



SOCIAL STUDIES SCHOOL SERVICE

*Engaging Students with
Compelling Materials
in Diverse Ways*

- **MindSparks
History Programs**
- **The September 11th
Education Program**
- **Active Classroom:
Lessons in U.S. History**
- **Interact Elementary
Library**
- **The Material World
Collection**
- **Storypath Libraries**

2011



Curriculum Solutions

These proven curriculum solutions have in common our firm commitment to participatory learning. Engaging students with compelling material in diverse ways ensures that they will experience the lessons more deeply and master the content more fully.

These materials let students grapple with our world, both historical and current, and work out solutions to the problems for themselves.

www.socialstudies.com/solutions 



SOCIAL STUDIES SCHOOL SERVICE

10200 Jefferson Blvd.
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(310) 839-2436

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We Are Here to Help



Contact our courteous and efficient customer service staff with any questions or inquiries. You will find a responsive team eager to work with you.

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Absolute Guarantee!

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simply return it in saleable condition for
credit or refund.

Over 45 Years of Service

All products are correlated to common core
and specific state standards.

Visit **www.socialstudies.com/correlations**
or contact your sales consultant for more
information:

The September 11th Education Program

A National Interdisciplinary Curriculum

Inquiry-based collaborative activities

Teachers recognize the need to fold the events of 9/11 into the classroom experience. Now they have a tool with which to do so, either as stand-alone teaching modules or an all-encompassing curriculum.

Seven curriculum units help students reflect on the impact and legacy of September 11, 2001. Units include activities for understanding 9/11 as history, debating the government's role during disasters, discussing the nature of heroism, evaluating foreign policy vis-a-vis national security, and clarifying how informed citizens can take beneficial action. Relying on open-ended inquiry, activities also prompt students to interpret photographs, video footage, and oral histories; and to document their findings by such means as Google Earth and a timeline. Five sets of two DVDs supply interviews with survivors, rescuers, victims' relatives, and political leaders (including Rudy Giuliani and Hillary Clinton), plus photographs, interview transcripts, and a video timeline of the day. A binder includes complete lesson plans and reproducible handouts. **Grades 6–12.**
September 11th Education Trust. ©2009.



70 INTERVIEWS:
Personal stories
illuminate the
human dimensions
of this national
tragedy



Vinnie Forras
Recovery worker at
World Trade Center site



Beverly Eckert
Wife of 9-11 casualty Sean Rooney,
World Trade Center

ZP912DV-RP1 5 two-DVD sets, curriculum guide
with reproducible activities \$499.00



Active Classroom: Lessons in U.S. History

Not All Students Learn the Same Way. Why Teach As If They Do?



Are You Connected?

Our flexible digital toolkit allows you to connect with your students and your students to connect with the content

Instead of teaching from a one-size-fits-all textbook, you could try a **multifaceted, teacher-tested curriculum** that:

- comprises a wide range of media
- is adaptable to different student ability levels.

Active Classroom: Lessons in U.S. History is a comprehensive package offering in-depth coverage of core U.S. history content along with practice in developing key reading, writing, and critical thinking skills.

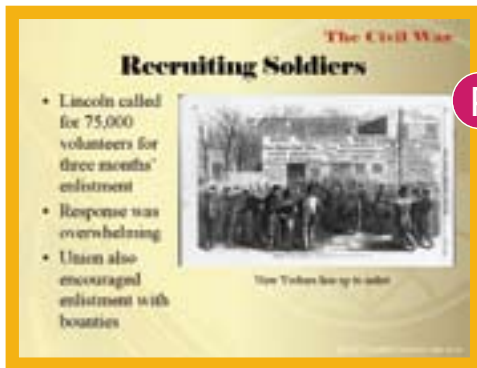
Rich in visuals, text, primary sources, and proven teaching strategies, the curriculum includes PowerPoints®, reproducible activities, simulations, videos, Google Earth lessons, digital maps, and more.

The products appeal to a **wide range of learning styles**, and are readily modifiable so **differentiation and customization** are easy for teachers. The curriculum also includes free online professional development; on-site professional development is also available for an additional charge.

Grades 6–12.

ZP570-RP1	COMPLETE SET 1: Pre–20th Century (DVD with 11 reproducible modules, perpetual site license)	\$5000.00
ZP580-RP1	COMPLETE SET 2: 20th Century (DVD with 9 reproducible modules, perpetual site license)	\$5000.00

Differentiated learning with 12 great lesson formats:

