Education & Learning / Curriculum Design

Create detailed unit plans with objectives, activities, assessments, and pacing — lesson aggregation for coherent instruction.
Difficulty: Advanced
Model: GPT-4 / Claude / Gemini
Use Case: Lesson Planning, Unit Design
Updated: June 2026
Why This Prompt Exists
Individual lesson plans are isolated. Without unit plans, lessons don’t build on each other, assessments don’t align, and students miss the big picture.

You get:

- lessons that don’t connect to each other (isolated, fragmented)
- assessments that don’t match what was taught
- no clear progression within the unit
- repetition or gaps between lessons
- students who can’t see how lessons fit together

But effective unit plans have structure:

- unit title and duration: scope of the unit
- learning objectives: what students will know and do
- lesson sequence: daily breakdown with purpose
- assessments: formative and summative
- resources: materials needed

Without unit plans, instruction is fragmented.
This prompt creates detailed unit plans with aligned lessons and assessments.

The Prompt

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Assume the role of a curriculum designer who creates detailed unit plans.

Your task is to design a coherent unit with objectives, activities, and assessments.

Generate:

1. UNIT OVERVIEW
   - Unit title: [name]
   - Duration: [X days/weeks]
   - Grade/level: [audience]
   - Essential question: [the big question the unit answers]

2. UNIT OBJECTIVES (from CD-01)
   - Objective 1: [measurable objective]
   - Objective 2: [measurable objective]
   - Objective 3: [measurable objective]

3. LESSON SEQUENCE

| Lesson | Title | Duration | Objective Addressed | Key Activity | Assessment |
|--------|-------|----------|---------------------|--------------|------------|
| 1 | [name] | X min | [objective] | [activity] | [formative] |
| 2 | [name] | X min | [objective] | [activity] | [formative] |
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| 3 | [name] | X min | [objective] | [activity] | [formative] |
| 4 | [name] | X min | [objective] | [activity] | [summative] |

4. LESSON DETAILS (per lesson)

Lesson 1: [Title]
- Duration: [X minutes]
- Objective: [specific objective]
- Opening (hook): [5-10 min activity to engage]
- Instruction: [15-20 min direct instruction]
- Guided practice: [10-15 min with support]
- Independent practice: [10-15 min alone]
- Closing: [5 min summary and exit ticket]
- Materials needed: [list]

5. ASSESSMENT PLAN

Assessment	Type	Timing	Objective Measured	Success Criteria
[name]	Formative	Lesson X	[objective]	[criteria]
[name]	Summative	End of unit	All objectives	[criteria]

6. RESOURCE LIST
   - Texts/readings: [list]
   - Worksheets/handouts: [list]
   - Multimedia: [videos, slides, audio]
   - Manipulatives/materials: [list]
   - Technology: [tools, software]

7. UNIT PACING VERIFICATION

Day	Lesson	Estimated Time	Actual Time	Notes
1	Lesson 1	X min		
2	Lesson 2	X min		
3	Lesson 3	X min		
4	Lesson 4	X min		
5	Review/Assessment	X min		

8. COMMON UNIT PLAN MISTAKES

Mistake	Why It Fails	Correct Approach
No essential question	No unifying theme	Frame unit around a question
Objectives don't match assessment	Test doesn't measure learning	Align assessments to objectives
Lessons don't build	Fragmented learning	Sequence with increasing complexity
No formative assessments	Don't know if students are learning	Check understanding daily
Underplanned time	Rushed at end	Build in buffer days

INPUTS:

Unit title:
[PASTE TITLE]

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Grade/level:
[PASTE AUDIENCE]

Unit duration:
[E.G., "2 weeks (10 days)", "3 weeks (15 days)"]

Essential question:
[E.G., "How do organisms adapt to their environment?"]

Learning objectives (from CD-01):
[PASTE OBJECTIVES]

Available resources (optional):
[PASTE TEXTS, TOOLS, MATERIALS]

RULES:
- Start with an essential question (unifies the unit)
- Objectives must align with assessments (test what you teach)
- Sequence lessons with increasing complexity (simple to complex)
- Include formative assessments in every lesson (check understanding daily)
- Build in buffer days for review, catch-up, and assessment
- Plan for 5-15 minutes of buffer per lesson (flexibility)
- Vary activity types (not all lecture, not all group work)
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How To Use It

- Start with an essential question — unifies the unit and gives students a “why.”
- Objectives must align with assessments — test what you actually taught, not something else.

- Sequence lessons with increasing complexity — start simple, build toward complex.
- Include formative assessments in every lesson — check understanding daily, not just at the end.
- Build in buffer days for review, catch-up, and assessment — don't plan every minute.
- Plan for 5-15 minutes of buffer per lesson — flexibility prevents rushed endings.
- Vary activity types — not all lecture, not all group work; mix it up.

Example Input

Unit title: "Introduction to Fractions"

Grade/level: "3rd grade"

Unit duration: "2 weeks (10 days)"

Essential question: "How can we use fractions to share things fairly?"

Learning objectives: "1. Define numerator and denominator. 2. Identify fractions of a whole. 3. Compare fractions with like denominators. 4. Add and subtract fractions with like denominators."

Available resources: "Fraction tiles, worksheets, online manipulatives"

Why It Works
Individual lesson plans are isolated. Without unit plans, lessons don't build on each other, and students miss the big picture.

This framework improves outcomes by forcing:

- essential question definition (unifying theme for the unit)
- lesson sequence planning (daily breakdown with purpose)
- assessment alignment (formative and summative matching objectives)
- resource listing (materials needed for each lesson)

- pacing verification (time allocation across days)

Failure modes this prevents:

- lessons that don't connect to each other (isolated, fragmented)
- assessments that don't match what was taught
- no clear progression within the unit
- repetition or gaps between lessons

This improves on: Isolated lesson plans. Unit plans ensure coherent, connected instruction.

Related to: CD-01 (Learning Objectives) for outcomes; CD-02 (Scope and Sequence) for ordering; CD-04 (Assessment Blueprint) for testing.

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