Primary School Curriculum

Social Studies (SS) Primary 4 2011

(revised to include June 2012 Performance Standards updates)

MINISTRY OF EDUCATION

Bermuda 2011



SOCIAL STUDIES PHILOSOPHY

In social studies, content knowledge is used to foster positive attitudes, including a focus on democratic government, the dignity and worth of the individual and the equality of opportunity. The overall mission is to prepare students for productive, responsible citizenship. This is achieved through the integration of knowledge, attitudes and skills from the social sciences into a comprehensive instructional sequence. Particular attention is given to the contributions of all cultures in Bermuda, regardless of gender, race, ethnic or other cultural backgrounds. Specific social studies skills, including map and globe, research, problem solving and interpersonal skills, are introduced and reinforced throughout the curriculum. In Bermuda, it is vital that our students develop a true appreciation for their island home and for the world in which they live.

SOCIAL STUDIES

CELEBRATE
DIVERSITY, REDUCE
DISCRIMINATION
AND DEMONSTRATE
RESPONSIBILITY

NSIBILITY APPLY SOC STUDIES

APPLY SOCIAL CHANGE
STUDIES OVER
SKILLS TIME

GOAL 1

ADVOCATE FOR AND

GAIN AN

APPRECIATION OF

BERMUDA

GOAL 2

GLOBAL

AWARENESS

GOAL 3

GOAL 4

GOAL 5

INTERPRET

AND

PREDICT

CONTENT AREAS

- TIME, CONTINUITY AND CHANGE
- PEOPLE, PLACES AND ENVIRONMENTS
- INDIVIDUAL DEVELOPMENT AND IDENTITY
- CULTURE
- INDIVIDUAL GROUPS AND INSTITUTIONS
- PRODUCTION, DISTRIBUTION AND CONSUMPTION
- POWER, AUTHORITY AND GOVERNANCE
- SCIENCE, TECHNOLOGY AND SOCIETY
- GLOBAL CONNECTIONS
- CIVIC IDEAS AND PRACTICE

Department of Education Bermuda 2007



SOCIAL STUDIES GOALS AND SUBGOALS

<u>GOAL 1</u> <u>ADVOCATE FOR AND GAIN AN APPRECIATION OF BERMUDA</u>

STUDENTS WILL ADVOCATE FOR AND GAIN AN APPRECIATION OF BERMUDA.

- **Subgoal 1.1** Discriminate among cultures, religions, beliefs, attitudes and lifestyles in Bermuda.
- **Subgoal 1.2** Develop a positive self concept.
- **Subgoal 1.3** Evaluate the relationship between land formation, climate, vegetation, land use and natural resources in Bermuda.
- **Subgoal 1.4** Discriminate among different groups and institutions within Bermuda.
- **Subgoal 1.5** Evaluate the economic impact of transportation, production, distribution and consumption within Bermuda.

GOAL 2 DEVELOP GLOBAL AWARENESS

STUDENTS WILL DEVELOP GLOBAL AWARENESS.

- **Subgoal 2.1** Discriminate among cultures, religions, beliefs, attitudes and lifestyles in the global context.
- **Subgoal 2.2** Evaluate relationships and interactions between countries.
- **Subgoal 2.3** Evaluate differing land forms, climates, vegetations and land use.
- **Subgoal 2.4** Analyse interactions among environment, economy, natural resources and people.
- **Subgoal 2.5** Analyse the organization of different international groups and institutions.
- **Subgoal 2.6** Evaluate modes of transportation, production, distribution and consumption.

GOAL 3 CELEBRATE DIVERSITY, REDUCE DISCRIMINATION AND DEMONSTRATING RESPONSIBILITY

STUDENTS WILL CELEBRATE DIVERSITY, REDUCE DISCRIMINATION AND DEMONSTRATE RESPONSIBILITY.

- **Subgoal 3.1** Appreciate basic human rights and their importance to freedom.
- **Subgoal 3.2** Justify the importance of citizens acting responsibly.
- **Subgoal 3.3** Accept responsibility for the protection of the environment.
- **Subgoal 3.4** Evaluate the contribution of individuals, groups and institutions to the progress of society.

GOAL 4 APPLY SOCIAL STUDIES SKILLS

STUDENTS WILL APPLY SOCIAL STUDIES SKILLS.

- **Subgoal 4.1** Integrate a variety of skills necessary in acquiring information.
- **Subgoal 4.2** Evaluate a variety of methods for organizing, manipulating, creating and utilizing information.
- **Subgoal 4.3** Advocate for consistency in positive interpersonal relationships and active social participation.

GOAL 5 INTERPRET AND PREDICT CHANGE OVER TIME

STUDENTS WILL INTERPRET AND PREDICT CHANGE OVER TIME.

- **Subgoal 5.1** Analyse the growth and development of cultures, religions, beliefs, attitudes and lifestyles.
- **Subgoal 5.2** Demonstrate how relationships are managed and changed.
- **Subgoal 5.3** Evaluate how and why people adapt to change.
- **Subgoal 5.4** Interpret data to make informed suggestions on environmental management.
- **Subgoal 5.5** Analyse the effects of processes and systems on people and the environment.

Integrating Computer Applications in Social Studies

Word Processing (Microsoft Word)

Students can use the word processor to create, edit, proofread and print text documents. The word processor can be used for any writing activity and the features facilitate the writing process. For social studies, students can create writing samples demonstrating a number of genres: journals, poems, stories, reports, letters, plays and construct answers related to social studies content. Use charts to organize and classify information.

Desktop Publishing (Microsoft Publisher, PrintShop)

Desktop Publishing software allows the creation of newsletters, posters, books, brochures with flexible layouts. Templates make the creation of attractive publications easy with professional looking results. Students can explore the power of print media by using desktop publishing strategies to communicate social studies ideas and concepts.

Spreadsheets (Excel)

Spreadsheets are a series of rows and columns that are used to store data in the form of words and values. With spreadsheet software, you can manipulate (sort, perform arithmetic functions, etc) and display the data as charts and graphs. These visual representations make it easier for students to interpret data.

Presentation Tools (PowerPoint, KidPix)

Presentation software lets you create onscreen presentations consisting of a series of slides. It can also be used to present stand-alone presentations that teach, report or entertain. The applications are endless. PowerPoint and KidPix incorporate text, graphics, animation, sound and video, making them versatile communication tools. Students enjoy using PowerPoint because they can easily create sophisticated and fun social studies presentations.

Paint/Draw Software (KidPix, Microsoft Paint)

Students can use drawing and painting software to create original artwork and illustrations for stories, maps or diagrams to explain a process or system. Most drawing programs simulate many of the tools found on an artist's table: paint, brushes, markers, spray guns, stamps. KidPix features sound, animated objects and text to create simple slide shows. Microsoft Paint is a basic paint application that is a good starter tool.

Internet (Internet Explorer)

Use the Internet for research or to visit interactive sites built around a particular social studies topic or theme. Locate appropriate sites with the phrase "for kids" included in the search criteria. Preview all sites in advance as addresses change.

Contributed by Patricia Callender, Education Officer for IT Integration

SOCIAL STUDIES AND ENGLISH LANGUAGE ARTS (CIE) INTEGRATION

Best practice supports integrating the teaching of disciplines whenever possible. I have chosen many of the English objectives that can be used when you are creating your learning activities for the Bermuda Social Studies curriculum at your year level.

P4	P4	P4
Phonics, Spelling & Vocabulary	Reading	Writing
 Seek alternatives for overused words and expressions. Use more powerful verbs, e.g. rushed' instead of 'went'. Explore degrees of intensity in adjectives, e.g. cold, tepid, warm, hot. Apply phonic/spelling, graphic, grammatical and contextual knowledge in reading unfamiliar words. Match spelling to meaning when words sound the same (homophones). Check and correct spellings and identify words that need to be learned. Build words from other words with similar meanings. 	 Investigate how settings and characters are built up from details. Understand the main stages in a story from introduction to resolution. Explore narrative order and the focus on significant events. Understand how expressive and descriptive language creates mood. Explore implicit as well as explicit meanings within the text. Read and perform play scripts, exploring how scenes are built up. Identify different types of nonfiction text and their features. Read newspaper reports and consider how they engage the reader. Distinguish between 'fact' and 'opinion' in print and ICT sources. Understand how points are ordered to make a coherent argument. Investigate how persuasive writing is used to convince a reader. Note key words and phrases to identify the main points in a passage. Understand how paragraphs and chapters are used to organise ideas. Recognise meaning in figurative language. Investigate past, present and future tenses of verbs. Identify adverbs and their impact on meaning. Use connectives to structure an argument (e.g. if, although). Use knowledge of punctuation and grammar to read with fluency, understanding and expression. Investigate the grammar of different sentences: statements, questions and orders. Extend the range of reading. Retell or paraphrase events from the text in response to questions. 	 Explore different ways of planning stories, and write longer stories from plans. Explore alternative openings and endings for stories. Write character profiles, using detail to capture the reader's imagination. Write newspaper-style reports, instructions and non-chronological reports. Collect and present information from non-fiction texts. Present an explanation or a point of view in ordered points, e.g. in a letter. Explore the layout and presentation of writing, to fit its purpose. Make short notes from a text and use these to aid writing. Summarise a sentence or a paragraph in a limited number of words. Re-read own writing to check punctuation and grammatical sense. Elaborate on basic information with some detail. Begin to adopt a viewpoint as a writer, expressing opinions about characters or places. Begin to use paragraphs more consistently to organise and sequence ideas. Show awareness of the reader by adopting an appropriate style or viewpoint.

P4

Speaking and Listening

- Vary the use of vocabulary and level of detail according to purpose.
- Listen carefully in discussion, contributing relevant comments and questions.
- Understand the gist of an account or the significant points.
- Deal politely with opposing points of view.
- Adapt the pace and loudness of speaking when performing or reading aloud.
- Organise ideas in a longer speaking turn to help the listener.
- Adapt speech and gesture to create a character in drama.

