Lesson Plans for Lindsay Ferrell, Evans Middle School

Week of Monday, April 13, 2015

Monday, April 13, 2015 Day 137 <u>Tuesday, April 14, 2015</u> <u>Day 138</u>

Wednesday, April 15, 2015 Day 139 Thursday, April 16, 2015 Day 140 <u>Friday, April 17, 2015</u> <u>Day 141</u>

<u>Monday, April 13, 2015</u> <u>Day 137</u>	<u>Tuesday, April 14, 2015</u> <u>Day 138</u>	<u>Wednesday, April 15, 2015</u> <u>Day 139</u>	<u>Thursday, April 16, 2015</u> <u>Day 140</u>	<u>Friday, April 17, 2015</u> <u>Day 141</u>
Grade 8 Social Studies	Grade 8 Social Studies	Grade 8 Social Studies	Grade 8 Social Studies	Grade 8 Social Studies
The student is expected to » identify economic differences among different regions of the United States. [8.12A]	The student is expected to » identify the major eras and events in U.S. history through 1877, including colonization, revolution, drafting of the	Lesson Content Objective(s):	Lesson Content Objective(s):	Lesson Content Objective(s):
 » explain the reasons for the increase in factories and urbanization.[8.12C] » analyze the causes and effects of economic differences among different 	Declaration of Independence, creation and ratification of the Constitution, religious revivals such as the Second Great Awakening, early republic, the Age	Lesson Language Objective(s):	Lesson Language Objective(s):	Lesson Language Objective(s):
regions of the United States at selected times in U.S. history.[8.12D] » analyze the War of 1812 as a cause of economic changes in the nation.[8.13A]	of Jackson, westward expansion, reform movements, sectionalism, Civil War, and Reconstruction, and describe their causes and effects.[8.1A]	Instructional Plan:	Instructional Plan:	Instructional Plan:
 » identify the economic factors that brought about rapid industrialization and urbanization.[8.13B] » explain why a free enterprise system of economics developed in the new nation, 	 » explain the significance of the following dates: 1607, founding of Jamestown; 1620, arrival of the Pilgrims and signing of the Mayflower Compact; 1776, adoption of the Declaration of Independence; 1787, 		Assessment:	Assessment:
including minimal government intrusion, taxation, and property rights.[8.14A] » describe the characteristics and the benefits of the U.S. free enterprise system during the 18th and 19th centuries.[8.14B] » identify the influence of ideas from historic documents, including the Magna	Louisiana Purchase; and 1861-1865, Civil War.[8.1C] » share information in cooperative		Student Friendly Objective: Students will review all American History objectives while listening, interacting and writing information.	Student Friendly Objective: Students will review all American History objectives while listening, interacting and writing information.
Carta, the English Bill of Rights, the Mayflower Compact, the Federalist Papers, and selected Anti-Federalist writings, on the U.S. system of	while matching events and dates with the correct picture and description.	Warm Up: STAAR Review Packet-Colonization and Exploration	Warm Up: STAAR Review Packet-Colonization and Exploration	Warm Up: STAAR Review Packet-Colonization and Exploration
government.[8.15A] Student Friendly Objective: Students will review all Economy	Warm Up: STAAR Review Packet-Colonization	Instructional Plan:	Instructional Plan:	Instructional Plan:
objectives while playing review games.	Review the major dates of 1607, 1620, 1776, 1787, 1803, and 1861-1865 using Quizlet STAAR Review.	Zombie Lesson Plan- Prior to class, arrange desks into stations and place a review game at each station. There are 15 review stations in total. A	and place a review game at each station. There are 15 review stations in total. A computer/iPad/Smartboard is needed for	and place a review game at each station. There are 15 review stations in total. A computer/iPad/Smartboard is needed for
Warm Up: STAAR Review Packet- Colonization and Exploration	com/71491733/us-history-staar-study-	computer/iPad/Smartboard is needed for Missions 2, 3, 4, 6, 9. You may combine some of these missions at the same station if needed. Pass out a Zombified America Missions	station if needed. Pass out a Zombified America Missions packet to each student and introduce the	Missions 2, 3, 4, 6, 9. You may combine some of these missions at the same station if needed. Pass out a Zombified America Missions packet to each student and introduce the
Instructional Plan: Using the Economy Review Smart Notebook file, review the economy of the 13 colonies and Mercantilism/Free Enterprise. Choose students to drag symbols to the correct region of the 13 colonies map (New England, Middle, or Southern) and discuss the causes and effects of the economic differences. Students may take notes and highlight	Instructional Plan: Students will be divided into 6 groups that will be matching the events and dates with the correct picture and description.	students into groups of 3 (depending on class size) and have groups spread out at the different game stations around the room. The teacher will be the "squad leader" and will check each group's	order to complete each of the 15 missions. Divide students into groups of 3 (depending on class size) and have groups spread out at the different game stations around the room. The teacher will be the "squad leader" and will check each group's completion of each mission before they may move on to the next station.	(depending on class size) and have groups spread out at the different game stations around the room. The teacher will be the "squad leader" and will check each group's completion of each mission before they may move on to the next station.
important information on the Economy Review handout as teacher reviews main points. Play Connect Four game as a class using the Smart Notebook file.	major eras and dates to test their knowledge.	completion of each mission before they may move on to the next station. Groups will take turns playing each review game and will rotate around the room through each station. You can use a timer (approx. 5 minutes	game and will rotate around the room through each station. You can use a timer	Groups will take turns playing each review game and will rotate around the room through each station. You can use a timer (approx. 5 minutes per station) and have students rotate at the same time, or you can have students raise their hands for you to check their answers before