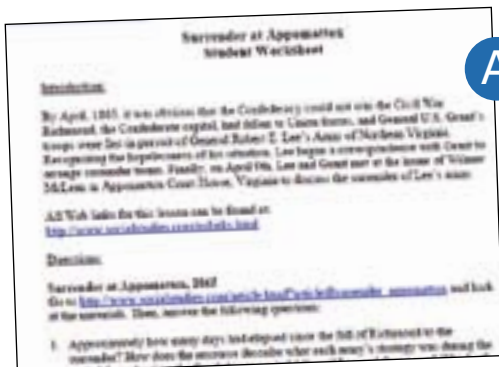


PowerPoint presentations

**Use multiple media to
increase student engagement**

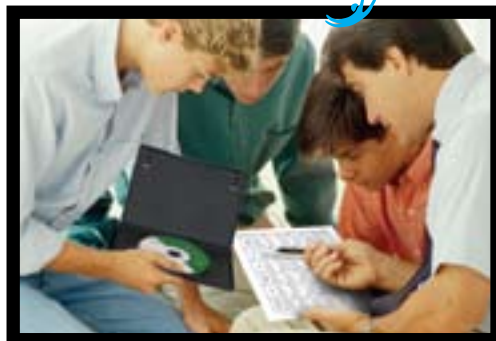


Visual primary sources



Document based activities

- Decision Making in U.S. History**
- Backwards Planning PowerPoints®**
- U.S. History Readers**
- History Unfolding**
- Analyzing Visual Primary Sources**
- Document-Based Activities**
- Debating the Documents**
- Historian's Apprentice**
- Interact Simulations**
- Digital Atlas**
- Google Earth**
- Video Clips**



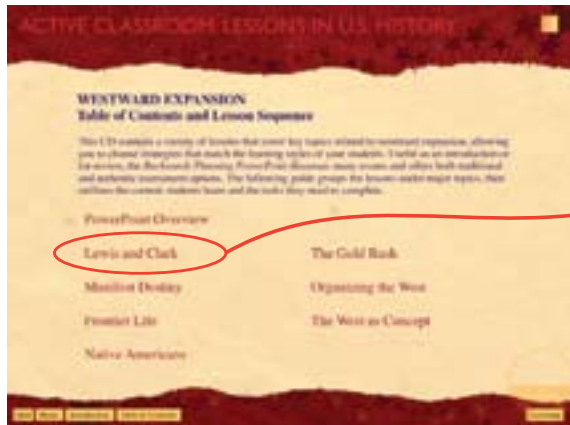
Simulations

Mapping activities



With your “digital toolkit,” hundreds of lessons are a click away

Westward Expansion main menu



Lewis and Clark detail



Set 1: Pre–20th Century

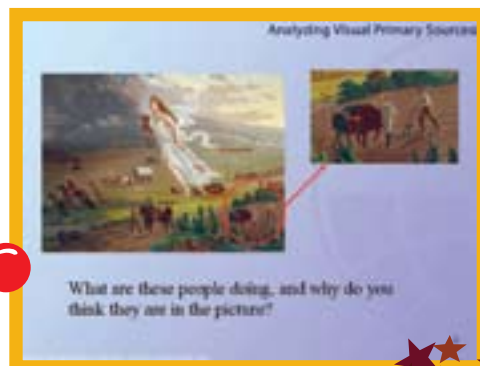
- Colonial America
- Revolutionary War
- Writing the Constitution
- New Nation
- The Jackson Era
- Sectionalism
- Slavery
- Civil War
- Reconstruction
- **Westward Expansion**
- Progressivism and the Age of Reform



The Donner Party Starts West video clip

Set 2: 20th Century

- Immigration
- Women's Suffrage
- The 1920s
- The Great Depression and New Deal
- World War II
- The 1950s
- Cold War
- Civil Rights Movement
- Vietnam War



Manifest Destiny Analyzing Visual Primary Sources



Lewis and Clark History Unfolding (featuring the ImageXaminer™)

With Active Classroom, pupils don't passively study history, they grapple with it

Contents of the Westward Expansion unit:

• Powerpoint Overview

• Lewis and Clark

- ✦ Lewis and Clark Expedition: Video clip
- ✦ The Journey of Lewis and Clark: *History Unfolding* unit
- ✦ Lewis and Clark: Document-Based Activities unit
- ✦ Lewis and Clark: Google Earth unit
- ✦ Lewis and Clark: Interact simulation

• Manifest Destiny

- ✦ America's Manifest Destiny: *U.S. History Readers* unit
- ✦ Manifest Destiny: Ideal or Justification? *History Unfolding* unit
- ✦ Manifest Destiny: Analyzing Visual Primary Sources unit
- ✦ Manifest Destiny: Document-Based Activities unit
- ✦ Manifest Destiny and Its Critics: *Historian's Apprentice* unit

• Frontier Life

- ✦ The Challenge of the Frontier: *History Unfolding* unit
- ✦ Outlaws and Other Characters: *History Unfolding* unit
- ✦ Frontier Life: Analyzing Visual Primary Sources unit
- ✦ Women on the Frontier: Document-Based Activities unit
- ✦ The Oregon Trail: Google Earth unit
- ✦ 1837: Mountain Man Rendezvous: Interact simulation
- ✦ 1870: Cattle Drive: Interact simulation
- ✦ Pioneers: Interact simulation

• Native Americans

- ✦ The Original Inhabitants: *History Unfolding* unit
- ✦ Native Americans: Analyzing Visual Primary Sources unit
- ✦ The Dawes Act and the American Indian: Interact simulation
- ✦ Betrayed: Interact simulation

• The Gold Rush

- ✦ Gold is Discovered at Sutter's Mill: Video clip
- ✦ The Donner Party Starts West: Video clip
- ✦ The California Gold Rush: Analyzing Visual Primary Sources unit
- ✦ The Gold Rush: Document-Based Activities unit

