



SCHOOL-YEAR SAMPLE, MIDDLE-SCHOOL AGE

Theme for the week	Weekly Learning Units	Project-based learning activity
Theme title: Medieval Times		Project Title: The Great Joust
Grade(s): 5, 6, 7		Project Description: Vocab, spelling, & math tournament with prizes for winners
Overall Learning Goal(s): Learn about medieval era including dates, music, art, food, lifestyles, etc.		
Links to Literacy and STEM: Shakespeare shorts, key medieval vocabulary and history, science and math in the medieval era		
Key Concepts: Monday <ul style="list-style-type: none"> <li>▪ Chivalry</li> <li>▪ Feudal System</li> <li>▪ Medieval Engineering Basics</li> <li>▪ Accessible Shakespeare</li> <li>▪ Medieval Slang vocabulary</li> </ul>	<b>Homework:</b> Chivalry prize – one token for a humble or chivalrous deed <b>Snack:</b> Sweetbreads and Sweetmeats – nutrition in medieval times vs. today <b>P.E.:</b> Medieval-slang basketball... teams use medieval slang while playing <b>How Things Work:</b> How to build a tower with no electricity! <b>Lit, Media &amp; Computers:</b> Medieval themes in famous literature: 5-minute Shakespeare-- <a href="http://www.fiveminute.net/shakespeare/romeoandjuliet.html">http://www.fiveminute.net/shakespeare/romeoandjuliet.html</a>	Program Block(s) & task descriptions for project: 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
Key Concepts: Tuesday <ul style="list-style-type: none"> <li>▪ Chivalry</li> <li>▪ Feudal System</li> <li>▪ Coats of Arms</li> <li>▪ Medieval Foods</li> </ul>	<b>Homework:</b> Chivalry prize – one token for a humble or chivalrous deed <b>Snack:</b> Sweetbreads and Sweetmeats – the funny things people used to call food <b>P.E.:</b> Knight-Horse-Dragon relay races <b>How Things Work:</b> Design and create your coat of arms <b>Lit, Media &amp; Computers:</b> Computer research to determine foods for Friday's feast (snack)	Program Block(s) & task descriptions for project: During How Things Work block, each student creates his or her knight, lady, mage, rogue, etc. name and designs a coat of arms
Key Concepts: Wednesday <ul style="list-style-type: none"> <li>▪ Chivalry</li> <li>▪ Medieval Vocabulary</li> <li>▪ Tournament Structure</li> <li>▪ Famous figures from the era</li> </ul>	<b>Homework:</b> Chivalry prize – one token for a humble or chivalrous deed <b>Snack:</b> Sweetbreads and Sweetmeats – where foods came from, then and now <b>P.E.:</b> Vocabulary Dodgeball (use jousting vocabulary lists) <b>How Things Work:</b> Just how did a tournament work? <b>Lit, Media &amp; Computers:</b> Famous Medieval Peeps from history or lit: small groups pick someone to read about & teach rest of group about	Program Block(s) & task descriptions for project: Research how a tournament was structured and compare to sports tournaments today; develop a tournament schedule for Friday's tournament
Key Concepts: Thursday <ul style="list-style-type: none"> <li>▪ Chivalry</li> <li>▪ Medieval Vocabulary</li> <li>▪ Medieval Games/Sports</li> <li>▪ Famous figures from the era</li> <li>▪ Creative writing</li> <li>▪ Readers' Theater</li> </ul>	<b>Homework:</b> Chivalry prize – one token for a humble or chivalrous deed <b>Snack:</b> Sweetbreads and Sweetmeats – Name that snack – review learning from Tues & Wed snack time <b>P.E.:</b> Medieval game stations (bocce, farkle, juggling, horseshoes, etc.) <b>How Things Work:</b> Team practice for Friday's Tournament <b>Lit, Media &amp; Computers:</b> Write a five-minute mini-play telling the life story of your Medieval Peep	Program Block(s) & task descriptions for project: Teams practice for the tournament and decide who's going to sign up for which events, work on developing the tournament lists
Key Concepts: Friday <ul style="list-style-type: none"> <li>▪ Chivalry</li> <li>▪ Medieval Vocabulary &amp; Spelling</li> <li>▪ Math &amp; Science</li> <li>▪ Famous figures from the era</li> <li>▪ Creative writing</li> <li>▪ Readers' Theater</li> </ul>	<b>Homework:</b> Chivalry prize – one token for a humble or chivalrous deed – Tally prizes at the end of homework time for the tournament <b>Snack:</b> Medieval Feast <b>Tournament Day:</b> 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!	Program Block(s) & task descriptions for project:  Tournament Day – uses all blocks after Snack



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Cite/attribute Resource.