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1. Divide the class into two teams.

2. Assign each team to be either black or white.

3. Choose a team to go first.

4. The teacher will ask the team a question. If the team gives a correct answer, they get to put a game chip of their color in any empty square on the game board.

5. The teacher will then ask the other team a question. If the team gives a correct answer, they get to put a game chip of their color in any empty square on the game board.

6. The goal is for a team to get four of their chips in a row or column. Diagonal lines do not count.

Assessment: Student will take the Social Studies STAAR on Tuesday, April 21

Student Friendly Objective: Students will review all Economy objectives while playing review games.

Warm Up: STAAR Review Packet- Colonization and Exploration

Instructional Plan:

Using the Economy Review Smart Notebook file, review the economy of the 13 colonies and Mercantilism/Free Enterprise. Choose students to drag symbols to the correct region of the 13 colonies map (New England, Middle, or Southern) and discuss the causes and effects of the economic differences. Students may take notes and highlight important information on the Economy

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per station) and have students rotate at the same time, or you can have students raise their hands for you to check their answers before switching stations. Mission 1- Use a dry erase markers to label the 3 regions on the 13 Colonies Map. Then label the climate and economic activity. Finally, write the letter of the quote into the correct regions. Once you are done, raise your hand to show your squad leader. Mission 2- View BrainPop: "Causes of the American Revolution" and complete retake the guiz until you get at least 7 the Review Quiz. If you get 7 out of 10 or higher you may move on. If not, you must retake the guiz until you get at least 7 correct. Once you are done, raise your hand to show your quiz results to your squad leader. Mission 3- Watch the "Bill of Rights" video and learn the hand gestures. When your team is ready, raise vour hand to show your hand gestures to your squad leader. Mission 4- View the BrainPop video "The U.S. Constitution". Once you have finished, take the Review Quiz. If you get 7 out of 10 or higher you may move on. If not, you must retake the guiz until you get at least 7 correct. Once you are done, raise your hand to show your quiz results to your squad leader. Mission 5- Complete the thought bubble activity over the first five presidents by placing each foreign or domestic policy into the correct thought bubble. Once you are done, raise your hand to show your squad leader. Mission 6- View the BrainPop video "Andrew Jackson". Once you have finished, take the Review Quiz. If you get out of 10 or higher you may move on. If not, you must retake the guiz until you get at least 7 correct. Once you are done, raise your hand to show your guiz results to your squad leader. Mission 7- Play the Causes of the American Revolution Matching Game. Once you are done, raise your hand to

show your squad leader.

