

Daily Life in an Ancient Civilization

Curricular competencies:

- Use Social Studies inquiry processes and skills to - ask questions; gather, interpret, and analyze ideas; and communicate findings.
- Assess the significance of people, places, events or developments at particular times and places

Students explore key characteristics of physical environments in ancient civilizations and describe how humans adapted to them (e.g., architecture, transportation methods, clothing, shelter).

The driving questions: What strategies have different civilizations used to respond to challenges imposed by the physical environment? What was life like in Ancient _____?



The inquiry: Explore a variety of sources to identify specific aspects of daily life in a selected ancient civilization. Describe how humans adapted to their physical environment (development and settlement, meeting basic needs; architecture, water, food, clothing, transportation methods, timekeeping, education) and interactions among cultures.

Select and create an appropriate form of presentation suitable for the purpose and audience (e.g., an animation, an iMovie, an oral presentation, a slideshow, a dramatic performance, a 3D model). Provide a short oral presentation to share your findings.

Explore and gather evidence from the following areas for a selected ancient civilization:

- development and settlement (e.g., proximity to water, fertile land, natural resources; defensibility)
- meeting basic needs (food, clothing, shelter)
- what family life was like
- the jobs/responsibilities people had
- what people did for fun
- unique or interesting facts

Establish your own guiding questions for the areas of inquiry and respond to them. Create an effective, eye-catching form of presentation to communicate your findings.

Suggested criteria for success:

- Include at least five key areas of inquiry with guiding questions and supporting information
- Include a bibliography, documenting the sources that guided your inquiry (websites, books publisher/date, page number)
- Create a 3D model, related images or something interactive to engage others in your research