

SUMMER SAMPLE, GRADES K-2

Theme for the week	Weekly Learning Units	Project-based learning activity
	<ul style="list-style-type: none"> ▪ Craft Room: learn about stained glass and medieval art and buildings. Make tissue paper stained glass windows. Work on project based learning activity. ▪ Daily Closing: Check-ins. Reverse star chart of activities for the day. Journaling question of the day: what is the funniest thing you learned or did today? 	
<p>Key Concepts: Tuesday</p> <ul style="list-style-type: none"> ▪ Feudal system (king, knights, serfs, etc.) ▪ Medieval art and culture ▪ Medieval foods ▪ History: Marco Polo ▪ Boat-building (engineering) ▪ Compare and contrast eras ▪ Informational and literary texts ▪ Journaling 	<ul style="list-style-type: none"> ▪ Breakfast: Medieval Bling—make shields, crowns, torcs, and arm bands ▪ Library: Learn about the feudal system of kings, knights, and serfs. Read a medieval story. Work on project-based learning activity ▪ Gym: Who invented sports? Where do they come from? Sports history trivia game. Play medieval sports such as bocce, bowling, and badminton. ▪ Lunch: pictures and names of medieval foods, discuss medieval nutrition ▪ Pool: Learn about who Marco Polo was, what he did, etc. Discuss possible connections between the game and the man. Pool tournament day 2: Marco Polo. ▪ Craft Room: Learn about boats in medieval times for transportation and for battle, and different kinds of boats that were used. Moats and boats: water stations with aluminum foil, straws, toothpicks, and other boat-building supplies. Contest for boat that can hold the most, fanciest boat, silliest boat, fiercest boat, most creative, etc. – all kids get a prize ▪ Daily Closing: Check-ins. Reverse star chart of activities for the day. Journaling question of the day: would you rather live in medieval times or now? Why? 	<p>Program Block(s) & task descriptions for project: Work on project during library time</p>
<p>Key Concepts: Wednesday</p> <ul style="list-style-type: none"> ▪ Simple machines (catapults) -- engineering ▪ Leadership skills ▪ Feudal system ▪ Engineering (pop-up art) ▪ Informational and literary texts ▪ Journaling 	<ul style="list-style-type: none"> ▪ Breakfast: Building plastic spoon catapults and hitting targets with them ▪ Library: A story about a king or queen – discuss strengths and weaknesses. What would you have done differently? What makes a good leader? Feudalism simulation game. ▪ Gym: What was jousting? What was its purpose? How did it work? Noodle jousts with velcro targets. Medieval vocab dodgeball (like regular dodgeball except when you're out, you wait 30 seconds and then get a vocabulary word to define – if you get it right, you're back in; if not, try again in 30 more seconds. ▪ Lunch: knights of the round table – pretend you're a knight and use your chivalry and manners during lunch to earn extra chivalry coins ▪ Pool: Pool tournament, day 3: "Her (or His) Highness Says" – pool Simon Says but with royal labels; water polo (simplified for younger kids) ▪ Craft Room: Learn about book-making in medieval times; make a pop-up book; work on project-based learning ▪ Daily Closing: Check-ins. Reverse star chart of activities for the day. Journaling question of the day: what did people do in medieval times when they were bored? What is your favorite medieval game? 	<p>Program Block(s) & task descriptions for project: Work on project-based learning during craft time</p>



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Theme for the week	Weekly Learning Units	Project-based learning activity
<p>Key Concepts: Thursday</p> <ul style="list-style-type: none"> ▪ Rebus Puzzles ▪ Career readiness ▪ Structuring an argument (debate) ▪ Informational and literary texts ▪ Journaling 	<ul style="list-style-type: none"> ▪ Breakfast: Medieval rebus puzzles ▪ Library: Jobs in medieval times – what were some common jobs and what were they like? What job would you want and what would you need to learn if you wanted to have that job? Finish up project-based learning and share with the class. ▪ Gym: Work in groups to create your own medieval sport or adapt your favorite game or sport for a medieval theme. Take turns trying one another’s games ▪ Lunch: Medieval fantasy: dragons and unicorns, elves and dwarves – what’s your favorite medieval fantasy and why – have an informal debate ▪ Pool: Pool tournament, day 4: Final events: pool volleyball; pool charades. Break ties with lap races. Tournament award ceremony (all children win an award). ▪ Craft Room: Dragon and unicorn masks and Chinese-New-Year-Style dragon dance (or unicorn dance); if extra time, revisit your favorite craft from this week ▪ Daily Closing: Check-ins. Reverse star chart of activities for the day. Journaling question of the day: When I think of Medieval Times, I think of... 	<p>Program Block(s) & task descriptions for project: Work on project-based learning during library time</p>
<p>Key Concepts: Friday</p> <ul style="list-style-type: none"> ▪ Chivalry Review ▪ Outdoor and community learning ▪ Math (shopping at medieval market) ▪ Learning review 	<p>Field Trip Day:</p> <ul style="list-style-type: none"> ▪ Breakfast: review chivalry coin system, divide into kingdoms for Esplanade field trip – double chivalry coins for good behavior ▪ Trip down and back: Reminder of chivalry principles; reminder this is the last chance to earn chivalry coins for the medieval market ▪ Esplanade Association Field Trip <ul style="list-style-type: none"> ○ Coordinate with Esplanade Association to layer medieval theme over the activities included in the EA’s field trip day ▪ Daily Closing: Check-ins and learning recap; reverse star chart of activities for the day; Medieval Market is open for students to spend chivalry points earned this week <p>Farewell Stations: feudalism jeopardy; books about medieval era to read or look through</p>	<p>Program Block(s) & task descriptions for project: N/A – field trip</p>