Mission 8- With your elite team, go through and complete the Growth of **Representative Government Matching** Cards

by matching the date, the event and description of the event. Once you are

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switching stations.

Mission 1- Use a dry erase markers to label the 3 regions on the 13 Colonies activity. Finally, write the letter of the quote into the correct regions. Once you are done, raise your hand to show your squad leader.

Mission 2- View BrainPop: "Causes of the Mission 2- View BrainPop: "Causes of the American Revolution" and complete the Review Quiz. If you get 7 out of 10 or higher you may move on. If not, you must higher you may move on. If not, you must correct. Once you are done, raise your hand to show your guiz results to your squad leader.

and learn the hand gestures. When your team is ready, raise your hand to show your hand gestures to your squad leader. Mission 4- View the BrainPop video "The U.S. Constitution". Once you have finished, take the Review Quiz. If you get 7 out of 10 or higher you may move on. If 7 out of 10 or higher you may move on. If not, you must retake the guiz until you get not, you must retake the guiz until you get at least 7 correct. Once you are done, raise your hand to show your guiz results raise your hand to show your guiz results to your squad leader.

Mission 5- Complete the thought bubble activity over the first five presidents by placing each foreign or domestic policy into the correct thought bubble. Once you are done, raise your hand to show your squad leader.

Mission 6- View the BrainPop video "Andrew Jackson". Once you have finished, take the Review Quiz. If you get 7 out of 10 or higher you may move on. If 7 out of 10 or higher you may move on. If not, you must retake the quiz until you get not, you must retake the quiz until you get at least 7 correct. Once you are done, raise your hand to show your guiz results raise your hand to show your guiz results to your squad leader.

Mission 7- Play the Causes of the American Revolution Matching Game. Once you are done, raise your hand to show your squad leader.

Mission 8- With your elite team, go through and complete the Growth of Representative Government Matching Cards by matching the date, the event and description of the event. Once you are done, raise your hand to show your squad leader.

Mission 9- View the BrainPop video "Mexican-American War". Once you have "Mexican-American War". Once you have finished, take the Review Quiz for 10 or higher you may move on. If not, you 10 or higher you may move on. If not, you

done, raise your hand to show your squad 7 correct. Once you are done, raise your 7 correct. Once you are done, raise your

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switching stations.

Mission 1- Use a dry erase markers to label the 3 regions on the 13 Colonies Map. Then label the climate and economic Map. Then label the climate and economic activity. Finally, write the letter of the quote into the correct regions. Once you are done, raise your hand to show your squad leader.

> American Revolution" and complete the Review Quiz. If you get 7 out of 10 or retake the quiz until you get at least 7 correct. Once you are done, raise your hand to show your guiz results to your squad leader.

Mission 3- Watch the "Bill of Rights" video Mission 3- Watch the "Bill of Rights" video and learn the hand gestures. When your team is ready, raise your hand to show your hand gestures to your squad leader. Mission 4- View the BrainPop video "The U.S. Constitution". Once you have finished, take the Review Quiz. If you get at least 7 correct. Once you are done, to your squad leader.

Mission 5- Complete the thought bubble activity over the first five presidents by placing each foreign or domestic policy into the correct thought bubble. Once you are done, raise your hand to show your squad leader.

Mission 6- View the BrainPop video "Andrew Jackson". Once you have finished, take the Review Quiz. If you get at least 7 correct. Once you are done, to your squad leader.

Mission 7- Play the Causes of the American Revolution Matching Game. Once you are done, raise your hand to show your squad leader.

