

JUNE 15-29, 2018 UNIVERSITY OF FLORIDA

"TAKING IT BACK TO THE CLASSROOM"

We know that it's not always possible to develop and implement a brand new lesson plan in a busy curriculum. How do you envision incorporating our experiences in your classroom teaching?

Teacher(s):Caventer

ldea 1

As intro to semester after icebreaking activities, brainstorm labels we use for people, groups, and the types of categories we are creating as list develops. Anticipate –appearance-location-function-dichotomies

Learning Goals/Standards

SS.912.W.1.6 Evaluate the role of hx in shaping identity and character and W.1.5 Compare conflicting interpretations about world events and individual contributions to hx (historiography)

Idea 2

Introduce idea of modern challenges, ask students to brainstorm list of problems they will face as the next set of world leaders. Connect each unit to this list as we more through content.

Learning Goals/Standards Standard 6: Understand development of nationalism, industrialism and the consequences of each

Standard 8: Recognize significant events and people post WW2 and colonialism

Standard 9: Identify 20th century nerds

Idea 3

Introduce them "Anthropocene"- Smithsonian video 3.14 smithsonianmag.com ends with "What do we want our future to look like"

Learning Goals/Standards

-provide a text (need to find) relating to when did it start Q?" indigenous

-native interactions

-fossil fuel extraction

-industrialization

-?

-tie to Why- a lens to look through as we see what man did Fall of Rome forward

Idea 4

Introduce Maslow's hierarchy- as part of understanding the "Why?" man does what he doesanother lens to use when looking at our content- "What needs were met by _____."

Learning Goals/Standards

Same

ldea 5

Create with c lass an annotated timeline of civilizations on peoples "lost" before our content begins at 476 Fall of Rome and add to it as we move forward

Learning Goals/Standards

SS.912.W.1.1 Use timelines to establish cause and effect relationship of hx events.

Idea 6

Learning Goals/Standards

What additional resources do you need in order to act on these ideas?