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|  | Monday (Jan. 16) | Tuesday (Jan. 17) | Wednesday (Jan. 18) | Thursday (Jan. 19) | Friday (Jan. 20) |
| ND Standard | WH 6\_12.1,2,4,6 | WH 6\_12.1,2,4,6 | WH 6\_12.1,2,4,6 | WH 6\_12.1,2,4,6 | WH 6\_12.1,2,4,6 |
| Topic |  | No School | Classroom processes | Feudal Games | The Renaissance |
| Objectives |  |  | SWBAT recall routines and practices in the classroom | SWBAT Role play living as a lord during feudal times | SWBAT Explain how the Renaissance brought back learning and art |
| Bellringer |  |  | -What does it mean to annotate?  -What does it mean to summarize? | Set goals for wheat productions  Set goals for knights | -What is the Renaissance?  -Who was Michelangelo? |
| Lesson plan | No School |  | * Students will practice annotating and summarizing articles from Newsela * Students will practice good note taking and note organization * Students will practice turning objectives into exit slips | Module 8 Lesson 1   * Hand out Mod 8 Les 1 note taking worksheet   Feudal Games   * Students begin simulation on Minecraft Education | Module 8 Lesson 1   * Go over answers from Mod 8 Les 1 notetaking worksheet * Summarize the main points of the lesson * Turn objective into exit slip * Hand out Mod 8 Les 2 note taking worksheet * Feudal Game Project |