

Unit 3b-The Renaissance

Content Area: **Social Studies**
Course(s): **Social Studies 6**
Time Period: **Marking Period 3**
Length: **Marking Period 3**
Status: **Published**

Essential Questions

- What was the Renaissance?
- How did new technologies impact European reform?
- How did Greek thought influence the Renaissance?
- Did new trade policies influence European city-states?
- How did the Pope's presence in Italy influence Renaissance politics? • Who were the Medici?

Big Ideas

- While commercial and agricultural improvements created new wealth and opportunities for the empires, most people's daily lives remained unchanged.

Social and Emotional Learning

Chapter 11

STAT: Julius Caesar was a dangerous dictator and taking advantage of his power in Rome.

Enduring Understandings

6.2 World History/Global Studies

D. History, Culture, and Perspectives

6.2.8.D.4.g [M] Evaluate the importance and enduring legacy of the major achievements of the people living Asia, Africa (Islam), Europe and the Americas over time.

Focus Areas

- Describe the significant contributions of the Renaissance and Reformation to European society.
- Discuss factors that contributed to global encounters in the 15th and 16th centuries.

Activities and Assessments

Graphic Organizers / Notes

Tests – multiple choice / open-ended

Quizzes

Worksheets: multiple choice, short answer, open-ended, vocabulary activities

Do-Now activities

PowerPoint presentation

Short Story—Renaissance literature

Video clips

Readers' theater

Scientific review research report

Geography

Kids create maps for each civilization

DBQ using map to explain how geography affects civilization

Compare/contrast geography of civilizations

Readers' theater: of Roman geography

Idling modern countries that were once part of an ancient civilization

Chapter 17 Renaissance

1. Pg. 580 Italy c. 1500 compare to Ancient Rome
2. Pg. 602 Holy Roman Empire
3. Pg. 598 Religions in Europe

World Religions Project-include maps in presentation

* See Appendix E for Cross Content Integration