Working with Bloom's Taxonomy in Mind

	Working with Bloom's Taxonomy in Mind								
Level	Definition	Teacher	Student					Student Products	
	Of Level	Roles	Roles Verbs						
S C y r n e t a h t e e s i	Putting together constituent elements, or parts, to form a whole requiring original, creative thinking.	reflects, extends, analyzes, evaluates	discusses, generalizes, relates, compares, contrasts, abstracts, actively participates	compose assemble manage pretend arrange organize generalize compile forecast modify combine	systematize propose construct hypothesize prepare develop originate generate predict formulate reorganize	set up design blend create produce revise predict concoct infer suppose improve	act role play devise collect invent write plan show imagine	story design blueprint solution new game multi-media production pantomime newspaper advertisement radio event	plan song video poem formula machine goal play cartoon invention painting collage
E v a l u a t i o n	Judging the values of ideas, materials & methods by developing & applying standards & criteria.	clarifies, accepts, harmonizes, guides, referees	Judges, disputes, develops, actively participates	validate predict assess defend prioritize tell why evaluate debate justify	compare measure choose conclude deduce recommend discriminate use criteria determine	appraise value probe argue decide estimate criticize select support	judge rate score revise infer rank award reject	investigation opinion survey debate conclusion editorial car- toon recommend- dation evaluation judgment	critique verdict report editorial scale review panel rubric
A n a l y s i s	Breaking information down into its constituent elements.	probes guides evaluates acts as a re- source questions organizes dissects	discusses, uncovers, lists, actively participates	question research appraise inspect examine probe separate inquire arrange calculate	distinguish experiment Sequence interpret compare inventory scrutinize discriminate differentiate investigate	test analyze diagram contrast dissect categorize point out classify organize discover	group order sort solve survey relate deduce sift detect	diagram investigation graph conclusion category questionnaire illustration inventory spreadsheet checklist	chart outline list plan summary survey database mobile abstract report
A t P i P o I n i c	Using methods, concepts, principles, and theories in new situations.	shows facilitates observes evaluates organizes questions	solves problems, demonstrat es use of knowledge, constructs, actively participates	teach exhibit illustrate calculate sketch interpret prepare make practice	experiment manipulate interview paint change translate produce compute demonstrate	employ schedule collect record dramatize construct sequence list	use show solve relate operate apply adapt	prediction demonstration photograph illustration simulation sculpture experiment interview performance presentation	puzzle drawing report diorama poster diagram lesson model journal map
C s O i m o p n r e h e	Understand- ing of information given.	listens, questions, compares, contrasts, examines, demon- strates	explains, translates, demon- strates, interprets, actively participates	restate locate retell research convert annotate explain	give examples expand upon recognize account for summarize paraphrase	express discuss identify calculate describe report outline	give main idea list tell review observe	quiz definition Fact worksheet reproduction scrapbook	label list test workbook diary
K I n e o d w g e	Recall or recognition of specific information.	directs, tells, shows, examines, questions, evaluates	responds, absorbs, remembers recognizes, memorizes, passive, recipient	define name record match select cite	underline distinguish memorize reproduce give examples	recite choose describe list relate show	group quote repeat label recall sort	fact worksheet workbook reproduction label	list test quiz

Adapted from: Teaching and Learning Through Multiple Intelligences, by Linda Campbell, et al.,1992. Rubrics for Elementary Assessment © Nancy Osborne.

Multiple Intelligences: Learning Strategies and Activities

- Write journals - Use charbing sheets show or radio program shout sheets a slide sheets show or s	Ι	Multiple Intelligences: Learning Strategies and Activities					
- Write journals - Keep learning - Create - Make yove - games & - Demonstrate - portfolio - Do word - Polan - Create - Polan - Create - Make word web - Construct - Sing a rap or a - Oreate rhythmic - Operor or Corleate yor or - Do an art - Profect vorded and word web - Sing a rap or a - Do an art - Profect vorded word web - Do an art - Profect vorded and word web - Sing a rap or a - Do an art - Profect vorded word web - Do an art - Profect vorded and word word web - Do an art - Profect vorded and word web - Sing a rap or a - Oreate a slide - Sing a rap or a - Sing a r	Linguistic	Logical	Kinestheti	Visual/Spatia	Musical	Interperson	Intrapersona
Keep learning Sheets Makeksolve - Make word web - Create a fill with the word web - Make w			С	1		· -	i i
Keep learning Sheets Makeksolve - Make word web - Create a fill with the word web - Make w	- Write journals	- Use scoring	- Create	-Make analyze	- Write lyrics &	-Do peer	-Engage in self-
Create portfolio Demonstrate professing Demonstrate processing Ouzoles Outline Outli		sheets	exhibits	charts/graphs	compose music	review,	
portfolio	logs	- Make/solve	-	-Make word web	-Use music to aid	deciding	activities
- Do at imeline outline outlin	- Create	games &	Demonstrate	-Make Venn	memory	criteria	-Use reflective
roctessing outline — Plan or P	portfolio	puzzles	a process	diagrams	-Create rhythmic	together	journals to
- Write newspaper strategically articles strategiscally articles (accussions and the strategiscally articles) articles (accussions & debates into discussions & debates (accussions & debates (accussions)) and the fill of the fill	- Do word	- Write an	- Use	-Do a timeline	patterns	-Work in	track
newspaper articles articles articles articles articles - Translate into - Role play - Floragage in discussions & debates - Rehates & Back debates - Rehates & Back debates - Write poems, myths, legends, short plays - Design & Conduct an conveil to Design & Conduct and play or novel to Design & Conduct and play or novel to Make a deal as strategy discussion on Make a deal as strategy and the strategy discussion on Make a deal as strategy and the strategy discussion on Make a deal as strategy and the strategy discussion on Make a deal as strategy and the strategy discussion on Make a deal as strategy and the strategy discussion on Make a - Invent a calendar presentation - Interpret - Write an about Create a talk show or a radio program - Write an abooklet, or dictionary - Write an accomplishment s Local and a a computer program project Create a falk and	processing	outline	manipulatives	-Construct	-Sing a rap or a	collaborative	learning
articles Engage in dicoussions & debates -Translate Engage in discussions & debates -Translate -Tra	- Write	- Plan	- Create a	models	song	groups	-Devise
- Engage in discussions & debates & debates & mathematica later of the poems, with the poems, legends, short play or novel to	newspaper	strategically	simulation	-Develop a	that explains	-Do peer or	personal goals
discussions & debates - Tell stories 1	articles	- Translate	- Role play	photographic	-Determine	cross-age	-Describe own
& debates mathematica Movement - Make a collage - Give project - Give project project utimelines - Create a slide - Give project utimelines - Do an art project gadenges - Give project utimelines - Do an ant project - Give conduct an and ance and ance and phay or conduct an and ance conduct an and ance and play or conduct an and ance and play or movel to - Do an an interview and play or conduct an and and project to inductive or deductive reasoning and play or conduct an and play or conduct an and and play or conduct an and ance and play or project and play or conduct an and ance and play or project and play or conduct an and ance and play or program and provided and project and play or projec	- Engage in	into	- Engage in	essay	rhythmical	Tutoring	learning style
- Tell stories Verife poems, myths, Do a play perform plays Do a play Pantomime Pant	discussions		creative	-Make a map	patterns	-Use	-Organize own
- Write poems, myths, legends, short timelines plays - Design & conduct an play or Experiment novel to Make a lacada class discussion on game presentation - Interpret - Create a talk show or radio program e winterlenge or dictionary - Write an about computer reviewing project - Virte an albout showletter, or dictionary reviewing project - Categorize reviewing project - Do an interview - Joes rinder of a letter letter letter letter eletter letter eletter letter lett	& debates	mathematica	Movement	-Make a collage	-Give	leadership	portfolio &
myths, legends, short plays - Design & - Design & - Choreograph plays or nowled to Make a lacas discussion on Make a - Create a falk show or a diprogram - Write an instruction - Create a abook t owswife or adiproject - Create a booklet, or write an or stroy project - Create a booklet, or summer project - Create a booklet, facts & computer reviewing project - Categorize facts & Do no and tage - Do and the more of the	- Tell stories	1	- Rehearse &	-Do an art	presentations	skills	write or
legends, short plays - Design & -	- Write poems,	formulas	perform	project	using musical	-Create &	fill out learning
Plays - Design & conduct an play or Conduct an play or Experiment novel to Make a Lead a class discussion on game presentation - Create a talk show or radio program - Write an instruction - Create a booklet, newsletter, or dictionary reviewing project - Categorize facts & computer reviewing project - Categorize facts & computer sorting and project - Do an interview - Design a poster, bullet or additional product of Create and letter wind an interview - Write or e-mail a letter ended with the condition of the product of Describe inductive or deductive meable in condition and pay or construct a data or product of Describe in ductive or deductive meable in condition and pay or construct a late or card game and interview - Use elect & use - Select & use	myths,	- Do	a play	-Create a slide		implement	summary
Relate a short play or novel to Lead a class discussion on - Give	legends, short	timelines	- Pantomime	show,	accompaniment	group rules	-Manage self-
Play or novel to	plays	- Design &	-		-Explain how two	-Conduct a	directed
novel to Nake a strategy spame theatre class discussion on spame theatre spame theatre presentation - Create a talk show or radio program - Write an instruction booklet, story or Write essay reviewing project - Categorize or Write as all information - Create a binformation accomplishment s linformation - Invent slogans - Make an audio tape - Describe - Do an interview - Write or e-mail a a letter of the deductive reasoning - Select & use inductive or	- Relate a short	conduct an	Choreograph	advertisement	songs are the	class	Projects
-Lead a class discussion on	play or	Experiment	a dance	or		Meeting	-Describe
discussion on game	novel to	- Make a	- Put on a skit		different	-Identify &	personal
- Make a calendar game strip or mural comic game or posticipate in a group cressing for posticipate in a group construct a calendar or radio program e with earn instruction booklet, story program project — Cates a technology project — Categorize in flormation - Invent slogans — Set up a lab lab eletter — Do an interview — Write or e-mail a letter — Write or e-mail a letter — Write or e-mail a letter — Given a calendar game — Invent a game — Invent a strip or mural — Visualize — Select & use — Sel	- Lead a class	strategy		-Design a poster,	-Present a short	assume a	Qualities
- Give presentation - Interpret - Make task or puzzle - Create a talk show or radio program - Write an instruction - Create a booklet, newsletter, or dictionary - Write a project - Categorize facts & Olympic style events - Innernt slogans - Set up a lab project - Do an interview - Describe - Do an interview - Write or e-mail a letter - Cated a talk of data or puzzle or participate in callendard a field or opuzzle or construct a data or puzzle or puzzle or cards data or puzzle or cards data or puzzle or cards demonstration it instrument & Scavenger hunt a group - Use sendfictor resolution - Jescribe - Create a musical game - Create a musical game - Collect & peer - Use self-or demonstration or create a musical game - Collect & peer - Use self-or drawings - Invent a board or card game - Illustrate, draw, paint, sketch or sculpt - Select & use technology - Create music - Create music - Set up a lab project - Do an interview - Write or e-mail a - Use inductive or deductive reasoning - Select & use -	discussion on	game	theatre	bulletin board,	class	role	-Explain
reviewing project - Cates a complishment s information - Invert slogans - Describe - Do an interview - Write or a cate a talk show or - Take part select & use letter - Cate ta talk show or or puzzle cards at talk show or radio program - Create a talk show or radio program - Create a about construct a instruction - Build or construct a instruction booklet, or dictionary - Write a story - Plan & attend a field drawings - Colour code a process songs - Octour code a process songs - Invent a board or participate in or post style events s scavenger hunt service wind interview - Do an interview - Write or deductive reasoning - Select & use Select & us		- Make a	- Invent a	comic	musical	-Organize or	personal
- Create a talk show or radio program Hypothesize about construct a about construct a booklet, newsletter, or dictionary - Write assay reviewing project - Invent slogans - Invent slogans - Select & use letter - Write or adductive or deductive resoning g-Select & use letter - Write or radio program about construct a about construct a about construct a demonstration it chemonstrate it demonstrate it demonstration - Create a musical group architectural device and prozest strategies personal -Create a musical group architectural drawings - Collect & peer - Use self-ology collect & peer - Use self-ology - Use self-ology and prozest it to a song differences studying learning proprose in studying learning or card game - Play instruments - Use technology to a song - Play instruments - Use technology and instrutive or demonstration it demonstrate it admonstrate it demonstrate demonstration - Create a musical group personal -Create a musical group personal -Collect & peer - Use self-ology - Use internet it to a song differences studying - Explain or - Explain or - Explain intuitive or demonstrate it deavoing - Collect & peer - Use self-ology - Explain or - Explain or - Explain intuitive or deavoing - Play instruments - Use technology - Play instruments - Discuss - Receive regional, feedback - Write an avoid discuss global issues - Use internet to discuss	- Give	calendar	•	strip or mural	-Make an	participate in	Philosophies
show or radio program	presentation	- Interpret		-Visualize	instrument	a group	-Use emotional
radio program - Write an instruction - Create a booklet, newsletter, or dictionary - Write essay reviewing project - Categorize facts & information - Invent slogans - Make an audio tape - Describe - Do an interview - Write or - Describe - Do an interview - Write or - Write or - Describe - Do an interview - Write or - Write or - Describe - Do an interview - Write or - Write or - Categoning - Devise - Describe - Do an interview - Write or - Describe - Do an interview - Write or - Select & use - Sel	- Create a talk	data	-	-Create a	& demonstrate	-Use conflict	Processing
- Write an about construct a instruction booklet, newsletter, or dictionary - Write essay reviewing project - Invent slogans - Invent slogans - Set up a lab - Dos an interview - Write or e-mail a letter inductive reasoning - Select & use - Se		-		demonstration	it	resolution	-Describe
instruction booklet, newsletter, or dictionary - Write a say reviewing project - Categorize facts & information - Devise a - Invent slogans - Make an audio tape - Do an interview - Write or e-mail a letter Geductive reasoning - Select & use S	radio program	Hypothesize		-Develop	-Create a musical		•
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newsletter, or dictionary - Write a ssay reviewing project - Categorize facts & Olympic style events - Invent slogans - Select & use letter or of a symmetry - Waite or e-mail a letter - Write or dictionary - Write a say computer program project - Categorize facts & Olympic style events - Do an interview - Write or e-mail a letter - Write a facts & Olympic style events - Do an interview - Write or e-mail a letter - Write a nate of a field Trip attend a field Trip attendancy - Invent a board or card game - Illustrate, draw, paint, sketch or sculpt to Accommodate learning purpose in studying -Be a mentor or intuitive to a song - Play instruments - Be a mentor or intuitive to a sculpt to Create music - Discuss - Receive regional, present global or - Write an ew ending learning purpose in studying -Be a mentor or intuitive to a song - Play instruments - Be a mentor or intuitive to a sculpt to Create music - Discuss - Receive regional, present global or cultural issues - Write an ew ending to a song - Play instruments - Be a mentor or intuitive to a song - Play instruments - Be a mentor or intuitive to a song - Play instruments - Be a mentor or intuitive to a song - Play instruments - Be a mentor or intuitive to a song - Play instruments - Be a mentor or create music - Discuss regional, present global or - Write an ending to a song - Play instruments - Be a mentor or create music - Discuss regional, present global or - Write an ending to a song differences studying - Be a mentor or create music - Discuss regional, present global or - Write an ending to a song differences - Explain or a sudying - Be a mentor or a sudying - Be a mentor or a sudyi		- Create a		•	-Collect &	'	
or dictionary - Write a computer - Write essay reviewing project - Categorize facts & - Olympic style events - Invent slogans - Make an audio tape - Do an interview - Write or e-mail a - Write a - Create &/or participate in - Olympic style events - Devise a - Scavenger hunt - Describe - Trip - Create &/or participate in - Categorize facts & - Olympic style events - Select & use - Select & use - Scavenger hunt - Describe - Trip - Create &/or participate in - Categorize facts & - Olympic style events - Select & use -	,	•		-Colour code a	present	mediation	
- Write essay reviewing project projec	newsletter,			•	-	-	•
reviewing program project	·						
project - Categorize facts & Olympic style events s information - Devise a - Select & use technology - Play instruments - Be a mentor or sculpt to Mentee Hunches - Select & use create music - Discuss - Receive feedback present global or the symmetry of Design a letter of deductive reasoning - Select & use - Select & use of deductive reasoning - Select & use of deductive reasoning - Select & use of deductive reasoning - Select & use of style events style events style events style events style events scavenger to point, sketch or sculpt to Mentee Hunches - Create music create music - Discuss regional, global or cultural music using a theme issues - Maintain log of personal reflections reflections	· •		-		ending	_	
facts & Olympic style events sulpt solution of information - Devise a scavenger - Invent slogans - Set up a lab project tape - Do an interview - Write or e-mail a letter - Select & use inductive or deductive reasoning - Select & use information - Devise a style events style events style events sculpt - Select & use create music - Collect & present music using a technology - Select & use technology - Select & use technology - Collect & present music using a them interview - Design a product odiscuss global issues - Maintain log or discuss global issues - Maintain log or music using a them inductive or deductive reasoning - Select & use - Select	_		l . '	_	_		
accomplishment s information - Devise a sculpt - Select & use - Devise a scavenger - Invent slogans - Set up a lab tape - Describe - Describe - Design a interview - Write or e-mail a letter - Use letter - Select & use information - Devise a scavenger technology - Select & use technology - Select & use technology - Select & use technology - Collect & regional, feedback present global or cultural music using a theme issues - Maintain log or presonal reflections - Use inductive or deductive reasoning - Select & use - Select & use technology - Select & use techn	project			, ,	·		-
s information - Devise a scavenger - Invent slogans - Set up a lab project hunt tape - Describe - Design a interview - Write or e-mail a letter inductive or deductive reasoning - Select & use technology - Collect & present global or cultural music using a theme issues - Maintain log or personal reflections - Write an - Design a product - Take part to discuss global issues - With the me inductive or deductive reasoning - Select & use -		facts &		• •			
- Invent slogans - Make an audio project tape - Describe - Do an interview - Write or e-mail a letter - Use letter - Lose inductive or deductive reasoning - Set up a lab project hunt - Sculpt hunt - Design a product - Take part a letter - Select & use - Collect & present music using a then music using a them - Use issues - Maintain log o personal reflections	•		-	•			
- Make an audio project hunt tape - Describe - Sculpt - Do an the symmetry - Write or e-mail a letter letter - Make an audio project hunt - Describe - Sculpt - Describe - Sculpt - Describe - Sculpt - Design a music using a theme lissues - Use internet to personal reflections - Use we have a mechanical device reasoning - Select & use							
tape - Describe the - Design a the symmetry of Take part a letter inductive or deductive reasoning - Select & use - Sele	_	·	_	technology		-	
- Do an interview symmetry of Take part a letter inductive or deductive reasoning - Select & use - Design a product theme issues - Maintain log or personal to to personal reflections - Maintain log or personal to discuss global issues - Maintain log or personal reflections - Maintain log		' '				_	
interview symmetry of Take part a - Use inductive or deductive reasoning reasoning - Select & use - Select & use - Take use - Take part to reflections - Use inductive personal reflections - Use internet to discuss global issues reflections - Use internet to discuss global issues reflections	•						
- Write or e-mail of Take part a letter of inductive or deductive reasoning reasoning - Select & use of Take part to discuss global issues reflections of reflections of to discuss global issues reflections			_		tneme		_
a - Use &/or put discuss global issues letter inductive or deductive mechanical reasoning device -Select & use - Select & use			· .				•
letter inductive or together a deductive mechanical reasoning device -Select & use global issues							reflections
deductive mechanical reasoning device -Select & use - Select & use			·				
reasoning device -Select & use - Select & use	letter		_			giodal issues	
-Select & use - Select & use							
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Adapted from: Teaching and Learning Through Multiple Intelligences, by Linda Campbell, et al.,1992. Rubrics for Elementary Assessment © Nancy Osborne.

