highest score wins.
* The handed-in examples will be evaluated together as a class.
* The online survey will evaluate the knowledge of the class as a whole, by showing the percentage of the class that chooses a certain answer.
* The video role play will be evaluated using the corresponding rubric.

**Rubric:**

|  |  |
| --- | --- |
| |  | | --- | | Student Name:     \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |

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| --- | --- | --- | --- | --- |
| CATEGORY | 4 | 3 | 2 | 1 |
| Content | Covers topic in-depth with details and examples. Subject knowledge is excellent. | Includes essential knowledge about the topic. Subject knowledge appears to be good. | Includes essential information about the topic but there are 1-2 factual errors. | Content is minimal OR there are several factual errors. |
| Presentation | Well-rehearsed with smooth delivery that holds audience attention. | Rehearsed with fairly smooth delivery that holds audience attention most of the time. | Delivery not smooth, but able to maintain interest of the audience most of the time. | Delivery not smooth and audience attention often lost. |
| Originality | Product shows a large amount of original thought. Ideas are creative and inventive. | Product shows some original thought. Work shows new ideas and insights. | Uses other people\'s ideas (giving them credit), but there is little evidence of original thinking. | Uses other people\'s ideas, but does not give them credit. |

**Benchmark:**

T.L.W. recognize a variety of psychological disorders and various treatments for these disorders.

**Domain of Learning**:

Mostly Transmission with a little bit of Emergence during the video activity.