### Weekly Learning Units Project

**Theme:** Medieval Times  
**Grade(s):** 5, 6, 7  
**Project Title:** The Great Joust  
** Overall Learning Goal(s):** Learn about medieval era including dates, music, art, food, lifestyles, etc.

#### Themes and Concepts

**Monday**  
- **Key Concepts:** Chivalry, Feudal System, Medieval Engineering Basics, Accessible Shakespeare, Medieval Slang vocabulary  
- **Homework:** Chivalry prize – one token for a humble or chivalrous deed  
- **Snack:** Sweetbreads and Sweetmeats – nutrition in medieval times vs. today  
- **P.E.:** Medieval-slang basketball... teams use medieval slang while playing  
- **How Things Work:** How to build a tower with no electricity!  
- **Lit., Media & Computers:** Medieval themes in famous literature: 5-minute Shakespeare – [http://www.fiveminute.net/shakespeare/romeoandjuliet.html](http://www.fiveminute.net/shakespeare/romeoandjuliet.html)

**Tuesday**  
- **Key Concepts:** Chivalry, Feudal System, Coats of Arms, Medieval Foods  
- **Homework:** Chivalry prize – one token for a humble or chivalrous deed  
- **Snack:** Sweetbreads and Sweetmeats – the funny things people used to call food  
- **P.E.:** Knight-Horse-Dragon relay races  
- **How Things Work:** Design and create your coat of arms  
- **Lit., Media & Computers:** Computer research to determine foods for Friday's feast (snacks)

**Wednesday**  
- **Key Concepts:** Chivalry, Medieval Vocabulary, Tournament Structure, Famous figures from the era  
- **Homework:** Chivalry prize – one token for a humble or chivalrous deed  
- **Snack:** Sweetbreads and Sweetmeats – where foods came from, then and now  
- **P.E.:** Vocabulary Dodgeball (use jousting vocabulary lists)  
- **How Things Work:** Just how did a tournament work?  
- **Lit., Media & Computers:** Famous Medieval Peeps from history or lit: small groups pick someone to read about & teach rest of group about

**Thursday**  
- **Key Concepts:** Chivalry, Medieval Vocabulary, Medieval Games/Sports, Famous figures from the era, Creative writing, Readers' Theater  
- **Homework:** Chivalry prize – one token for a humble or chivalrous deed  
- **Snack:** Sweetbreads and Sweetmeats – Name that snack – review learning from Tues & Wed snack time  
- **P.E.:** Medieval game stations (bocce, farkle, juggling, horseshoes, etc.)  
- **How Things Work:** Team practice for Friday's Tournament  
- **Lit., Media & Computers:** Write a five-minute mini-play telling the life story of your Medieval Peep

**Friday**  
- **Key Concepts:** Chivalry, Medieval Vocabulary, Math & Science, Famous figures from the era, Creative writing, Readers' Theater  
- **Homework:** Chivalry prize – one token for a humble or chivalrous deed – Tally prizes at the end of homework time for the tournament  
- **Snack:** Medieval Feast  
- **Tournament Day:** Performances of mini-plays; different events in the lists, Guild/Kingdom and Individual Chivalry Prizes, Different Joust events (vocab, spelling, math/science, famous people, etc.) Awards Ceremony with victors' coats of arms hung on display!

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**Program Block(s) & task descriptions for project:**
- **Monday:** During How Things Work block, each team creates a guild or kingdom identity and works together to design and build a tower for their guild or kingdom.
- **Tuesday:** Research how a tournament was structured and compare to sports tournaments today; develop a tournament schedule for Friday's tournament.
- **Wednesday:** Teams practice for the tournament and decide who's going to sign up for which events, work on developing the tournament lists.
- **Thursday:** Tournament Day – uses all blocks after Snack.

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**Links to Literacy and STEM:**
- **Shakespeare shorts**, key medieval vocabulary and history, science and math in the medieval era.