**Sixth Grade**

**Ancient Egypt Civilization Unit Plan Outline**

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| Day | Outline | Assessment | Geography Theme |
| 1 | Students work on evaluation of latitude and longitude with class activity and day 1 handout | Develop five trivia questions on location for board game | location |
| 2 | Students discover physical features of Egypt through Egypt Golden Empire tour with online resources and complete day 2 handout | Develop five trivia questions on place for board game | place |
| 3 | Students discover how pyramids were created and their structure through a 360 degree tour and readings and complete Day 3 handout | Develop five trivia questions on human environment for board game | Human environment |
| 4 | Students will discover how Egyptians relocated due to the Nile River water source by watching video clips and additional readings and complete Day 4 handout | Develop five trivia questions on movement for board game | movement |
| 5 | Students will discover the region of Egypt through investigations through a mini web quest, slide show, texts, and multimedia guide then will complete Day 5 handout | Develop five trivia questions on region for board game | region |
| 6, 7 | Create Board Game for Authentic Assessment | Rubric designed for creation of Egyptian Civilization Board Game | All 5 themes of geography |
| 8, 9 | Present and Play Board Games | Rubric designed for creation of Egyptian Civilization Board Game and presentation | All 5 themes of geography |