• Organizing the West

- ✦ Congress Sets Forth the Homestead: Video clip
- ✦ Dreams of Development: *History Unfolding* unit
- ✦ The Northwest Ordinance: Document-Based Activities unit
- ✦ The Transcontinental Railroad: Google Earth unit

• The West as Concept

- ✦ The Myth of the West: Analyzing Visual Primary Sources unit
- ✦ The West: Paradise or Paradise Lost? *Debating the Documents* unit
- ✦ Happy Trails: the Appeal of the Frontier: *Historian's Apprentice* unit



ImageXaminer

Magnify parts of pictures to focus analysis



Video Clips

Mini-documentaries summarize key topics



PowerPoint®

Details support "enduring understandings"



Analyzing Visual Primary Sources

Examine and interpret historic visual resources



Interact

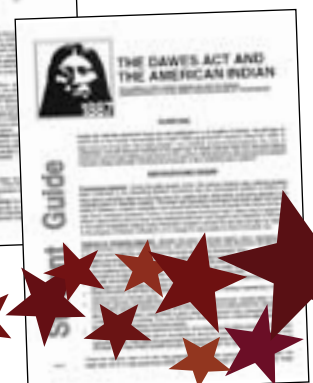
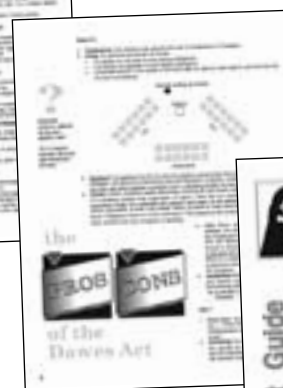
Simulations make students grapple with history



PowerPoint Overview



The Dawes Act & the American Indian Interact simulation



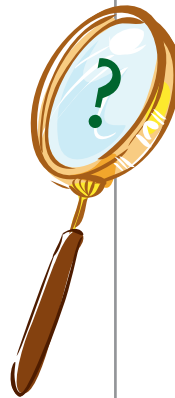
MindSparks History Programs

CHALLENGING STUDENTS TO THINK HISTORICALLY

Teaches students
how to analyze
primary and
secondary sources
and then how to
write using
evidence from
sources to
prove a point



Well-crafted worksheets and discussion questions help students gain a better understanding of history and how to ask questions like a historian. **Grades 5–12.**



Promotes:

- critical thinking
- visual literacy
- reading & writing skills
- classroom discussion
- small-group interaction
- primary source analysis

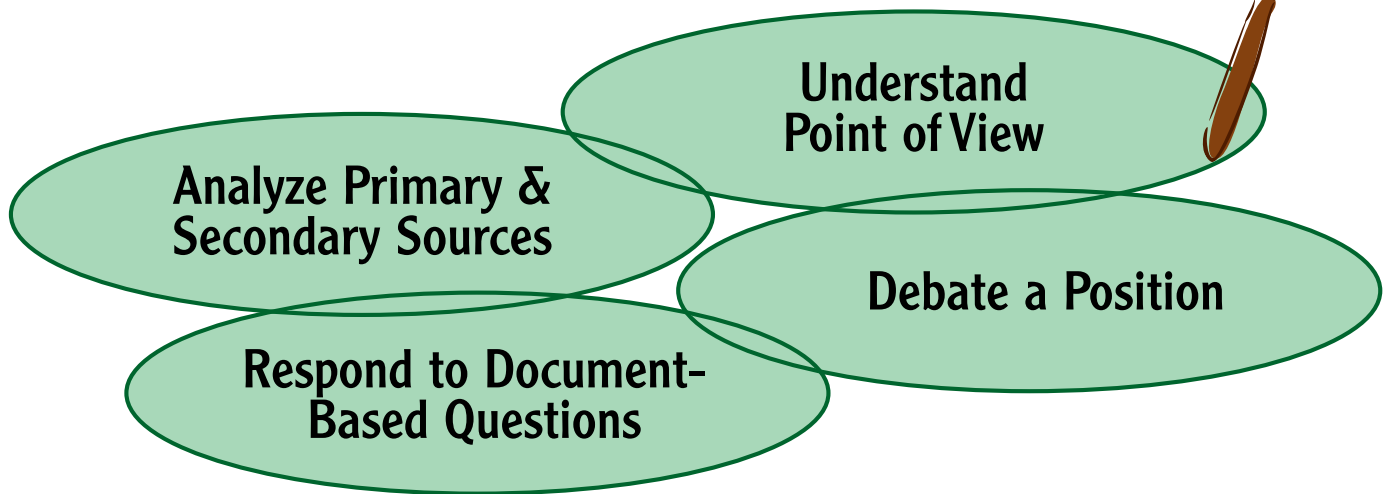
Students will learn to:

- analyze historical evidence
- answer a DBQ
- compare and contrast opposing viewpoints
- develop their own takes on historical questions.



