



SCHOOL-YEAR SAMPLE TC WITH PBL

Theme for the week	Weekly Learning Units	Project-based learning activity
Theme title: Medieval Times		Project Title: The Great Joust
Grade(s): K-4		Project Description: Medieval 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: Reading medieval fiction, learning about medieval historical figures, key medieval vocabulary/history, medieval engineering, tournament math		
<p>Key Concepts: Monday</p> <ul style="list-style-type: none"> ▪ Medieval games ▪ Chivalry ▪ Tournament structure (math) ▪ Medieval art (stained glass) ▪ Informational and literary texts ▪ Journaling 	<p>Early Arrival: Theme stations – arts and crafts projects on a variety of topics (magic, dragons, princes/princesses, medieval tournaments & jousting)</p> <p>Community Meeting: Check-ins – question of the day: what is a kingdom, what is a guild? What was community like in Medieval times?</p> <p>Classroom Choice/Playground:</p> <p>Choice A: Literary and Informational texts about medieval topics (children choose from topics such as knights, dragons, music, castles, etc.). Think about how this connects to project-based learning activity chosen. Each child creates a medieval name for him- or herself (Lady Tina, Sir Josh the Brave, etc.) and a coat of arms.</p> <p>Choice B: Learn about stained glass and medieval art and buildings. Make tissue paper stained glass windows for your guild or kingdom (see PBL below)</p> <p>Playground: Read about medieval precursor to soccer (much bigger ball) and learn vocab and history; play the game, then play modern soccer; what did you like and dislike about each</p> <p>Homework: Chivalry prize – earn tokens for humble or chivalrous deeds</p> <p>Snack: Sweetbreads and Sweetmeats – nutrition in medieval times vs. today</p> <p>PBL Activity: Describe tournament project for the week and explain tournament structure with brackets and ranking (like for sports tournaments). Form into groups; create a guild or kingdom identity; design and build a tower or guild house for your kingdom or guild using cardboard boxes and art supplies</p> <p>Gym: Medieval-slang basketball... teams use medieval slang while playing</p> <p>Quiet Choice:</p> <p>Choice A: Work on your kingdom's tower or guild's house</p> <p>Choice B: Choose a theme station from the early arrival stations</p> <p>Dismissal: 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>	



SCHOOL-YEAR SAMPLE TC WITH PBL

<p>Key Concepts: Tuesday</p> <ul style="list-style-type: none"> ▪ Feudal system (king, knights, serfs, etc.) ▪ Medieval art and culture ▪ Medieval foods ▪ Boat-building (engineering) ▪ Compare and contrast eras ▪ Informational and literary texts ▪ Journaling 	<p>Early Arrival: Medieval Bling—make a shield, crown, torc, or arm band</p> <p>Community Meeting: Check-ins – question of the day: what is community identity? What is important in a strong community? How do we show connection to and pride in our community? How did they do this in medieval times?</p> <p>Classroom Choice/Playground:</p> <p>Choice A: Learn about the feudal system of kings, knights, and serfs. Read a medieval story. Make up your own medieval story</p> <p>Choice B: 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</p> <p>Playground: Who invented sports? Where do they come from? Sports history trivia game. Play medieval sports such as bocce, bowling, and badminton</p> <p>Homework: Chivalry prize – earn tokens for humble or chivalrous deeds</p> <p>Snack: Sweetbreads and Sweetmeats – the funny things people used to call food</p> <p>PBL Activity: Learn about coats of arms. Discuss common symbols and styles of the time, meaning of colors, symbols, etc. Create your guild or kingdom's coat of arms – make both large and tournament-bracket-sized versions</p> <p>Gym: Knight-Horse-Dragon relay races</p> <p>Quiet Choice:</p> <p>Choice A: Research medieval foods and work on menu for Friday's Medieval Feast snack time</p> <p>Choice B: Choose a bling station from the early arrival stations</p> <p>Dismissal: 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>
<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 	<p>Early Arrival: Building plastic spoon catapults and hitting targets with them (build from a simple plan, then improve the plan)</p> <p>Community Meeting: Check-ins – question of the day: What is chivalry really all about? How did they keep the peace and get along with one another in medieval times and how do we do it now?</p> <p>Classroom Choice/Playground:</p> <p>Choice A: 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</p> <p>Choice B: Learn about book-making in medieval times; make a pop-up book</p> <p>Playground: 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)</p> <p>Homework: Chivalry prize – earn tokens for humble or chivalrous deeds</p> <p>Snack: Knights of the round table – pretend you're a knight and use your chivalry and manners during lunch to earn extra chivalry coins</p> <p>PBL Activity: Learn about coats of arms. Discuss common symbols and styles of the time, meaning of colors, symbols, etc. Create your guild or kingdom's coat of arms – make both large and tournament-bracket-sized versions</p> <p>Gym: Invent a sport for the joust on Friday, such as "medieval tag" or "medieval four-square." Play it and record the rules for the other classrooms</p> <p>Quiet Choice:</p> <p>Choice A: Famous medieval people – read a story about a famous person from medieval times and make a poster teaching your friends about him or her</p> <p>Choice B: Work on plastic spoon catapults from early arrival stations</p> <p>Dismissal: 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>