PRIMARY SCHOOL PHASE B OVERVIEW

Subject Title: Social Studies Subject Code: P4 SS

Time Allotted: 150 min/wk

RATIONALE

The Bermuda pre/primary school social studies curriculum will prepare students to become productive and contributive members of an interdependent global community through the integration of knowledge, skills, attitudes and values. It will foster the development of responsible citizenship and cultural understanding.

Students will:

- Gain an understanding of Bermuda as a unique community.
- Appreciate the cultural diversity that exists within Bermuda.
- Recognize the interdependent relationship Bermuda has with the global community.

To achieve these aims, students will be involved in experiential, interactive learning, involving a variety of sources and embracing multiple activities, which accommodate all learning styles.

PRIMARY FOUR (P4) REQUIREMENTS

Note: The teacher is not restricted to using the standards only where indicated in the curriculum.

The requirements for this level are as follows:

Performance Assessment After dinner conversations, historical interviews, decision-making, playing with scale, role playing, etc.	25%
Product Assessment Personalising events, surveys, one-page plays, historical fiction, time lines, poetry & song writing, posters, what happens next, rewrite a scene or chapter from the point of view of a specific character, stories that address problems & issues, persuasive writing, flow charts, models, mapping, collages, computer generated products, etc.	45%
Written Assessment Tests on a portion of the curriculum: selected, constructed & extended responses including essay writing to evaluate students' understanding of key concepts, vocabulary, skills & knowledge.	15%
Final End of Year exam Test on the entire curriculum: selected, constructed & extended responses including essay writing to evaluate students' understanding of key concepts, vocabulary, skills & knowledge.	15%
Total	100%

MATERIALS OF INSTRUCTION (Adopted Text)

Ministry of Education, <u>Bermuda Five Centuries for young people</u>, Panatel, 2009
Ministry of Community and Cultural Affairs, <u>Bermuda Connections Kit</u>. Smithsonian Institute, 2004
Ministry of Education, <u>The Bermuda Atlas</u>, Macmillan, 2007
<u>Map Champ Atlas</u>. Chicago, Illinois: Nystrom, 2001

