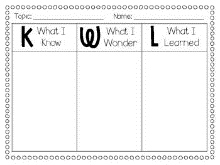
**SOCIAL STUDIES LESSON PLAN OUTLINE**

* + **TOPIC: European explores**
  + **GRADE LEVEL: 5th grade**
  + **STATE STANDARD:** **5.H.4.2 Identify key European explores and the causes and effects of their voyages**
  + **ESSENTIAL QUESTION: Who were some of the European explorers and what were their impact?**
  + **LESSON OBJECTIVE: The students should be able to identify at least 3 main European explorers and explain the impact they had.**
  + **TYPES OF ASSESSMENT USED: Verbal, quiz, group sharing**
  + **RESOURCES NEEDED FOR LESSON:**
    - **KWL chart**
    - **Pinterest activity**
    - **Laptops/iPad/chrome books**
    - **YouTube Video**
    - **Example of good projects done in past  
      ========================================================================**
* **ANTICIPATORY SET: an introduction to the lesson**

**Use KWL chart hand out and fill it out based on European explorers. This can be anything from if you already know the name of one, or if you can only think of what a explorer did. Fill it out to the best of your ability.**

* **VOCABULARY ACTIVITY: Create an activity that introduces new words in the lesson.**

<https://www.pinterest.com/pin/232287293259055305/>

**Students will play this guessing game that deals with important European Explores. The students will read the cards that give descriptions of each explorer to their partner. The partner will then guess which explorer is being described by writing down the explores name and where they explored on a piece of paper or whiteboard. This will give the students practice in writing names of explorers and where they went.**

* **PROCEDURE OF MAIN LESSON: This is the part of the lesson you teach the new concepts after introducing it in the Anticipatory set.**

**SmartBoard Activity**

* + - **Students will do this smart board activity to visually see where each explorer is coming from and where they are going. An interactive map where you can click and see what the explorer did in that area you choose. Students will have the opportunity to play with this at the front of the class during work time. This can be the start of them thinking about which explorer they want to choose for their projects.**
    - <http://exchange.smarttech.com/details.html?id=02bc5027-f8ac-40ad-83fd-5e910d7fbf6a>

**iPad or Chromebook Activity**

* + - **The students will be able to use the iPads for this portion and the game European Exploration: The Age of Discovery will already be downloaded for them to play during class and free time. This interactive educational game allows the students to live the life of a European explorer and decide where they want to go and the journey that comes along with it. This will give them more knowledge and insight over the explorer they want to choose and do their project over.**

**Writing Activity**

**The students will be given a scenario where they are to pretend that they are the explorer given on the sheet. The scenario will be something that the actual explorers could have gone through or faced. The situation that the explorer could have gone through will be given to the students. The students will them write a short story about what they would do when put into that certain situation. The students writing should be accurate to the time and they can get creative with how they handle the situation.**

**Introduce Project**

**This will be where the students will be introduced to their project. The project can be completed a couple ways which will be up to their choice. They can either do a poster board presentation, a short documentary, play, or video. They will be given a rubric that will pertain to all projects. The overall goal of this project is to research a European explorer and put together this project detailing certain parts. This could be life before expedition, life during expedition, what happened during their exploration, where did they go, and or what was their effect and influence they had on the place they explored.**

* **DESCRIPTION OF INDEPENDENT PRACTICE – DETAILED DESCRIPTION OF PROJECT**

**This is a project the students will complete for the lesson. It can be completed in class or on their own at home.**

**Students will research explorer from credible sites and get information they want to put into their project.**

**Students will submit an outline of the information they want to go into their presentation for reviewing by me.**

**Students will then begin to form their project and include details about the explorer’s life and base the focus of the project around the expedition and the influence that the explorer had on the place they explored.**

* **CLOSURE OF THE LESSON – ENDING ACTIVITY**
  + **The ending activity for this lesson will be a wrap up of what we learned and watch a video summing up European exploration.**
  + [European Exploration Wrap up](https://www.youtube.com/watch?v=iXnt150JzkM)
  + **Along with the video the students will have the option to share their project if they choose to. This will be up to the student to decide if they want to show their project to the class.**

**This is a show review or what was covered in class for a total of 3-5 minutes.**

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* **LEARNER DIVERSITY:**
  + **ELL – The ELL students can have the help of the ELL teacher or assistant to help them through anything they may need. They will also have other resources available to them such as me as the teacher, and technological assistance and resources.**
  + **Gifted – gifted students can be asked to find more credible sites that has deeper information on their explorer. This could be something like finding their information from scholarly articles or peer review journals.**
* [**ISTE STUDENT TECHNOLOGY STANDARDS**](http://www.iste.org/standards/standards-for-students)**:  
  Check the ones that apply to your lesson plan.  
  Empowered Learner Digital citizen Knowledge Constructor**

**Innovative Designer Computational Thinker Creative Communicator**

**Global Collaborator**