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|  | Monday (Jan. 23) | Tuesday (Jan. 24) | Wednesday (Jan. 25) | Thursday (Jan. 26) | Friday (Jan. 27) |
| 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 | Feudal Games | The Renaissance | Italian Renaissance | Northern Renaissance | Renaissance Achievements |
| Objectives | SWBAT Role play living as a lord during feudal times | SWBAT Explain how the Renaissance brought back learning and art | SWBAT Relate the rebirth of learning to the creation of great works of art | SWBAT Compare the Italian and Northern Renaissance | SWBAT Distinguish the achievements made during the Renaissance |
| Bellringer | Set goals for wheat production  Set goals for knights | -What is the Renaissance?  -Which idea began to push back against religion? | -How did the Renaissance bring back learning?  -Based on what you read about Machiavelli, what do you think Machiavellianism means? | -How did the rebirth of learning lead to the creation of great works of art?  -Which other civilization that we’ve talked about used a movable type printing press? | -How did the Northern Renaissance compare to the older Italian Renaissance?  -How has skepticism been continued into today’s world? |
| Lesson plan | 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 | Module 8 Lesson 2   * Go over answers from Mod 8 Les 2 notetaking worksheet * Summarize the main points of the lesson * Turn objective into exit slip * Hand out Mod 8 Les 3 note taking worksheet * Feudal Game Project | Module 8 Lesson 3   * Go over answers from Mod 8 Les 3 notetaking worksheet * Summarize the main points of the lesson * Turn objective into exit slip * Hand out Mod 8 Les 4 note taking worksheet * Feudal Game Project | Module 8 Lesson 4   * Go over answers from Mod 8 Les 4 notetaking worksheet * Summarize the main points of the lesson * Turn objective into exit slip * Recap Module * Recap Feudal Game Project |