HS850-RP1	Mindsparks World History Program: Ancient–1500 . .	\$899.00
HS851-RP1	Mindsparks World History Program: 1500–Modern . .	\$899.00
HS860-RP1	MindSparks U.S. History Program: 1600–1865	\$999.00
HS861-RP1	Mindsparks U.S. History Program: 1865–1975	\$999.00

Do your students have the skills to be critical thinkers?



74 units cover **WORLD HISTORY** from ancient to modern times, leading students to a deeper understanding of:

Ancient–1500:

- Foundations
- Civilizations Interacting

1500–Present:

- The First Global Age
- The Age of Revolution and Empire
- A Global Community and Its Perils

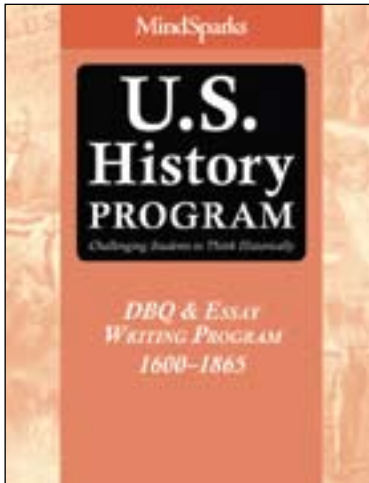
99 units cover **U.S. HISTORY** from the birth of the nation to modern times, leading students to a deeper understanding of:

**Colonial America to
Manifest Destiny:**

- Colonial America
- The Early Republic
- A Divided Nation

**Frontier to the
Civil Rights Movement:**

- The Gilded Age
- War and Reform
- Modern America



Help students interpret primary sources and answer DBQs

1

DBQ^{writing} PROGRAM

DBQ and Essay Writing Program

Students will:

- evaluate evidence
- develop a thesis
- write and link support paragraphs
- analyze visual primary sources
- outline and plan an essay
- analyze a question
- craft an introduction
- sum up and conclude

To further develop your students' skills, use these complementary programs that reinforce and expand the development of historical thinking and source evaluation.

2

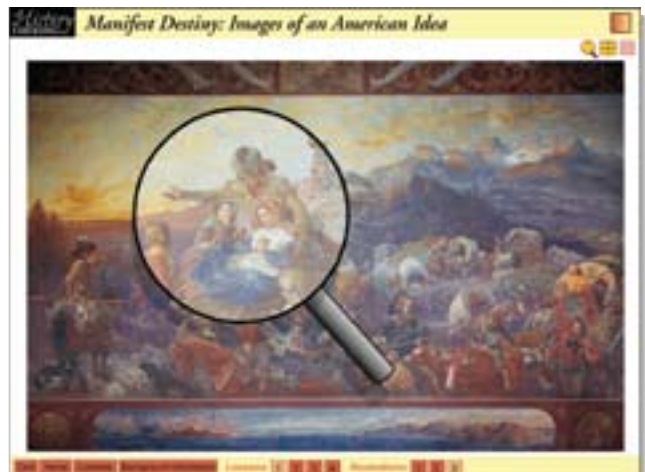
History UNFOLDING

Build **visual literacy** and stimulate **classroom discussion**

History Unfolding engages students in classwide discussions about fascinating **historic images and illustrations** as they build their visual literacy skills.



Magnifying tool allows for a closer look at any part of an image



Programs 2 & 3 utilize the
IMAGEXAMINER™



Grid tool

enlarges one section
at a time



3

Debating the DOCUMENTS

Teach students to **analyze**
both visual and **textual**
sources, then **debate** a **DBQ**

Debating the Documents units further develop students' analytical skills with **short textual passages** and **more visual primary sources**. Students read short background accounts, assess a timeline of events, then debate the merits of different primary sources to help understand points of view from a particular era.

4

The HISTORIAN'S APPRENTICE

Have students do what historians do: **weigh evidence**, **compare opposing opinions**, and **draw** their own **conclusions**



PowerPoint®

The Historian's Apprentice deepens student historical understanding by doing what historians actually do: sourcing, weighing evidence, comparing documents, and forming conclusions based not only on **primary** but also **secondary sources**.

The Material World Collection: How the World Lives & Eats

Put a face on statistics



INSPIRE
students to
reflect on
their own
place in
our global
community

Provoke students to understand their own lives by providing them with rich sources of objective comparison. The curriculum portrays similarities and differences around the world in the intimate details of **how we eat and what we possess**:

- **Material World** displays the personal belongings of families spread out in front of their homes (see next page).
- **Hungry Planet** shows the food families cumulatively eat in a week (see page 14).
- **What I Eat** brings the food element down to a single person and a single day (see page 15).

Each kit contains twelve 17" x 22" full-color posters accompanied by a curriculum guide featuring a PowerPoint® presentation. The documentaries use popular and never-before-seen photographs, rare behind-the-scenes video footage, maps, quotes from experts, and graphs. **Grades 6–12.**

Z200-RP1	COMPLETE CURRICULUM (single-user license): 36 posters, 3 curriculum guides with PowerPoint® presentations, 2 DVDs	\$399.95
Z201-RP1	COMPLETE CURRICULUM (site license)	\$599.95

About the DVDs: They have taken you around the world with their photographs and stories, now travel to Peter Menzel and Faith D'Aluisio's home to see what they eat and how they live, as they dish about the countries and people featured in their work and share their informed perspectives on:

- Sustainability
- Fast Food
- Obesity
- Globalization
- Photojournalism
- Material Culture
- Tradition & Change
- Nutrition



Discover the families

Examine their possessions



THE KUANKAEU FAMILY, THAILAND

The Thai national anthem is played everyday at 8 am and 6 pm on every village public address system and all TV and radio channels.