World Atlas. Chicago, Illinois: Nystrom, 2002

Total Weeks 36

PHASE B OUTLINE Ρ4 **P5** Р6 Module Titles A - D Modules Titles A - D Modules Titles A - D 1700-1918 1505-1684 1920-present A. Society and Culture 8 A. Society and Culture 8 A. Society and Culture 8 - early visitors - tiered timeline & brief - tiered timeline & brief overview - Sea Venture shipwreck overview of main local & global of main local & global events - first settlers events, such as Gunpowder such as, unionism, affects of Plot 1775, Dockyard 1809, WWII 1939, Theatre Boycott Amer. Civil War 1861-5, Boer 1959, Party Politics 1963 War 1901 & WWI 1914 identify main personalities &/or organisations - identify main personalities &/or organisations B. Politics and Law B. Politics and Law 8 B. Politics and Law 8 8 - early governance -capital moves 1793 HR petition to UK 1946 - early problem solving -Gov org & its function to 1833 (Dr.Gordon, W.L. Joell) - corporate to Crown colony -emancipation 1834 & changing desegregation from 1959 **CUAS 1963** status of Blacks Constitution 1968 & -Friendly Societies -Citizenship (local/global) amendments to 2003 how laws are made & -Black representation (WHT amended Joell 1883) -Coat of Arms further changes to voting & constituencies civil unrest after 1960 to 2002 C. Economy and Technology......8 C. Economy and Technology.....8 C. Economy and Technology... 8 - agriculture (Reid & the - economic activities to tourism after WWII 1684 Portuguese) International cos. & - economic divisions of -shipping & blockade running banking island -labour issues sterling to dollars 1970 - organization of trade & -tourism begins Increase in immigration -advances in transportation & unions labour - early transportation technology transportation & technology D. Environment8 D. Environment 8 D. Environment 8 - Bermuda origins - landscape changes to 1918 **Environ laws & problems** - significance of location - land use after 1920 - physical geography - increased population introduced flora & fauna Dr. Beebe 1930s, Mowbray - geographic influence effects - compare & contrast - issues & solutions & Wingate sustainable development Subtotal 32 Subtotal 32 Subtotal 32 Optional Weeks 4 Optional Weeks 4 Optional Weeks 4

Total Weeks 36

Total Weeks 36

MODULE-A

SOCIAL STUDIES Module A Title: Society and Culture – Discovery to Crown Colony 1505-1684 Sequence Reference: P4 SS-A PHASE A PHASE B PS P1 P2 P3 P4 P5 P6 Time allotted: 8 weeks

Performance Strand

History (H)

History requires the student to understand how the past has influenced the present development of a country or region, including its values, beliefs, government and economy. This should enable the student to make viable predictions and develop understanding of multiple perspectives and cultures.

Geography (G)

Geography will give the student understanding of its three interrelated components- **subject matter** (the Earth), **skills** (asking & answering geographic questions; acquiring, organising & analysing geographic information) and **perspectives** (spatial & ecological).

Civics (C)

Civics will allow the student to obtain the knowledge and skills necessary to participate in political life as a responsible and informed citizen committed to the further enhancement of democratic values both locally and globally.

Performance Statements & Essential Ouestions

Bermuda performance standard:

History

- H1 student will produce evidence that demonstrate their ability to organise information chronologically and understand the sequence and relationship of events.
- H2 The student will produce evidence that demonstrate their ability to use Social Studies vocabulary, concepts and multi-media to engage in inquiry, research, analysis, critical thinking and problem-solving.
- H3 The student will produce evidence that demonstrate their ability to comprehend, analyse and interpret historical events and issues from different perspectives by using various types of information, including data.

Geography

G2 - The student will produce evidence that demonstrate their ability to use information on the physical and human features of places to define and study regions and their patterns of change.

Civics

C2 - The student will produce evidence that demonstrate their ability to understand how culture influences self-perception, national identity and the social and political characteristics of a country.

Possible Essential Questions:

- How has the past influenced the present? (chronological understanding & significance)
- How did global activities lead to Bermuda's discovery? (cause & effect)
- What is culture?
- How do cultures change over time?
- Why do people change the environment and how does the environment influence human activity? (adaptation)
- To what extent is the recorded story influenced by who is telling it? (perspective)

Assessment Indicators:

Curriculum Objectives & Content Detail:

The students will produce evidence that demonstrates their ability to:

SS.P4.H1a Create, use or interpret a tiered timeline or graphic organiser.

SS.P4.H1b Place information in proper sequence, e.g., order of occurrence; order of importance.

(H1: chronology understanding) - I

SS.P4.H2a Define and give examples of key vocabulary words, terms and concepts.

SS.P4.H2b Use appropriate sources to gain meaning of essential terms.

SS.P4.H2c Collect supporting evidence from primary sources.

SS.P4.H2d Analyse year level appropriate sources. *(H2: research)* – II to VI

SS.P4.H3a Recognise instances in which more than one interpretation of factual material is valid.

SS.P6.H3b Compare and contrast differences in the retelling of historical events such as the first settlement from different perspectives.

SS.P4.H3c Demonstrate an understanding that people in different times and places view the world differently.

(H3:comprehends, analyzes & interprets historical information; problem solves and understands different perspectives) – III, V & VI

SS.P4.G2a Describe Bermuda's industries in relationship to its location and availability of resources.

(G2: explain the geographic influences on change)- II & IV

SS.P4.C2b Explain the relevance of historical personalities, e.g., explorers, Sea Venture shipwreck survivors & early settlers in Bermuda.

. (C6: importance of contributing personalities) – I.

- Magellan
- Vasco da Gama
- Christopher Columbus
- Juan de Bermudez
- Gonzalo Oviedo y Valdes
- Estevao Gomez
- Henry May
- Diego Ramirez
- Peter Martyr
- Venturilla
- Admiral Sir George Somers
- Sir Thomas Gates
- Captain Christopher Newport
- William Strachey
- John Rolfe

Student outcome:

At the end of this module the student should have an understanding of change over time and the interconnectedness of countries. The student will also understand how geography and ancestry influence the development of a country.

At the end of this module, students will:

- I. <u>Create</u> a **timeline** of the early visitors 1505-1603 and the activities of the Sea Venture wreck survivors to 1610 (chapters 1 & 2)
- II. Use **Location** to explain:
 - What events led to Bermuda's discovery in the 16th century?
 - Why do you think Bermuda was not settled prior to 1612?
 - What part did Bermuda mainly play in the ocean crossings prior to 1612? (chapter 1& Bda. Atlas map on p. 5) Compare and contrast the Sea Venture's journey with the same journey today.
- III. Explain the *importance* of the shipwreck of the Sea Venture to Bermuda? And the United States of America? (chapter 2)
- IV. <u>Define</u> adaptation?
 - Why does it occur?
 - <u>Find evidence</u> of adaptation during the survivors stay on the island and during the early settlement?
 - <u>Identify</u> present Bermuda characteristics that are a result of centuries of adaptation? (architecture, harvest of rain); (chapters 2 & 3)
- V. <u>Read, interpret and analyse</u> *primary documents* on pages 14, 22 & 28
- VI. <u>Identify</u> when formal **settlement** began in Bermuda and the reasons. <u>Explain</u> how initial settlement determined Bermuda's early **culture**.

Module A Title: Society and Culture

Sequence Reference: P4SS-A

Recommended Instructional Strategies:

Teachers will enhance instruction by utilising the following:

- Comprehension exercises; see pp. 15 & 23 of textbook.
- Problem solving scenarios to reinforce the concept of adaptation
- See early settlement from different perspectivesgovernor, slave, indentured servant, tradesman, poor woman, a child, Company shareholder
- Chart cause and effect
- Illustrate understanding of **change over time**
- Structured field trip to St. George's- journal, create a travel brochure or information pamphlet

ELA objectives that may be considered for integration:

Phonics, Spelling & Vocabulary-

 Check & correct spellings & identify words that need to be learned.

Reading-

- Explore implicit as well as explicit meanings within the text.
- Identify different types of non-fiction text and their features
- Explore narrative order & the focus on significant events.

Writing-

- Write newspaper-style reports, instructions and nonchronological reports
- Present an explanation or a point of view in ordered points, e.g. in a letter.

Speaking and Listening-

• Understand the gist of an account or the significant points

IT objectives that may be considered for integration:

- Manage computer generated documents.
- Use age appropriate applications to edit computer generated documents.
- Format text using a word processor.
- Use basic desktop publishing techniques.
- Use graphics software tools.
- Identify/select appropriate tool for task.
- Use application tools to communicate with others.
- Use technology tools to collaborate with others to solve problems or present ideas.

Recommended Formative Assessment Strategies:

Assessments that are part of regular teaching and learning in classrooms. Teachers and students use this data to promote student learning and conceptual understanding.

- Drama skits or models
- Writing assignments grades with rubrics letters, plays, diaries, newspaper article, historical fiction
- Class participation
- Teacher observation
- Self-evaluation
- Journal portfolio
 - interviews
 - narrative
 - book reviews
- Tests composed of questions representing various levels of thinking skills:
 - multiple choice
 - essays
 - short sentences
 - stimulus based
 - problem based

Module A Title: Society and Culture Sequence Reference: P4SS-A

Summative Assessment:

Assessments given at the end of a module where the data is used to generate grades.

- Tests multiple choice, essays, short answers, stimulus based questions
- Historical performance, product and presentations (see rationale page)

Note: essays can be informational, letters, stories that address problems and issues, explanations, persuasive, narratives

Special Resources:

(materials, equipment & community involvement)

- Bermuda Connections Kit
- Bermuda Five Centuries
- Bermuda Millennium Historical Film Series
- Echoes of Bermuda's Past
- video tape (Bermuda Day Parade)
- websites

- globes
- computer
- library
- maps
- newspapers
- · fictional and non-fictional book stories

References - Teacher:

- Bermuda Atlas
- Bermuda books
- Bermuda dvds
- Bermuda Five Centuries
- Bermuda National Trust- www.bnt.bm
- Bermudian magazine
- Dept. of Community and Cultural Affairswww.communityandculture.bm
- Newspaper articles
- NIE
- St. George's Foundation- www.stgeorgesfoundation.org
- Video tapes

References - Student:

- Bermuda Atlas
- Bermuda Five Centuries for young people
- Newspapers
- Student Knowledge

Glossary	1	
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1	. abundance	a large quantity of something.

2. **Adventurer** wealthy landowners who formed companies to control the new Colonies.

3. Age of Discovery the period from the 1400s to the early 1600s when European sailors were

exploring Africa, Asia and the Americas.

4. castaway a person shipwrecked and stranded in an isolated place.

5. century a period of 100 years.

6. colony an area under the control of another country and occupied by settlers from that

country.

7. eyewitness someone who has seen something happen and can give a first-hand account.

8. famine extreme lack of food, starvation.

9. fleet a large group of ships organised under one commander.

10. heritage a set of ideas that have been passed down from one generation to another.11. indigenous belonging naturally to a place; native; not introduced from somewhere else.

12. investor a person who puts money into property or projects with the aim of receiving

profit.

13. navigation the science of deciding your position and planning and following a route.

14. seafarer a person who travels by sea to explore new places.

15. superstitious to fear and believe in supernatural things such as evil spirits or ghosts.

MODULE-B

SOCIAL STUDIES

Module B Title: Politics and Law – Early Governance to 1684

Sequence Reference: P4 SS-B

	PHA	SE A			PHASE E	3
PS	P1	P2	Р3	P4	P5	P6
				\boxtimes		

Time allotted: 8 weeks

Performance Strand

Civics (C)

Civics will allow the student to obtain the knowledge and skills necessary to participate in political life as a responsible and informed citizen committed to the further enhancement of democratic values both locally and globally.

