



HUMANITIES AND THE SUNSHINE STATE

TEACHING FLORIDA'S CLIMATES
In partnership with the Florida Humanities Council

JUNE 19-23, 2017 GAINESVILLE, FLORIDA

ACTION PLAN TEMPLATE

Teacher(s): Donna Faust

Grade(s): 12

Subject(s): English

Title of Lesson: Sustainable Human Habitats

Learning Objectives:

1. Students will understand how human manipulation of Florida ecology and hydrology affected habitable conditions for human life.
2. Students will understand Sea Level Rise impact on areas populated by humans.
3. Students will understand need for human migration to other areas in Florida and devise plans for responsible relocation needs.

Standards Addressed:

~~LAFS.11.12.~~

LAFS.11.12.RI.1.3 Analyze a complex set of ideas or sequence of events and explain how specific individuals, ideas, or events interact and develop over the course of the text(s).

Lesson Outline:

Resources: "Climate Change Refugees Coming" Gainesville Sun, May 5, 2017, Ron Cunningham.

"The Siege of Miami" The New Yorker, December 21 + 28, 2015 Elizabeth Kolbert.

- Students will read Cunningham editorial
- Students will identify cause and effect stated in article.
- Students will attempt to identify factors contributing to cause.
- Students will then read Kolbert article to better understand cause factors.
- three groups -
 - ① Present analysis of South Florida population needs and wants and means of development
 - ② present analysis of Sea Level Rise on these areas - What countries are at risk? Why? What areas will need to absorb populations?
 - ③ What areas will need to absorb migration? How ~~use~~ might this be done?

Systems thinking connection (learning habits and/or tools used):

Learning Strategies:

Science Concept(s):

Humanities Concept(s):

Student Assessment Strategies:

Individual assessment: Compose a proposal of innovation  related to your career academy re: monitoring, planning for example

Academies in order to assist human relocation due to SLR
Robotics, Digital Design, Fire/Ems, Automotive Technology, Early Childhood Education,
Benefit to my students: Gaming and Mobile App Design

Students can combine environmental awareness and individual ambitions, personal + community planning.

Resources and Materials (supplies needed for activities):