SCHOOL-YEAR SAMPLE TC WITH PBL

<p>Key Concepts: Thursday</p> <ul style="list-style-type: none"> ▪ Rebus Puzzles ▪ Career readiness ▪ Structuring an argument (debate) ▪ Informational and literary texts ▪ Journaling 	<p>Early Arrival: Medieval rebus puzzles – try some, then create your own</p> <p>Community Meeting: Check-ins – question of the day: what is competition? Are there different kinds of competition (individual, team, etc.)? Does everyone like to compete? What is good sportsmanship and how does it relate to the idea of chivalry? How does this affect our community?</p> <p>Classroom Choice/Playground:</p> <p>Choice A: 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?</p> <p>Choice B: Dragon and unicorn masks and Chinese-New-Year-Style dragon dance (or unicorn dance)</p> <p>Playground: Practice the medieval games created by the other classrooms yesterday</p> <p>Homework: Chivalry prize – earn tokens for humble or chivalrous deeds</p> <p>Snack: Medieval fantasy: dragons and unicorns, elves and dwarves – what’s your favorite medieval fantasy and why – have an informal debate</p> <p>PBL Activity: Create the plan for the tournament tomorrow – create the schedule for the afternoon and decide which events will go in which time blocks. Decide how to assign points and how to determine winners.</p> <p>Gym: Medieval game stations (bocce, farkle, juggling, horseshoes, etc.)</p> <p>Quiet Choice:</p> <p>Choice A: Team practice for tournament tomorrow</p> <p>Choice B: Work on medieval rebus puzzles from early arrival stations</p> <p>Dismissal: 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>
<p>Key Concepts: Friday</p> <ul style="list-style-type: none"> ▪ Chivalry Review ▪ Planning and implementation ▪ Math (tournament rankings) ▪ Math (shopping at medieval market) ▪ Learning review ▪ Creative reflection through art and journaling 	<p>Early Arrival: Tournament Station – decided yesterday which “event” would go here</p> <p>Community Meeting: Check-ins – question of the day: what have we learned this week? What are you most excited about for today? What are you worried or nervous about?</p> <p>Classroom Choice/Playground:</p> <p>Choice A: Tournament Station – decided yesterday which “event” would go here</p> <p>Choice B: Tournament Station – decided yesterday which “event” would go here</p> <p>Playground: Tournament Station – decided yesterday which “event” would go here</p> <p>Homework: Chivalry prize – earn <i>double</i> tokens for humble or chivalrous deeds</p> <p>Snack: Medieval feast – eat foods chosen for the menu on Tuesday. Discuss what we have learned about food in medieval times</p> <p>PBL Activity: Tournament Station – decided yesterday which “event” would go here</p> <p>Gym: Tournament Station – decided yesterday which “event” would go here</p> <p>Quiet Choice:</p> <p>Choice A: Awards Ceremony from tournament</p> <p>Choice B: Reflective art project: collage or painting – what you learned this week</p> <p>Dismissal: Check-ins and learning recap; reverse star chart of activities for the day; creative journaling: give the staff a grade for the week; Medieval Market is open for students to spend chivalry points earned this week</p>