Performance Statement & Essential Questions

Bermuda performance standard:

Civics

- C1- The student will produce evidence that demonstrate their ability to understand why society needs rules, laws and governments and how power is acquired, used and justified.
- **C2-** The student will produce evidence that demonstrate their ability to understand how culture influences self-perception, national identity and the social and political characteristics of a country.

Possible Essential Questions:

- What is power and authority?
- How is power gained?
- What is government?
- How are governments organized in the community and country?
- What are the rights and responsibilities of people in a group and of those in authority?

Assessment Indicators:

Curriculum Objectives & Content Detail:

The students will produce evidence that demonstrates their ability to:

- **SS.P4.C1a** Describe the structure of Bermuda's government.
- **SS.P4.C1b** Explain the function of government.
- SS.P4.C1c Explain how government has changed over time.
- (C1: reasons for government and compare types of governments) I, II, III, IV & V
- **SS.P4.C2a** Identify and understand the importance of citizenship traits.
- (C2:citizenship behavourial traits) II
- **SS.P4.H4a** Explain how the early governance of Bermuda influenced its development 1612-1619.

(H4: influence of early governance) – IV & V

Student outcome:

At the end of this module the student should understand the difference between power and authority, how they are gained and used. At the end of this module, students will:

- Identify who held authority over the shipwreck survivors and why.
- II. <u>Evaluate</u> the **Problem Solving** skills of the shipwreck survivors: <u>Conflict, problems & solutions</u> in 1609 and 1610
- III. <u>Understand</u> the *Corporate colony* concept & the key decisions of the first 3 governors:
 - Type of ownership
 - Laws under Moore & Tucker
 - Butler, Parliament begins & its first laws
- IV. <u>Compare</u> the organization of the first Parliament to that of today. Why do you think it is different?
- V. <u>Outline</u> the reasons Bermuda became a *Crown Colony* in 1684? the type of colony Bermuda is today? And how it is different?

Module B Title: Politics and Law

Recommended Instructional Strategies:

Teachers will enhance instruction by utilising the following:

- Learning comprehension activities: see pp. 23, 30 & 36 of textbook.
- Create scenarios that give students the opportunity to become engaged in conflict resolution- problem solving.
- Chart cause and effect.
- Illustrate understanding of change over time by comparing and contrasting past and present government structures.
- Structured field trip to St. George's- sketch or photograph the layout of the town as far as State House, state church, Government House, jail, etc. Compare it to the layout of Hamilton City.
- Create a PowerPoint presentation.

ELA objectives that may be considered for integration:

Phonics, Spelling & Vocabulary-

 Apply phonic/spelling, graphic, grammatical and contextual knowledge in reading unfamiliar words.

Reading-

- Distinguish between fact and opinion in print & ICT sources.
- Understand how points are ordered to make a coherent argument.

Writing-

- Collect and present information from non-fiction texts
- Make short notes from a text and use these to aid writing
- Summarise a sentence or a paragraph in a limited number of words

Speaking and Listening-

- Listen carefully in discussion, contributing relevant comments & questions.
- Deal politely with opposing points of view.

IT objectives that may be considered for integration:

- Uses basic presentation software tools.
- Identify/select appropriate tool for task.
- Format text using a word processor.
- Use basic desktop publishing techniques.

Sequence Reference: P4 SS-B

Recommended Formative Assessment Strategies:

Assessments that are part of regular teaching and learning in classrooms. Teachers and students use this data to promote student learning and conceptual understanding.

- Drama skits or models
- Writing assignments grades with rubrics letters, plays, diaries, newspaper article, historical fiction
- Analyze primary sources
- Use graphic organizers
- 3minute speech
- Class participation
- Teacher observation
- Self-evaluation
- Video an interview
- Tests composed of questions representing various levels of thinking skills:
 - multiple choice
 - essays
 - short sentences
 - stimulus based
 - problem based

Module B Title: Politics and Law Sequence Reference: P4 SS-B

Summative Assessment:

Assessments given at the end of a module where the data is used to generate grades.

- Tests multiple choice, essays, short answers, stimulus based questions
- Historical performance, product and presentations (see rationale page)

Note: essays can be informational, letters, stories that address problems and issues, explanations, persuasive, narratives

Special Resources:

(materials, equipment & community involvement)

- Bermuda Five Centuries
- Bermuda Millennium Historical Film Series
- computer
- Echoes of Bermuda's Past
- library
- maps
- newspapers
- video tape (Bermuda Day Parade)
- websites

References - Teacher:

References - Student:

- Bermuda Atlas
- Bermuda books
- Bermuda dvds
- Bermuda Five Centuries
- Bermuda National Trust- www.bnt.bm
- Bermudian magazine
- Dept. of Community and Cultural Affairswww.communityandculture.bm
- Newspaper articles
- NIE
- St. George's Foundation
 - www.stgeorgesfoundation.org
- The 375th Anniversary of Parliamentary Institutions in Bermuda 1995
- Video tapes

- Bermuda Atlas
- Bermuda Five Centuries for young people
- Newspapers
- Student Knowledge

Glossary:

authority power or right to enforce obedience.
 corporate colony a settlement governed by a country.
 democracy a settlement governed by a country.
 a country that has an elected government.

5. dictatorship a country that is governed by a person who has complete power over everyone else.

6. governor a ruler of a region or country.

7. parish one of the nine political divisions of Bermuda.8. Parliament a law making body like that of the U.K.

9. tribe the original name given to Bermuda's divisions before parishes.

MODULE-C

SOCIAL STUDIES

Module C Title: Economy and Technology – Economic Activities to 1684

Sequence Reference: P4 SS-C

	PHA	SE A]	PHASE B	3
PS	P1	P2	Р3	P4	P5	P6
				\boxtimes		

Time allotted:8 weeks

Performance Strand

Economic (E)

Economics will provide the student with a basic understanding of local and global economic issues and the influence it can have on political and social aspects of a country or region.

History (H)

History requires the student to understand how the past has influenced the present development of a country or region, including its values, beliefs, government and economy. This should enable the student to make viable predictions and develop understanding of multiple perspectives and cultures.

Performance Statements & Essential Ouestions

Bermuda performance standard:

Economics

- **E1** The student will produce evidence that demonstrate their ability to understand the economic development of a country or region and use this knowledge to make plausible predictions.
- E3 The student will produce evidence that demonstrate their ability to understand the role and influence of technology on commercial activity and quality of life.

History

- **H1** The student will produce evidence that demonstrate their ability to organise information chronologically and understand the sequence and relationship of events.
- **H3** The student will produce evidence that demonstrate their ability to comprehend, analyse and interpret historical events and issues from different perspectives by using various types of information, including data.

Possible Essential Questions:

- How do people decide what to produce and what services to provide?
- How does the availability of resources influence economic decisions?
- What do we mean by technology?
- What can be learned from the past about how new technologies resulted in societal change?

Assessment Indicators:

Curriculum Objectives & Content Detail:

The students will produce evidence that demonstrates their ability to:

- SS.P4.E1a Describe the role of money, banking and savings in everyday life.
- SS.P4.E1b Describe and explain how money makes it easier to trade, borrow, save, invest and compare the value of goods and services.
- **SS.P4.E1c** Describe the development of the main economic activities in Bermuda to 1684.
- **SS.P4.E1d** Identify various types of payments that can be made to an investor.
- (E1:concept of money & its use) II & III
- **SS.P4.E3a** Describe how technology affects people's lives and how the community operates.
- (E3: impact of technology) IV
- **SS.P4.H1a** Create a tiered timeline and/or graphic organiser. (H1: chronology understanding) I & IV
- **SS.P4.H3a** Recognise instances in which more than one interpretation of factual material is valid.
- **SS.P4.H3b** Compare and contrast differences in the retelling of historical events such as the first settlement from different perspectives.
- (H3: comprehends, analyses & interprets historical events and issues and understands different perspectives)- I & III

Student outcome:

At the end of this module the student should understand Bermuda's early economic activities, type of labour and transportation used.

At the end of this module, students will:

- I. <u>Identify and research</u> the main economic activities of the settlers to 1684.
 - tobacco growing
 - Agriculture
- II. <u>Explain</u> how the shareholders in the Virginia Company were rewarded
 - Norwood's map & economic divisions, including the Overplus.
- III. <u>Outline</u> the organisation of trade and labour in Bermuda under the Company.
 - trade restrictions
 - first money
 - indentures, slavery and manual free labour
- IV. <u>Explain</u> the main modes of transportation.
 - horse/donkey
 - walking
 - boat

Module C Title: Economy and Technology

Sequence Reference: P4SS-C

Recommended Instructional Strategies:

Teachers will enhance instruction by utilizing the following:

- Learning **comprehension** activities: see pp. 30 & 36 of textbook
- Chart cause and effect
- Illustrate understanding of change over time by comparing and contrasting past and present economic activities
- Structured field trip to St. George's- Create
 a PowerPoint presentation or video
 identifying existing evidence of past
 economic activities.

ELA objectives that may be considered for integration:

Phonics, Spelling & Vocabulary-

• Explore degrees of intensity in adjectives, e.g. cold, tepid, warm, hot.

Reading-

- Investigate past, present and future tenses of verbs.
- Understand how paragraphs & chapters are used to organize ideas.
- Note key words and phrases to identify the main points in a passage

Writing-

- Elaborate on basic information with some detail
- Begin to use paragraphs more consistently to organise and sequence ideas.

Speaking and Listening-

• Vary the use of vocabulary and level of detail according to purpose.

IT objectives that may be considered for integration:

- Use age appropriate applications to edit computer generated documents
- Format text using a word processor
- Use basic desktop publishing techniques
- Use graphics software tools
- Identify/select appropriate tool for task
- Use technology tools to collaborate with others to solve problems or present ideas

Recommended Formative Assessment Strategies:

Assessments that are part of regular teaching and learning in classrooms. Teachers and students use this data to promote student learning and conceptual understanding.

- Writing assignments grades with rubrics letters, diaries, newspaper article, historical fiction
- Class participation
- Teacher observation
- Self-evaluation
- Illustrations: model, drawing, etc.
- Oral presentation
- Tests composed of questions representing various levels of thinking skills:
 - multiple choice
 - essays
 - short sentences
 - stimulus based

Summative Assessment:

Assessments given at the end of a module where the data is used to generate grades.