Country Stats Population: 64,632,000 H.D.I. Rank (out of 177): 74 Per Capita Income: \$2539	Years of Schooling (F/M): 13/13 Adult Literacy (F/M): 90.5%/94.9% Children per Woman: 1.9 Life Expectancy: 69.7 Years	Family Stats Dwelling Size: 728 sq. ft. Number in Household: 5 Most Valued Possession: Motorcycle
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San Muang Wla, Thailand

MATERIAL WORLD
A GLOBAL FAMILY PORTRAIT

From the Social Studies School Service • ©2007 Social Studies School Service • 1000 Jefferson Road, Evanston, IL 60201 • www.socialstudies.com

Compare statistics

**Find out about the
country & region**

Sample poster-based activities:

- What objects do you think this family is proudest of? How can you tell?
- Find four or five material possessions that surprise you. What do they tell you about the families and their culture?
- What can adult literacy rates tell us about the standard of living in each of these countries?
- If you were a member of this family, what two things might you do in your free time or for fun? What evidence do you see to support your answer?



THE ABOUBAKAR FAMILY, CHAD

Several hundred thousand refugees from the Darfur region of Sudan are living in dozens of camps near the border between Chad and Sudan.

Country Stats
Population: 9,944,201
Life expectancy (F/M): 48.3/46.1
National obesity rate (F/M): 1.3%/0.3%
Daily caloric intake per capita (kcal): 2154
Population living below poverty line: 80.0%

Total cost of food for one week: **\$25.60***

The Aboubakars of Darfur province, Sudan, in front of their tent in the Breidjing refugee camp in eastern Chad. They fled across the border between Sudan and Chad with thousands of their countrymen to escape attack by Sudanese militia and are now housed and fed by the United Nations and non-governmental agencies. Ojima Ishaq Souleymane, 40, holds her daughter Hana, 2; the other children are (left to right) Acha, 12, Marwan, 9, Youssouf, 8, and Abdel Karim, 16. Cooking method: wood fire.

*Total includes the market value of food rations, worth \$24.37

Breidjing, Chad

HUNGRY PLANET
WHAT THE WORLD EATS



Examine the food global families eat in a week



Each of the three curriculum guides includes:

- strategic reading activities
- critical thinking questions
- writing prompts
- poster analysis graphic organizers
- step-by-step visual analysis delivered in an easy-to-use PowerPoint format

WHAT I EAT

Around the World in 80 Diets

The Material World Collection

REVEAL the cultural, economic, and social differences hidden in a day's worth of food—and spark student discovery.

What do our daily food choices say about us?



ONE DAY'S FOOD:

PROFILE:

GENERAL AND FOOD-RELATED STATISTICS FOR CHINA

WHAT I EAT

Around the World in 80 Diets



From the Curriculum Guide...

Writing Prompt

3. What clues do you see in the posters that can be used as evidence of the national overweight rates for each country? How are these clues related to food supply? Food production? The consumer's relationship to his or her food?

Interact Elementary Library

Learn Through Experience

Interact simulations are written by teachers for teachers, and are easy to use and modify to fit the needs of students and your curriculum.

Each Interact unit includes a teacher's guide, purpose and overview, **daily lesson plans**, student materials, **time management guidelines**, and **support materials**.

You are guided through each unit so that you **feel confident** the first time and **every time you use one of our products**.

This unique library is organized by subject—science, math, language arts, history, geography, and social studies—and comes with all projects in both print and digital forms. The site license grants full reproduction rights and unlimited sharing within the licensed school. **Grades K–8**.

INT500-RP1 74 Active Learning Projects, 1 CD-ROM
Complete library includes site license \$2950.00

Includes
digital &
print form

74 Active
Learning Projects

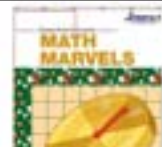
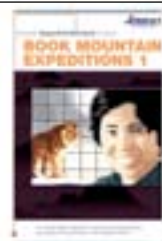
2 sticker
packs

Guide to components

8 audio
CDs

28 Maps,
charts, and posters

1 CD-ROM with all 74
Active Learning Projects
and site license



Experience...

- working as a team
- role-playing
- staging events
- creating authentic situations



Learn...

