

Taxonomy for a unit Plan: *Death of a Salesman*

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	Knowledge	Comprehension	Application	Analysis	Creative Thinking	Critical Thinking
<i>Dreams and Goals</i>	Identify what you already know about achieving goals and living dreams. Connect it to what you think the play will talk about concerning this topic	Students will use a graphic organizer to help them understand the major ideas to be discussed in <i>Death of a Salesman</i>	Students will make their own graphic organizers that only relate to the information they have learned about dreams and goals.	Students will analyze their graphic organizers, and conduct a peer evaluation of them.	Students will put the information they have learned into a creative medium to present to the class.	Students will need to select one item from their graphic organizer, and do further research on it.
<i>Choices and consequences</i>	Students will discuss choices, and whether or not Willy Loman should be living the life of a salesman.	Students will predict what will happen if Biff would have lived by his father's dreams for him to be a business man too.	Student will discover, from clues in the play, what the consequences of Willy Loman's choices will be.	Students will solve a situation that requires them to analyze choice and consequences, and relate it to <i>Death of a Salesman</i>	Students will respond to their decision and analysis of the problematic situation as part of their journal entry.	Students will decide, in a short paper whether the solution to a specific incident was the best or not.



<i>Happiness</i>						
<i>Disillusionment</i>						

