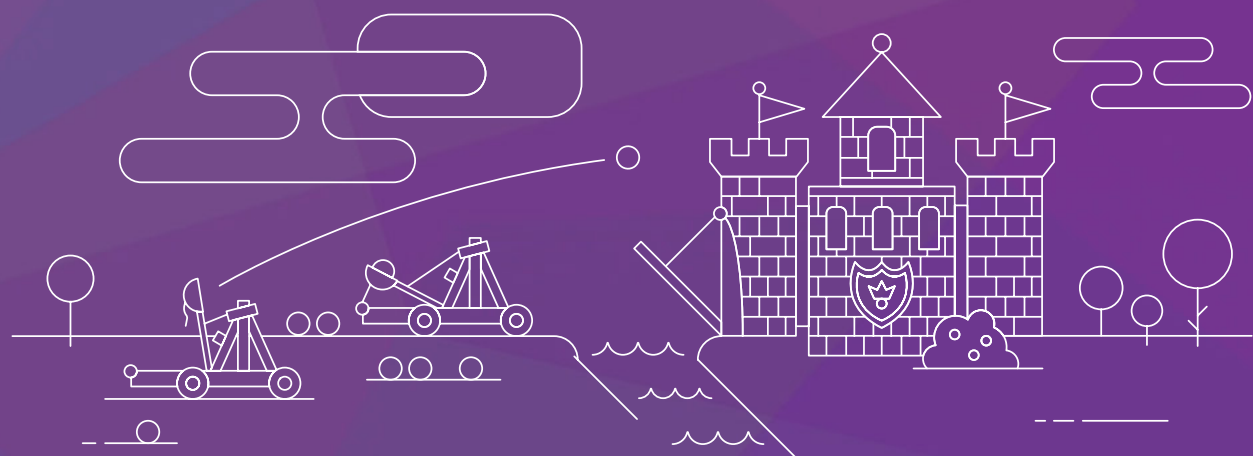


CASTLES, CATAPULTS AND COATS OF ARMS

GRADES 1-6



SUBJECTS

 English Language Arts

 Social Studies

 Mathematics

 Measurement
and Data

 Engineering




 Visual Arts

UNIT OVERVIEW

Children build skills for the future as they explore the past in Castles, Catapults and Coats of Arms™. Investigating basic scientific principles through the lens of medieval history, children use their imaginations to take on the roles of lords, ladies, knights, craftspeople and serfs. They work together to complete hands-on challenges and discover that inventiveness has existed even in times of suppressed learning, helping them to build empathy and social awareness, along with responsible decision making.

CURRICULUM HIGHLIGHTS

THIS UNIT EMPHASIZES THESE INNOVATION
MINDSET HABITS:

-  Exercising design thinking and creative problem solving to construct a castle wall and sculpt boats to transport cargo.
-  Applying fundamental knowledge of STEM concepts while exploring history.
-  Creating, testing and recreating a catapult and drawbridge using simple machines.

UNIT PROTOTYPES

IN THIS UNIT, CHILDREN CREATE:

- Cup Towers
- Boats
- Drawbridge
- Catapult