- information analysis
- how to share knowledge
- how to communicate information
- leadership responsibility



Grade Ranges

Easily adaptable to meet your specific needs, each project is appropriate for a range of grades

K-3	9
1-4	6
2-6	12
3-8	13
4-8	24
5-8	10
Total	74

Interact Elementary Library

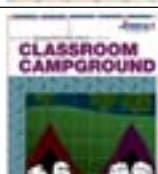
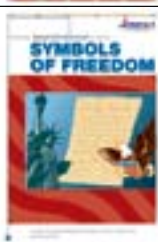
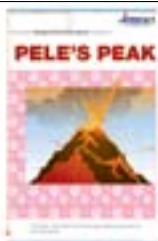
Improves student comprehension and retention

Builds reading, writing, and critical thinking skills

Promotes collaboration and 21st-century skills

Incorporates a range of multiple intelligences for differentiation

Each unit provides up to 2-5 weeks of instruction



participate connect absorb



Interact Elementary Library

The **complete 74-unit library** is also available in **subject-specific mini-libraries***:

Geography

Amigos (4–8)
Ancestor Adventure (2–4)
Canada (5–8)
Caravans (4–8)
Flight (5–8)
Internet Cruises (4–8)
Lexigram Learns State Capitals (2–5)
See the USA (4–6)
INT525-RP1 Set of 8 \$494.00

Math

A-Maze-Ing Shapes (4–8)
Algebra: Into the Unknown (1–3)
Algebra Mystery Maze (4–8)
Architects of Learning (4–8)
Capacity Converters (2–5)
Game Factory (4–7)
Hopscotch Math (2–6)
Math Marvels (2–6)
Math Quest (4–7)
Money Masters (2–6)
Tick Tock (K–3)
INT550-RP1 Set of 11 \$569.00

Life Science

Classroom Campground (2–5)
Fitness (3–6)
Insect Island (3–8)
My Backyard (K–3)
Peterson's Pond (3–8)
Taxonomy Trail (2–5)
Zoo (2–5)
INT510-RP1 Set of 7 \$389.00

Earth Science

Earth Science Contracts (2–8)
Pele's Peak (2–5)
New Atlantis (3–6)
Weather Detectives (4–6)
INT520-RP1 Set of 4 \$229.00

Physical Science

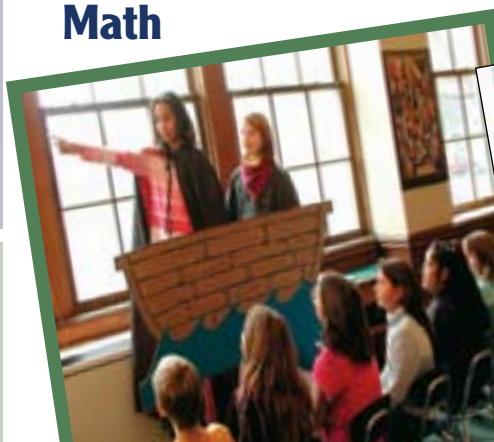
Invent (4–8)
Mars (5–8)
Mysterious Machine (2–8)
Project Polaris (2–6)
Roller Coaster (2–8)
Skateboard Science (2–8)
Space Probe (4–8)
Space Race (K–3)
INT530-RP1 Set of 8 \$489.00

Geography



Learn... facts about the states while planning travel

Math

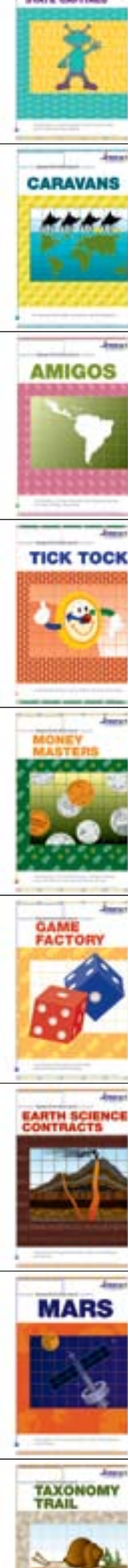


Experience... problem-solving adventures in Numberland, Sportsland, Fantasyland, and Dinosaurland

Science



Experience... using the “scientific method” to solve mysteries



Interact Elementary Library

History

Apple Valley School (2–5)
Athenian Secret (2–5)
California Missions (2–5)
Discovery (5–8)
Gold Rush (4–8)
Net Venture (3–6)
Pilgrims (2–5)
Pioneers (3–6)
Sail America (3–6)
Symbols of Freedom (2–6)

INT515-RP1 Set of 10 \$699.00

Language Arts

Book Mountain Expeditions 1 (3–5)
Book Mountain Expeditions 2 (3–5)
Enchanted Castle (1–3)
Folk Tales (3–8)
Forum (4–8)
Fundamental Steps (3–6)
Grammar Zones (3–6)
King Lexicon (3–6)
Missing Persons (4–8)
Odyssey (3–7)
Poetry 1-2-3 (4–7)
Pop-Up Books (3–9)
Rhyme Square (K–3)
Sailor of the Stars (4–8)
Spelling Wizards (3–8)

INT580-RP1 Set of 15 \$1019.00

Communities

Bones and Stones (5–9)
Classroom City (5–9)
Kid Town (K–3)
Museum (4–10)

INT590-RP1 Set of 4 \$249.00

Character

Climb High, Jack! (1–5)
Friends (1–4)
Teamwork (1–5)