- Tests multiple choice, essays, short answers, stimulus based questions
- Historical performance, product and presentations (see rationale page)

Note: essays can be informational, letters, stories that address problems and issues, explanations, persuasive, narratives

Special Resources:

(materials, equipment & community involvement)

- Bermuda Connections Kit
- Bermuda Five Centuries
- Bermuda Millennium Historical Film Series
- Echoes of Bermuda's Past
- video tape (Bermuda Day Parade)
- websites

- globes
- computer
- library
- maps
- newspapers
- fictional and non-fictional book stories

References - Teacher:

References - Student:

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- Bermuda books
- Bermuda dvds
- Bermuda Five Centuries
- Bermuda National Trust- www.bnt.bm
- Bermudian magazine
- Dept. of Community and Cultural Affairswww.communityandculture.bm
- Newspaper articles
- NIE
- St. George's Foundationwww.stgeorgesfoundation.org
- Video tapes

- Bermuda Atlas
- Bermuda Five Centuries for young people
- Newspapers
- Student Knowledge

Glossary:

- 1. apprentice a person who receives low wages in order to learn a trade.
- **2. cash crop** a plant grown to sell.
- **3. currency** a system of money or barter of goods for trade.
- **4. enslavement** forcing someone to lose their freedom of choice; making them a slave.
- 5. **indentured** working off a payment for something, such as passage to the New
 - World
- 6. **maritime** connected to the sea.
- 7. **profit** financial gain.
- 8. self-sufficient able to satisfy one's own needs with no outside help.9. shareholder one who holds a part of the ownership of something.
- **10. slave** a person who is owned by another person and is made to work hard for
 - little or no pay.

MODULE-D

SOCIAL STUDIES Module D Title: Environment – Geographic Beginnings Sequence Reference: P4 SS-D PHASE A PHASE B PS P1 P2 P3 P4 P5 P6 Time allotted: 8 weeks

Performance Strand

Geography (G)

Geography will give the student understanding of its three interrelated components- **subject matter** (the Earth), **skills** (asking & answering geographic questions; acquiring, organising & analysing geographic information) and **perspectives** (spatial & ecological).

History (H)

History requires the student to understand how the past has influenced the present development of a country or region, including its values, beliefs, government and economy. This should enable the student to make viable predictions and develop understanding of multiple perspectives and cultures.

Performance Statements & Essential Questions

Bermuda performance standards:

Geography

- **G1** The student will produce evidence that demonstrate their ability to use maps, globes and other geographic representations, tools and technologies to locate, obtain, process and report information about people, places and environments.
- **G2** The student will produce evidence that demonstrate their ability to use information on the physical and human features of places to define and study regions and their patterns of change.

History

H5 - The student will produce evidence that demonstrate their ability to recognise patterns of change both globally and regionally and understand that changes within individual countries are influenced by global power changes.

Possible Essential Questions:

- Where am I?
- How are regions defined?
- What are the physical and human characteristics of place?
- What are similarities and differences between places near and far?

Assessment Indicators:

Curriculum Objectives & Content Detail:

The students will produce evidence that demonstrates their ability to:

SS.P4.G1a Create and interpret maps of Bermuda and the world, using 8 cardinal directions, symbols and simple legends.

- **SS.P4.G1b** Identify and describe major land forms and water bodies in Bermuda, e.g., hills, marsh, ocean, arable land, golf courses.
- **SS.P4.G1c** Identify and locate Bermuda, the continents, the Caribbean, the Azores and Great Britain on a map.
- (G1: use geography tools to locate, obtain, process & report information) -II, III & V
 - **SS.P4.G2a** Describe Bermuda's industries in relation to its location and availability of resources.
- (G2: geographic influence on change) I & IV
 - SS.P4.H5a Connect the economic changes in 16th century Europe to the discovery of Bermuda, e.g., search for sea routes to Asia as land routes were closed, Bermuda's location in the mid-Atlantic between Europe and Americas.

(H5: global connectedness)

Student outcomes:

At the end of this module the student should understand the significance of location and its influence on development.

At the end of this module, students will:

- I. Understand Bermuda's geographic *origins*:
 - volcanic eruptions
 - original environment state –floral & fauna
 - land use before settlement
- II. <u>Explain</u> the importance of *location*
 - 8 cardinal directions
 - location of continents & Bermuda
 - Bermuda's coordinates(latitude & longitude)
 - old & new worlds hemispheres
 - position in sea route to the East
 - landmark for return journey to Europe- ocean currents & trade winds
 - replenish supplies/storms/reefs
- III. Bermuda's *physical geography*:
 - major landforms
 - water bodies
 - bridges of Bermuda
- IV. Geographical influences:
 - influence of geography on physical, social & economic life
 - fulfilling needs
- V. <u>Compare</u> and <u>contrast</u>:
 - differences between England & Bermudaclimate, resources, size & development at that time- adaptation
 - Somers' map- compare to present day map

Module D Title: Environment Sequence Reference: P4SS-D

Recommended Instructional Strategies:

Teachers will enhance instruction by utilizing the following:

ELA objectives that may be considered for integration:

Phonics, Spelling & Vocabulary-

• Seek alternatives for overused words & expressions.

Reading-

- Read newspaper reports & consider how they engage the reader.
- Recognise meaning in figurative language.
- Identify adverbs & their impact on meaning.

Writing-

- Begin to adopt a viewpoint as a writer, expressing opinions about characters or places.
- Explore the layout and presentation of writing, to fit its purpose.

Speaking and Listening-

 Listen carefully in discussion, contributing relevant comments and questions.

IT objectives that may be considered for integration:

- Use age appropriate applications to edit computer generated documents.
- Format text using a word processor.
- Use basic desktop publishing techniques.
- Use graphics software tools.
- Identify/select appropriate tool for task.
- Use technology tools to collaborate with others to solve problems or present ideas.

Science objectives that may be considered for integration:

- Investigate how different animals are found in different habitats and are suited to the environment in which they are found
- Use simple identification keys
- Recognize ways that human activity affects the environment

Recommended Formative Assessment Strategies:

Assessments that are part of regular teaching and learning in classrooms. Teachers and students use this data to promote student learning and conceptual understanding.

- Writing assignments grades with rubrics letters, diaries, newspaper article, historical fiction
- Class participation
- Teacher observation
- Self-evaluation
- Illustration: model, drawing, etc.
- Oral presentation
- Tests composed of questions representing various levels of thinking skills:
 - multiple choice
 - essays
 - short sentences
 - stimulus based

Module C Title: Environment Sequence Reference: P4SS-D

Summative Assessment:

Assessments given at the end of a module where the data is used to generate grades.

- Tests multiple choice, essays, short answers, stimulus based questions
- Historical performance, product and presentations (see rationale page)

Note: essays can be informational, letters, stories that address problems and issues, explanations, persuasive, narratives

Special Resources:

(materials, equipment & community involvement)

- Bermuda Bridges PowerPoint presentation
- Bermuda Connections Kit
- Bermuda Five Centuries
- Bermuda Millennium Historical Film Series
- computer
- Echoes of Bermuda's Past
- fictional and non-fictional book stories
- globes
- library
- maps
- newspapers
- video tape (Bermuda Day Parade)
- websites

References - Student:

- Bermuda Atlas
- Bermuda books
- Bermuda dvds
- Bermuda Five Centuries
- Bermuda National Trust- www.bnt.bm
- Bermudian magazine
- Dept. of Community and Cultural Affairswww.communityandculture.bm
- Newspaper articles
- St. George's Foundationwww.stgeorgesfoundation.org
- Video tapes

- Bermuda Atlas
- Bermuda Five Centuries for young people
- **Newspapers**
- Student Knowledge

Glossary:

natural surroundings 1. environment animals of a particular region 2. fauna 3. flora plants of a particular region 4. hemisphere one half of Earth 5. landform a shape or type of land

References - Teacher:

6. landmark conspicuous object

the distance north or south of the Equator 7. latitude

8. location particular place

9. longitude the distance east or west of the Prime Meridian

10. ocean current a fast moving stream of water in the ocean created by uneven heating of Earth's surface

11. trade winds winds that blow clockwise around the southern Atlantic Ocean

12. volcano mountain or hill from which lava or steam escapes

APPENDIX

Specific Strategies for Assessing Higher-Order Thinking

To Assess How Well	gies for Assessing Higher-C Provide This Kind of	And Ask Students To
Students Can	Material	
Focus on a question or identify the main idea	A text, speech, problem, policy, political cartoon, or experiment and results	Identify the main issue, the main idea, or the problem, and explain their reasoning
Analyze arguments	A text, speech, or experimental design	 Identify what evidence the author gives that supports (or contradicts) the argument Identify assumptions that must be true to make the argument valid Explain the logical structure of the argument (including identifying irrelevancies, if they exist)
Compare and contrast	Two texts, events, scenarios, concepts, characters, or principles	 Identify elements in each Organize the elements according to whether they are alike or different
Evaluate materials and methods for their intended purposes	A text, speech, policy, theory, experimental design, work of art	 Identify the purpose the author or designer was trying to accomplish Identify elements in the work Judge the value of those elements foe accomplishing the intended purpose Explain their reasoning
Put unlike things together in a new way	A complex task or problem	 Generate multiple solutions OR Plan a procedure OR Produce something new
Assess their own work	A set of clear criteria and one or more examples of their own work	 Identify elements in their own work Evaluate these elements against the criteria Devise a plan to improve

To Assess How Well	Provide This Kind of	And Ask Students To
Students Can	Material	
Make or evaluate a deductive conclusion	Statement or premises	 Draw a logical conclusion and explain their reasoning OR Select a logical conclusion from a set of choices OR Identify a counter-example that renders the statement untrue
Make or evaluate an inductive conclusion	A statement or scenario and information in the form of a graph, table, chart, or list	 Draw a logical conclusion and explain their reasoning OR Select a logical conclusion from a set of choices
Evaluate the credibility of a source	A scenario, speech, advertisement, Web site or other source of information	Decide what portion of the information is believable, and explain their reasoning
Indentify implicit assumptions	An argument, speech, or explanation that has some implicit assumptions	Explain what must be assumed (taken for granted) in order for the argument or explanation to make sense OR Select an implicit assumption from a set of choices
Identify rhetorical and persuasive strategies	A speech, advertisement, editorial, or other persuasive communication	 Identify elements of the communication that are intended to persuade, and explain why Identify any statements or strategies that are intentionally misleading, and explain why
Identify or define a problem	A scenario or problem description	 Identify the problem that needs to be solved OR Identify the question that needs to be answered
Identify irrelevancies to solving a problem	A scenario or problem description that may include some irrelevant material	 Identify the elements that are relevant and irrelevant to solving the problem, and explain their reasoning
Describe and evaluate multiple solution strategies	A scenario or problem description	 Solve the problem in two or more ways Prioritize solutions and explain their reasoning

To Assess How Well	Provide This Kind of	And Ask Students To
Students Can	Material	
Model a problem	A scenario or problem description	Draw or diagram the problem situation
Identify obstacles to solving a problem	A scenario or problem description	 Explain why the problem is difficult Describe obstacles to solving the problem Identify additional information needed for solving the problem
Reason with data	A text, cartoon, graph. Data table, or chart and a problem that requires this information for its solution	Solve the problem and explain their reasoning
Use analogies	A scenario or problem description (and possibly a solution strategy)	Solve the problem and explain how the solution would apply to other scenarios or problems OR Explain how the solution would apply to other scenarios or problems
Solve a problem backward	A scenario or problem description and a desired end state or solution	 Plan a strategy to get to the end state from the problem statement OR Describe how to reason backward from the solution to the question
Think creatively	A complex problem or task that requires either brainstorming new ideas or reorganizing existing ideas or a problem with no currently known solution	 Produce something original OR Organize existing material in new ways OR Reframe a question or problem in a different way

Susan M. Brookhart, How To Assess Higher-Order Thinking Skills in your classroom (Virginia: ASCD, 2010).

