

# **Discovering Early America: An Overview of the Quarter**

Just like the explorers and settlers who discovered early America, students will get a chance to “discover” the motivation behind, and the effects of, European life in the New World. Our quarter will be divided into two units:

## **Why can't we all just get along? – Explorers and Native Americans in the New World**

Students will study Native American civilizations in both North and South America. From the early Maya, Aztec, and Incan people to the Wampanoag of Massachusetts, how did Native Americans interact with the land? As they learn about some early explorers, students will reflect upon the goals of those journeying to a new land, and how they treated the Native Americans. The unit will culminate in a trial to determine whether Columbus himself, or another party, is responsible for the deaths of thousands of Taino Indians.

## **From the Ground up – Building Economic Success in the Colonies**

In this unit on settlement and colonization, students will learn about how settlers found success (or hardship) in the new colonies. After studying principles of economics, students will make a board game which simulates the journey of a young entrepreneur trying to establish a business in the new world. They will also research one of the thirteen original colonies and develop a character who might have lived in that colony. We will even visit Plymouth Plantation to see colonial life modeled. Through a study of slavery, students will learn how life in the Southern colonies differed from life in the North. The final project of the quarter will be the students' participation in an original class play about life in the new colonies.

### **Major Assessments (Rubrics)**

**The People vs. Columbus, et al. – Trial Defense Statement**

**Money Matters Board Game**

**Colonial Life Performance**