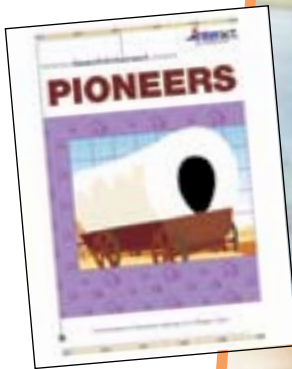
INT570-RP1 Set of 3 \$169.00

Musicals

Little Red Riding Hood (K–3)
Little Red Hen (K–3)
Three Billy Goats Gruff—
Go Calypso! (K–3)
Ugly Duckling (K–3)

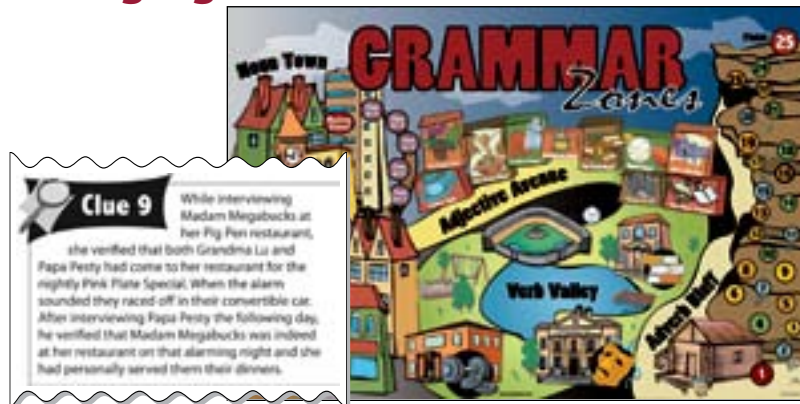
INT560-RP1 Set of 4 \$199.00

History



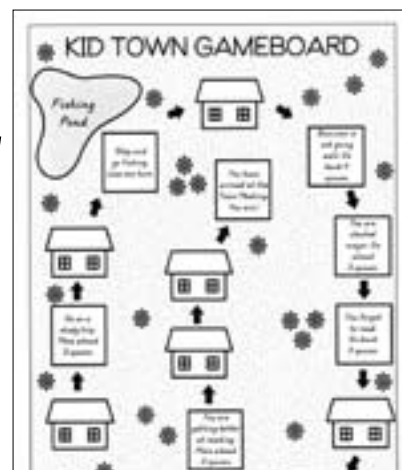
Experience... trials and decision making while traveling to Oregon

Language Arts

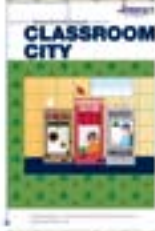
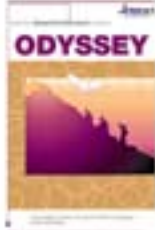
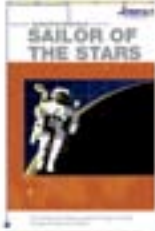
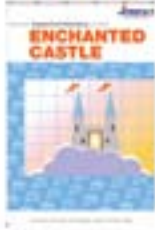


Learn... about nouns, verbs, adjectives, and adverbs through cooperative group adventures

Social Studies



Experience... creating, managing, and living in an imagined community



Storypath Libraries

“Live” It to Learn It!

**Students
create their own
“story” path to
improved literacy
and social
studies skills**

Grounded in the belief that students learn best when they are **active participants** in their own learning, these units present social studies curricula as a narrative that students help create. To demonstrate their learning as they proceed through the unit, students consider settings and characters and then **role-play and make critical decisions**. Students use portfolios to read, write, research, and complete other activities. Content slides provide focused nonfiction content and reading tips to deepen understanding of the unit’s content. The episodes can be modified to fit your classroom needs. All the digital content is complete on one DVD. Each unit also includes a reproducible teacher’s handbook. **Grades K–8.**



STP500-RP1 ELEMENTARY LIBRARY:

12 units (page 22) \$995.00

STP600-RP1 MIDDLE SCHOOL LIBRARY:

6 units (page 23) \$495.00

All titles include:

- episode planning guides
- teaching notes
- teaching masters
- student portfolio
- content slide sets
- reading tips



How Does Storypath Work?

If you **create** your own character,
you'll **remember** the journey...

The Storypath Strategy

Students **live**,
not read,
historic
stories



Students create
the characters



They create the setting:



Students work collaboratively
to creatively reproduce
historical setting details

Storypath success

Story components turn
curriculum into meaningful,
memorable experiences



Critical incidents:



Characters confront typical
problems of the time and place

The context is built
with community
details:

- Background
- Timeline
- Celebrations

- Builds reading, writing, and decision-making skills using social studies content
- Increases comprehension and retention as students create their own narratives
- The collaborative structure empowers ELL and below-grade level students
- Great for after-school programs

Protecting an Ecosystem: The Great Barrier Reef

Students design an underwater sea lab. Once they grapple with the challenges of living together, the scientists are given jobs to research the marine life. News of an oil spill causes students to reflect on the dangers of pollution and the necessity of protecting our oceans from waste. Grades K–3.