BALANCED ASSESSMENT PROCESS

(adapted from a workshop by Dr. John Brown from ASCD)

The teacher should use a "**photo album**" approach to assessing and evaluating student progress by using multi types of assessment instead of limited "**snapshots**". Focus should be on continuous performance rather than isolated events.

KEY ELEMENTS:

- 1. **Constructed-Response Items on Tests and Quizzes** Include on every test or quiz some form of short or extended performance task, eg., writing, observation activity, comparative analysis.
- **2. Reflective Assessments** Encourage all students to reflect, revise, rethink and self-assess through such tools as reflective journals, think logs, evaluation activities, think-pair-share and KWL.
- **3. Academic Prompts** Structure performance assessment tasks using a written prompt that describes the format, audience, topic and purpose of the assessment activity.
- **4.** Culminating Performance Assessment Tasks and Projects At key points throughout the year, students demonstrate independently their growing knowledge, skills and understandings by engaging in reality-based projects with real world goals, roles, audiences, situations, products and performances and carefully-articulated standards.
- **5. Portfolio Assessment** A collection of student work that consists of representative artifacts as well as students' self-reflections and self-evaluations of their formative and summative progress relative to identified standards.

1. Constructed-Response Tests and Quiz Items

- Examine the following political cartoons. Write one paragraph analysis of how they reflect different perspectives (point of views) on the outcome of the recent election.
- Write a postcard to a student who was absent during our study of how laws are made in Bermuda explaining the process and its importance.
- Imagine that you are a reporter working during the time that cars were allowed on Bermuda's roads for the general public. Write a brief news article summarizing the causes for this change of mind by the government and the effects it had on the economic, social and physical environments.
- Create a PowerPoint slide that includes a minimum of four elements we studied during this unit.

2. Reflective Assessments

- **Reflective Journals** Students do in-class timed writings in which they reflect upon key aspects of that day's lesson or their progress over the course of the current unit.
 - What were the most important elements of our lesson today?
 - Now does what we learned today relate to our world beyond the classroom?
 - What aspects of the unit so far have been most clear to you?
 - Are there any unit elements to this point about which you are confused? Why?

- **Think Logs** Students are asked to reflect upon and evaluate the extent to which they understand and can use specific thinking skills, procedures, and/or habits of mind.
 - During this unit we emphasized the thinking skill of classification. As we conclude this unit, how would you define "classification"? How well do you understand this skill? Are there any aspects of it with which you need help? Why?
 - In our unit on the wreck of the Sea Venture, we emphasized the procedure of decision-making. How would you explain this procedure to a friend? How comfortable are you in applying this procedure now as we conclude our unit?

• Self-Assessment and Evaluation Activities

- Defore you turn in your research paper, use its rubric to self-Evaluate your final product. Which aspects of your paper do you consider to be your strongest? For future projects, on which aspects of the research process do you need to improve? Why?
- We are all responsible for contributing to a community of learning in our classroom. Take some time now to reflect in your journal about your role in this process. What are your major contributions? In what ways, if any, might you improve next quarter? Why?

• Collaborative Evaluation Strategies

Students engage in a variety of formal and informal activities designed to promote peer coaching and interactive reflection.

- Listen to the following question about technology in our world: "What would happen if the Internet were to disappear tomorrow? How would Our world change?" Think about this question and spend a few minutes individually brainstorming possible consequences. Then pair up with another student. Discuss your reactions together. Be prepared to share your responses with the rest of the class at the end of ten minutes.

Praise – What did you particularly like and what was particularly effective about the essays of your partners?

Question – Are there any questions your partners' essays raise?

Polish – Based upon the criteria in our rubric, are there any suggestions for revision that you can make?

3. Academic Prompts

Elements of an Effective Academic Prompt:

a. FORMAT – The form (letter, postcard, essay, debate) in which the student is to present their response to the prompt.

- b. AUDIENCE The individual or group to whom the response is to be addressed. The audience will determine the tone, approach, and voice to be adopted by the student.
- c. TOPIC The content upon which the student is to concentrate in generating their response to the prompt.
- d. PURPOSE The rationale or reason(s) to be addressed in generating the performance identified by the prompt.
 - Imagine that you are one of the survivors from shipwreck of the Sea Venture. Write a letter (format) to Sir Thomas Gates (audience) explaining why you would like to remain in Bermuda (topic) and not continue the journey to Jamestown (purpose).
 - Select one of the historical figures we have studied. Write a letter to the editor (format and audience) of a newspaper from the time period in which you present your views (purpose) about a significant issue or problem that dominated the era in which you lived and about which you had a deep concern (topic).

4. Culminating Performance Assessment Tasks and Projects

- **G** = **Real-World Goal(s)**: An effective project engages students in tasks that are reality-based and aligned with the types of activities engaged in by professionals in the field.
- **R** = **Real-World Role(s)**: A successful culminating project requires that students assume some form of authentic role other than that of "student".
- A = Real-World Audience(s): Performance-based culminating projects ask students to respond to an authentic audience, modifying their content and approach to accommodate the unique needs and expectations of that real or simulated individual or group.
- **S** = **Authentic Situation(s)**: Good projects always engage students in some form of reality-based problem solving, decision making, investigation, or invention process.
- **P = Products and Performances**: An effective culminating task requires that students generate both a real-world product and present that product in some form of performance or presentation for the identified audience.
- **S** = **Standards**: All effective projects include clearly articulated standards to be used to evaluate both final products and performances.
- You and your family are thinking about embarking upon a trip across the Atlantic Ocean from England to Bermuda during the early 17th century. At the conclusion of your trip, you will be able to settle in a territory of your choice, if you and your relatives survive the journey. Your job, however, is to persuade the other members of your family that the potential benefits of the trip outweigh the potential hazards. Create a visual presentation for your family members in which you map out the route you propose, identifying potential hazards and problems that you may encounter together. Project how long the trip will take, the materials and

supplies you will need to gather, and problem solving strategies for addressing hazards that may arise. Based upon your knowledge of what awaits you at the end of the journey, convince your family members to take the chance and go on the trip with you. You will be evaluated on the accuracy of your presentation, its persuasiveness and its demonstration of your problem solving ability.

• We have been asked to apply to become a part of a global Environmental Study on Ecosystems of which Bermuda is a part. Your findings will compare Bermuda with another country and be reported to a panel of experts from the National Science Foundation. Before we can undertake this comparison, we have to prove that we are knowledgeable about Bermuda's flora and fauna, as well as about the scientific, ecological, social and economic problems confronting Bermuda and Portugal. We will form groups of three or four individuals from our class, each of which will create a report comparing some aspect of Bermuda and Portugal's environment and what is happening there currently. Groups will be responsible for researching a particular question related to a key problem or issue. They will choose how to present their findings and conclusions to the NSF review panel. We will be evaluated on the accuracy of our findings, the thoroughness of our research and the originality of our presentation style and format.

5. Portfolio Assessment

- Student work products and artifacts representing all facets of standards mastery
- Self-selected work products and artifacts that demonstrate student self-knowledge and self-reflection
- On-going reflections and analyses by student related to continuous Progress
- Periodic self-evaluations using consensus-driven rubrics and related scoring tools

Adapted from Understanding by Design, Jay McTighe and Grant Wiggins

Authentic Learning for the 21st Century

Learning researchers have distilled the essence of the authentic learning experience down to 10 design elements, providing educators with a useful checklist that can be adapted to any subject matter domain.

- 1. **Real-world relevance**: Authentic activities match the real-world tasks of professionals in practice as nearly as possible. Learning rises to the level of authenticity when it asks students to work actively with abstract concepts, facts, and formulae inside a realistic and highly social context mimicking "the ordinary practices of the disciplinary culture.
- 2. *Ill-defined problem*: Challenges cannot be solved easily by the application of an existing algorithm; instead, authentic activities are relatively undefined and open to multiple interpretations, requiring students to identify for themselves the tasks and subtasks needed to complete the major task.
- 3. **Sustained investigation**: Problems cannot be solved in a matter of minutes or even hours. Instead, authentic activities comprise complex tasks to be investigated by students over a sustained period of time, requiring significant investment of time and intellectual resources.
- 4. *Multiple sources and perspectives*: Learners are not given a list of resources. Authentic activities provide the opportunity for students to examine the task from a variety of theoretical and practical perspectives, using a variety of resources, and requires students to distinguish relevant from irrelevant information in the process.
- 5. *Collaboration*: Success is not achievable by an individual learner working alone. Authentic activities make collaboration integral to the task, both within the course and in the real world.
- 6. *Reflection* (*metacognition*): Authentic activities enable learners to make choices and reflect on their learning, both individually and as a team or community.
- 7. *Interdisciplinary perspective*: Relevance is not confined to a single domain or subject matter specialization. Instead, authentic activities have consequences that extend beyond a particular discipline, encouraging students to adopt diverse roles and think in interdisciplinary terms.
- 8. *Integrated assessment*: Assessment is not merely summative in authentic activities but is woven seamlessly into the major task in a manner that reflects real-world evaluation processes.
- 9. *Polished products*: Conclusions are not merely exercises or substeps in preparation for something else. Authentic activities culminate in the creation of a whole product, valuable in its own right.
- 10. *Multiple interpretations and outcomes*: Rather than yielding a single correct answer obtained by the application of rules and procedures, authentic activities allow for diverse interpretations and competing solutions.

Educational researchers have found that students involved in authentic learning are motivated to persevere despite initial disorientation or frustration, as long as the exercise simulates what really counts- the social structure and culture that gives the discipline its meaning and relevance. The learning event essentially encourages students to compare their personal interests with those of a working disciplinary community. "Can I see myself becoming a member of this culture? What would motivate me? What would concern me? How would I work with the people around me? How would I make a difference?"

