

LESSON PLAN**UNIT** Ancient Egypt**GRADE** 6-8 Grade**THEME** King Tut: Murder or Misfortune**EQUIPMENT** Computer w/Internet Access
Worksheet**LEARNING OUTCOMES:**

Students will be able to:

1. identify the family members of King Tutankhamen.
2. view items that were found in King Tutankhamen's burial chamber.
3. process arguments on the cause of death of King Tutankhamen.

TIME	LESSON CONTENT – ACTIVITY
10 minutes	Introduction: Discuss with students what they know about King Tut. Point out the timeline in which King Tut ruled. What was life like 3000 years ago in Egypt? Explain to students that they will be doing a project combining research and technology. If students are not familiar with PowerPoint, they can use a different desktop publisher, or create a presentation report without the computer.
(7) 1 hour sessions in Computer Lab	Main Learning Activities: <ol style="list-style-type: none"> 1. Students will view presentation at www.k8websites.com 6-8 Grade Level, "King Tut: Murder or Misfortune" 2. Have students use index cards or paper to record cite information, If students are unfamiliar with citing, they can use Son of Citation Machine http://citationmachine.net/ to find out the proper way to list a citation. 3. Students will also need paper to write notes as they research and access to a computer (or printer) to save/print pictures.
	<p>National Curriculum Standards:</p> <p>Social Studies:</p> <ol style="list-style-type: none"> 1. Provide for the study of culture and cultural diversity. 2. Provide for the study of people, places, and environments. <p>Science:</p> <ol style="list-style-type: none"> 1. Life Science 2. Science as Inquiry <p>Technology Standards:</p> <ol style="list-style-type: none"> 1. Creativity and Innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.

Students:

- a. apply existing knowledge to generate new ideas, products, or processes.
- b. create original works as a means of personal or group expression.
- c. use models and simulations to explore complex systems and issues.
- d. identify trends and forecast possibilities.

2. Communication and Collaboration

Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students:

- a. interact, collaborate, and publish with peers, experts or others employing a variety of digital environments and media.
- b. communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- c. develop cultural understanding and global awareness by engaging with learners of other cultures.
- d. contribute to project teams to produce original works or solve

problems.

3. Research and Information Fluency

Students apply digital tools to gather, evaluate, and use information.

Students:

- a. plan strategies to guide inquiry.
- b. locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
- c. evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
- d. process data and report results.

4. Critical Thinking, Problem-Solving & Decision-Making

Students use critical thinking skills to plan and conduct research, manage projects, solve problems and make informed decisions using appropriate digital tools and resources. Students:

- a. identify and define authentic problems and significant questions for investigation.
- b. plan and manage activities to develop a solution or complete a project.
- c. collect and analyze data to identify solutions and/or make informed decisions.
- d. use multiple processes and diverse perspectives to explore alternative solutions.

	<p>5. Digital Citizenship Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students:</p> <ol style="list-style-type: none"> a. advocate and practice safe, legal, and responsible use of information and technology. b. exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. c. demonstrate personal responsibility for lifelong learning. d. exhibit leadership for digital citizenship. <p>6. Technology Operations and Concepts Students demonstrate a sound understanding of technology concepts, systems and operations. Students:</p> <ol style="list-style-type: none"> a. understand and use technology systems. b. select and use applications effectively and productively. c. troubleshoot systems and applications. d. transfer current knowledge to learning of new technologies.
	<p>Closure: Students can either present their PowerPoint presentation or submit a written presentation.</p>
	<p>Extended Activities and Additional Resources:</p> <ol style="list-style-type: none"> 1. Have students create their own sarcophagus Instructions are at http://www.michaels.com/art/online/projectsheet?pid=e02364 2. More information about Ancient Egyptian Pharaohs can be found at: http://www.touregypt.net/kings.htm