Understanding Goods and Services: Main Street

After learning about the role of businesses in the community, students develop an advertising campaign to boost business sales; decide how to fill a vacant lot; learn about problems in business communities, like loitering; and, finally, plan a celebration. Grades K–3.

The Wampanoags and the First Thanksgiving

Students build a Wampanoag community in Massachusetts to investigate their traditional life. Settlers arrive from far away and have difficulty adjusting to their new surroundings. Students learn the events that led to the Pilgrims' first Thanksgiving and how the two groups of people came together. Grades 1–3.

Families in Their Neighborhood

Students create a neighborhood with families, homes, and businesses. Problems develop when the neighborhood becomes littered and a speeding car injures a neighbor. Students will learn about civic participation and the efforts necessary to make a neighborhood safe. Grades 1–3.

Celebrating Cultural Diversity: The Parade

Students explore the cultural diversity of their community by creating a story about parades and becoming the parade planners in their story. They work together to design and plan the parade, as well as develop the characters in the parade. As planners, students learn how to overcome objections to the parade route. Grades 1–3.

Safari to Kenya: The Land and the People

As photographers on a safari to Kenya, students explore the topography and animals that are found in game reserves. A cultural misunderstanding develops. After discussing how to resolve the issue, students hold a farewell party to celebrate and reflect on their learning about Maasai culture and the Maasai Mara reserve. Grades 1–3.



Understanding the Marketplace: The Toy Company

As employees, students design toys for the international marketplace. When overseas competition escalates, they must weigh their options, such as layoffs and restructuring, to save the company. Students experience the choices companies must make. Grades 3–5.

Protecting an Ecosystem: The Rain Forest

As biologists, game wardens, and other workers on a rain forest reserve in the Amazon Basin, students learn about different aspects of the rain forest ecosystem. The plot thickens, however, when a lumber company threatens to buy the reserve and deforest the land. Grades 3–5.

Democracy in Action: Communities Make Decisions

As they create a timeline of a town's history and brochures about local businesses, students become townspeople and learn about community identity. When a new shopping mall is proposed, they learn the rights and responsibilities of citizens and become invested in the community's future. Grades 3–5.

State Studies: The Visitor's Center

Students simulate the creation of a visitor center for tourists to their state. Students discuss what a visitor center should do and decide where they would like to locate their own imaginary visitor center. Finally, they research their state's tourist attractions to design an advertising campaign and create tourism brochures. Grades 3–5.

Early Northwest Coast People

Students investigate the culture of the Northwest Coast by constructing a village, creating the families, developing the community roles, and choosing a village leader. When traders and settlers arrive, the villagers must respond to a treaty. Grades 3–5.

Understanding Your Community: The Radio Station

In their new roles as disc jockeys, program directors, and other radio station staff, students create and then broadcast a radio show. Students will reflect on how a radio station can help the community when the station accepts its Public Service Award. Grades 3–5.

**“LIVE” IT TO
LEARN IT!**

BECOME THE CHARACTER

CREATE THE SETTING

SOLVE THE PROBLEM

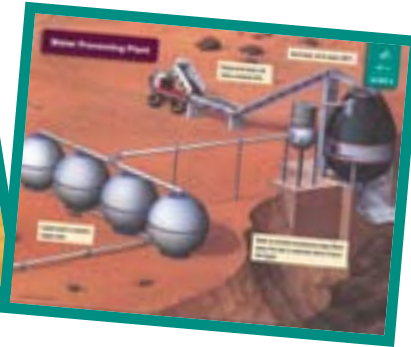


Life in Ancient Egypt: Along the River Nile

Students investigate the culture of the ancient Egyptians by creating a story about a community that lived in the Nile Valley. In a role-playing scenario, students become characters who take part in daily life, make trades in the marketplace, and call a town meeting to respond to a drought. Grades 5–8.

Exploring Culture: The Museum

Culture is the focus for this interactive unit. The teacher or class will select the cultures to be studied, for example, a Native American tribal group, another country, or another continent. Students will use the context of a museum to develop an understanding of those cultures. Grades 5–8.



Creating a Constitution: The Space Colony

Selecting a planet for colonization will require that students find information about planets in our solar system. Although space and the colonization of a planet are the focus of the episodes, the most significant experience in the unit will be the writing of the space colony constitution. Grades 5–8.

The Struggle for Independence in Colonial Boston

As colonial families, students investigate topics related to the independence movement and must decide whether to support the move toward independence or to remain loyal to England. Through the experience, they gain a greater understanding of the events and attitudes that shaped the country at its founding. Grades 5–8.



The Oregon Trail

Students form family groups and join a wagon train, which helps them build an understanding of the journey across the U.S. in the 1840s. They confront difficulties such as illness, food shortages, and broken wagons. Encounters with Indians set the scene for examining the views of the period as well as the ethical issues surrounding westward expansion. Grades 5–8.

Life in Medieval Times: The Castle

Students investigate medieval times by creating a castle and role-playing the daily lives of all the characters in it. When the people learn of an impending siege, they decide how they should respond, learning along the way about medieval economics and government. Grades 5–8.



IF YOU CREATE YOUR OWN CHARACTER, YOU'LL REMEMBER THE JOURNEY...



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