Marilyn M. Lombardi, <u>Authentic Learning for the 21st Century: An Overview</u>, ed. Diana G. Oblinger (Educause Learning Initiative, 2007)

Example: Blueprint for Assessment on English Colonies, 1607-1750

Content	Remember	Understand	Apply	Analyze	Evaluate	Create
Outline						
Founding of	Identify names,					
English colonies	dates, and					
10 1 100/	events.					
10 points, 10%	10 points, 100%					
Government of	Define · .	Describe the			Explain how the	
English colonies	proprietary,	function of			governments of	
	royal, and self-	governors and			the colonies	
	governing.	legislatures in			effectively	
		each colony.			foreshadowed	
					and prepared	
					colonists for the	
					American	
					Revolution.	
25 points, 25%	5 points, 20%	10 points, 40%			10 points, 40%	
Life in English		Describe the				
colonies		roles of religion,				
		work, climate,				
		and location in				
		colonial life.				
15 points, 15%		15 points, 100%				
Relations with	Identify names,	15 points, 100%		Explain how		
Native	dates, and			colonial		
Americans	events.			relations with		
7 WHENCOMS	events.			Native		
				Americans		
				were		
				influenced by		
				land, food and		
				resources,		
				political		
				events, and		
				the French.		
25 points, 25%	5 points, 20%			20 points, 80%		
Trade,	Identify goods	Describe British			Explain how	
commerce, and	and resources	trade and			salutary neglect	
navigation	produced in the	navigation acts.			benefited all	
	colonies. Define	Describe the			parties involved.	
	the mercantile	triangular trade,				
	theory of trade.	including its role				
25 • • • • • •	-	in slavery.			4= 1, 222	
25 points, 25%	5 points, 20%	5 points, 20%			15 points, 60%	
Total	25 points 25%	30 points, 30%		20 points, 20%	25 points, 25%	
100 points 100%	25 points, 25%	30 points, 30%		20 μοιπις, 20%	23 points, 23%	
10070		1				

Susan M. Brookhart, <u>How To Assess Higher-Order Thinking Skills in your classroom</u> (Virginia: ASCD, 2010).

Blueprint for	Assessment on	
---------------	---------------	--

Content Outline	Remember	Understand	Apply	Analyze	Evaluate	Create
Total						
100 points 100%						

Susan M. Brookhart, <u>How To Assess Higher-Order Thinking Skills in your classroom</u> (Virginia: ASCD, 2010).

What do historians do?

- Analyze primary sources
- Obtain and interrogate historical data from a variety of sources
- Support interpretations with historical evidence
- Analyze cause-and-effect relationships and multiple causation
- Analyze critically multiple sources of information
- Express themselves clearly orally and in writing

What do geographers do?

- Make a concise report
- Handle data
- Ask questions and find answers
- Make decisions about an issue
- Analyze material
- Organize themselves
- Think creatively and independently
- Communicate well
- Problem solve

What do economísts do?

- study how society distributes resources, such as land, labor, raw materials, and machinery, to produce goods and services.
- conduct research,
- collect and analyze data,
- monitor economic trends,
- develop forecasts on a wide variety of issues, including energy costs, inflation, interest rates, exchange rates, business cycles, taxes, and employment levels, among others.

What do political scientists do?

- is an expert on the history, development, and applications of public policies and international relations
- conduct research and surveys on public opinion,
- advise politicians and important government officials
- provide commentary on policy decisions

Education for Sustainability

The education for sustainability framework (EfS) as advocated by the Cloud Institute (www.cloudinstitute.org) states that students should learn (know) and act upon (do) the following:

Cultural Preservation and Transformation -

Know: How the preservation of cultural histories and heritages, and the transformation of cultural identities and practices, contribute to sustainable communities.

Do: Students will develop the ability to discern with others what to preserve and what to change in order for future generations to thrive.

Responsible Local/Global Citizenship -

Know: The rights, responsibilities, and actions associated with leadership and participation toward healthy and sustainable communities. Students will know and understand these rights and responsibilities.

Do: Student will assume their roles of leadership and participation.

The Dynamics of Systems and Change-

Know: Fundamental patterns of systems including growth, decline, and vacillation. Students will know and understand the dynamic nature of complex living systems and change over time.

Do They will be able to apply the tools and concepts of system dynamics and systems thinking in their present lives, and to inform the choices that will affect the future.

Sustainable Economics-

Know: The evolving theories and practices of economics and the shift toward integrating economic, natural, and social systems, to support and maintain life on the planet. Students will know and understand 21st century economic practices.

Do: Students will produce and consume in ways that contribute to the health of the financial, social, and natural capital.

Healthy Commons-

Know: That upon which we all depend and for which we are all responsible (i.e., air, trust, biodiversity, climate regulation, our collective future, water, libraries, public health, heritage sites, top soil, etc.).

Do: Students will be able to recognize and value the vital importance of the Commons in our lives and for our future. They will assume the rights, responsibilities, and actions to care for the Commons.

Living Within Ecological/Natural Laws and Principles-

Know: The laws of nature and science principles of sustainability. Student will see themselves as interdependent with each other, all living things, and natural systems.

Do: Students will be able to put their knowledge and understanding to use in the service of their lives, their communities, and the places in which they live.

Inventing and Affecting the Future-

Know: The vital role of vision, imagination, and intention in creating the desired future.

Do: Students will design, implement, and assess actions in the service of their individual and collective visions.

Multiple Perspectives-

Know: The perspectives, life experiences, and cultures of others, as well as our own.

Do: Students will know, understand, value, and draw from multiple perspectives to co-create with diverse stakeholders shared and evolving visions and actions in the service of a healthy and sustainable future locally and globally.

A Sense of Place-

Know: The strong connection to the place in which one lives.

Do: Students will recognize and value the interrelationships between the social, economic, ecological, and architectural history of that place and contribute to its continuous health.

Heidi Hayes Jacobs, ed., Curriculum 21: Essential Education for a Changing World (Virginia: ASCD, 2010).

Self/Peer Checklist for Students HUMAN AND SOCIAL DEVELOPMENT STUDENT PROFILE

PROFILE OF:							
COMPILED BY:	DATE:						
1. Never 2. Seldom 3. Occasionally 4. Usually 5. Frequently 6.	. Always	1	2	3	4	5	6
I am able to form an opinion about what I am asked to consider.							
2. I am able to express my opinion about what I am asked to consider.							
3. I can interpret and appreciate what I know in different ways.							
4. I want to learn more about things and issues that I don't know.							
5. I accept and appreciate other people's ideas.							
6. I am able to make connections between ideas and things that contribute to	to larger issues.						
7. I am able to see my personal strengths and work toward increasing them							
8. I am able to see my personal weaknesses and work toward decreasing the	em.						
9. I am able to evaluate objectively and accurately.	-						
10. I am able to take an unpopular stand without fear of ridicule by my peer	īs.						
11. I am able to balance the demands of my life and school without feeling	overwhelmed.						
12. I am able to identify and understand other students' situations.							
13. I am able to actively support others.							
14. I am able to accept and appreciate other students' values, expression and	l capabilities.						
15. I am able to function as a contributing member of a working group.							
16. I am able to make and maintain friendships without difficulty.							
17. I am able to take responsibility for my actions.							
18. I am able to see the consequences of my actions.							
19. I am able to approach problems calmly and realistically.							
I am able to handle conflicts in a mature and responsible manner.							
21. I am able to consult with others when I need help or support.							
22. I am able to function effectively as a member of a democratic society.							
23. I am able to see how my actions affect our environment and our world.							
24. I am able to see how the actions of others affect our environment and ou	ır world.						
25. I am able to apply my knowledge and understandings to my life away fr	rom school.						

26. I am curious about and willing to use new technologies when searching for information.

27. I am able to consider and weigh the implications of potential change.

28. I am flexible and able to adapt to change.

29. I am an open-minded listener.

30. I am a good citizen.

BRAINSTORMING TOOL

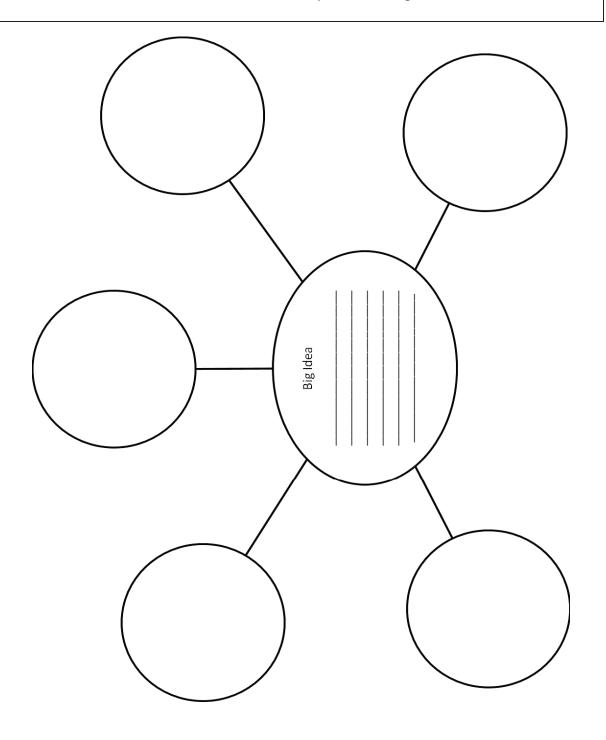
INTEGRATING SOCIAL STUDIES, IT AND ENGLISH:

Level

Social Studies (content)	English (skills)	IT (tools)
ACTIVITY/NOTES:		

Social Studies Module: _____

Make connections with Social Studies and other disciplines including the Arts.



PRIMARY 4 SOCIAL STUDIES

(It is important to note that the performance standards do not have to be limited to the modules indicated below but application can be provided wherever the opportunity is presented, eg. H2 is applicable throughout.)

The teacher has created learning opportunities so the student can -Module A - Society and Culture: H1a Create, use or interpret a tiered timeline or graphic organiser. H1b Place information in proper sequence, e.g. order of occurrence or order of importance. H2a Define and give examples of key vocabulary words, terms and concepts. **H2b** Use appropriate sources to gain meaning of essential terms. **H2c** Collect supporting evidence from primary sources. **H2d** Analyse year level appropriate sources. H3a Recognise instances in which more than one interpretation of factual material is valid. H3b Compare and contrast differences in the retelling of historical events, such as the first settlement, from different perspectives. H3c Demonstrate an understanding that people in different times and places view the world differently. П **G2a** Describe Bermuda's industries in relationship to its location and availability of resources. C2b Explain the relevance of historical personalities, e.g. explorers, Sea Venture survivors and early settlers. Module B - Politics and Law: Cla Describe the structure of Bermuda's government C1b Explain the function of government C1c Explain how government has changed over time. П C2a Identify and understand the importance of citizenship traits. H4a Explain how the early governance of Bermuda influenced its development 1612-1619. Module C - Economy and Technology: Ela Describe the role of money, banking and savings in everyday life. E1b Describe and explain how money makes it easier to trade, borrow, save, invest and compare the value of goods and services. E1c Describe the development of the main economic activities in Bermuda to 1684. E1d Identify various types of payments that can be made to an investor, like property shares. E3a Describe how technology affects people's lives and how the community operates. H1a Create a tiered timeline and/or graphic organiser. H3a Recognise instances in which more than one interpretation of factual material is valid. H3b Compare and contrast differences in the retelling of historical events such as the first settlement from different perspectives.. П Module D - Environment: **G1a** Create and interpret maps of Bermuda and the world, using the 8 cardinal directions, symbols and simple legends. G1b Identify and describe major landforms and water bodies in Bermuda. G1c Identify and locate Bermuda, the continents, the Caribbean, the Azores and Great Britain on a map.

62a Describe Bermuda's early industries in relation to its location and availability of resources.

H5a Connect the economic changes in 16th century Europe to the discovery of Bermuda.

П