Mission 8- With your elite team, go through and complete the Growth of **Representative Government Matching** Cards by matching the date, the event and description of the event. Once you are done, raise your hand to show your squad leader.

Mission 9- View the BrainPop video finished, take the Review Quiz for Mexican-American War. If you get 7 out of Mexican-American War. If you get 7 out of must retake the quiz until you get at least must retake the quiz until you get at least

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Review handout as teacher reviews main points.

Play Connect Four game as a class using the Smart Notebook file.

1. Divide the class into two teams.

2. Assign each team to be either black or white.

3. Choose a team to go first.

4. The teacher will ask the team a question. If the team gives a correct answer, they get to put a game chip of their color in any empty square on the game board.

5. The teacher will then ask the other team a guestion. If the team gives a correct answer, they get to put a game chip of their color in any empty square on the game board.

6. The goal is for a team to get four of their chips in a row or column. Diagonal lines do not count.

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leader.

Mission 9- View the BrainPop video "Mexican-American War". Once you have finished, take the Review Quiz for Mexican-American War. If you get 7 out of Once you are done, raise your hand to 10 or higher you may move on. If not, you must retake the guiz until you get at least 7 correct. Once you are done, raise your hand to show your quiz results to your squad leader. Mission 10- With your elite team, order the Reform and Inventions Looping Cards. Once you are done, raise your hand to show your squad leader. Mission 11- Place the land acquisition strips in the correct areas of the map. Once you are done, raise your hand to show your squad leader. Mission 12- With your elite team, complete the Civil War puzzle. Hint- the outside of the puzzle has no words & is in the shape of a hexagon. Once you are done, raise your hand to show vour squad leader. Mission 13- With your elite team. go through and complete the Major Events Matching cards by matching the date.

event and description of the event. Once you are done, raise your hand to show your squad leader. Mission 14- Use the provided event strips to create a mind map for the Civil War Era. Once you are done, raise your hand to show your squad leader. Mission 15- With your elite team,

go through and complete the People and American History Looping Cards. Once vou

are done, raise your hand to show your squad leader.

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hand to show your quiz results to your squad leader.

Reform and Inventions Looping Cards. show your squad leader. Mission 11- Place the land acquisition strips in the correct areas of the map. Once you are done, raise your hand to show your squad leader. Mission 12- With your elite team, complete the Civil War puzzle. Hint- the the shape of a hexagon. Once you are leader.

Mission 13- With your elite team, go through and complete the Major Events Matching cards by matching the date, event and description of the event. Once you are done, raise your hand to show your squad leader.

to create a mind map for the Civil War Era. Once you are done, raise your hand to show your squad leader. Mission 15- With your elite team, go through and complete the People and American History Looping Cards, Once you are done, raise your hand to show your squad leader.

Assessment:

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hand to show your quiz results to your squad leader.

Mission 10- With your elite team, order the Mission 10- With your elite team, order the Reform and Inventions Looping Cards. Once you are done, raise your hand to show your squad leader. Mission 11- Place the land acquisition strips in the correct areas of the map. Once you are done, raise your hand to show your squad leader. Mission 12- With your elite team, complete the Civil War puzzle. Hint- the outside of the puzzle has no words & is in outside of the puzzle has no words & is in the shape of a hexagon. Once you are done, raise your hand to show your squad done, raise your hand to show your squad leader.

Mission 13- With your elite team, go through and complete the Major Events Matching cards by matching the date, event and description of the event. Once you are done, raise your hand to show your squad leader.

Mission 14- Use the provided event strips Mission 14- Use the provided event strips to create a mind map for the Civil War Era. Once you are done, raise your hand to show your squad leader.

Mission 15- With your elite team, go through and complete the People and American History Looping Cards, Once you are done, raise your hand to show your squad leader.

Assessment:

Student will take the Social Studies STAAR on Tuesday, April 21