

## **Summary**

This lesson teaches students to work with a timeline graphic to show events in time order. They base the timeline on the hopes and dreams they remember from different periods of their lives. Creating timelines helps students develop visual literacy for academic charts and graphics.

Then, they play a game called 'Wheel of Futures.' This lets students try out different future plans and possibilities and explain why or why not they may want to do these things. The game format makes learning fun and helps students think about their plans from a new perspective. It may also help reduce stress or anxiety around talking about possible future options.