



Digital Time Travelers: Exploring Prehistory with Modern Tools

Participant Name:	Paige Arcet
District:	Massena
Grade Level:	6
Subject/Course:	Social Studies
Cross-curricular Link:	ELA
Approximate Time (IN MINUTES):	60 minutes

CONTENT AND SKILLS
Learning Objectives: Students will learn to use digital tools to create and revise digital artifacts related to prehistory.
Essential Questions (optional): •
Students' I can statements . . . 1. Creating Digital Artifacts • I can create a digital poster using Canva that showcases information about prehistory. 2. Revising Digital Artifacts • I can make changes to and improve my digital artifact. 3. Reflecting on Learning • I can reflect on what I learned about prehistory and how digital tools helped me present this information.
How will you meet the needs of SWD and ELL/MLL students? Supporting Students with Disabilities 1. Differentiated Instruction • Visual Supports: Use visuals, such as pictures and videos, to support understanding. • Step-by-Step Instructions: Provide clear, written instructions and checklists to help students follow along. • Assistive Technology: Allow the use of speech-to-text tools, screen readers, and other assistive technologies as needed. 2. Flexible Pacing • Extended Time: Allow additional time for students who need it to complete their work. • Breaks: Schedule short breaks during the activity to prevent fatigue. 3. Collaboration and Peer Support

- Peer Buddies: Pair students with disabilities with supportive peers who can help them navigate digital tools and the research process.
 - Group Work: Encourage small group collaborations where students can share tasks based on their strengths.
4. Scaffolded Learning
- Templates and Guides: Provide templates and graphic organizers to help students structure their posters and presentations.
 - Chunking Tasks: Break down the project into smaller, manageable steps.

Supporting English Language Learners (ELL)

1. Language Supports
 - Bilingual Resources: Provide research links and resources in students' native languages where available.
 - Vocabulary Lists: Offer a list of key vocabulary terms related to prehistory with definitions and visual aids.
 - Simplified Instructions: Use simple, clear language for instructions and provide translations if necessary.
2. Visual and Contextual Learning
 - Illustrations and Images: Use plenty of images and illustrations to explain concepts and support comprehension.
 - Real-Life Examples: Relate prehistory topics to students' own cultures and experiences to make the content more relatable.
3. Interactive Activities
 - Hands-On Learning: Engage students with interactive and hands-on activities that do not rely solely on language proficiency.
 - Modeling and Demonstration: Demonstrate how to use digital tools and create artifacts step by step.
4. Language Development
 - Sentence Starters and Frames: Provide sentence starters and writing frames to help ELL students articulate their ideas.
 - Oral Presentations: Allow students to present their work orally, using visual aids to support their explanations.

NYS COMPUTER SCIENCE AND DIGITAL FLUENCY STANDARDS

List all standards that authentically align (e.g., K-1.CT.4)

- 4-6.DL.4 Use a variety of digital tools and resources to create and revise digital artifacts.
- 4-6.DL.5 Identify common features of digital technologies.

OTHER SPECIFIC STANDARDS (e.g., Content, SEL Benchmarks)

List all standards that authentically align

<https://www.p12.nysed.gov/sss/documents/SELBenchmarks2022.pdf>

Social Studies

6.2a Human populations that settled along rivers, in rainforests, along coastlines, in deserts, and in mountains made use of the resources and the environment around them in developing distinct ways of life.

6.2b Early peoples in the Eastern Hemisphere are often studied by analyzing artifacts and archaeological features. Archaeologists engage in digs and study artifacts and features in a particular location to gather evidence about a group of people and how they lived at a particular time.

NYS ELA Standards for Grade 6

Reading Standards for Informational Text (RI)

- RI.6.1: Cite textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text.

- RI.6.2: Determine a central idea of a text and how it is conveyed through particular details; provide a summary of the text distinct from personal opinions or judgments.
- RI.6.7: Integrate information presented in different media or formats (e.g., visually, quantitatively) as well as in words to develop a coherent understanding of a topic or issue.

Writing Standards (W)

- W.6.2: Write informative/explanatory texts to examine a topic and convey ideas, concepts, and information through the selection, organization, and analysis of relevant content.
 - W.6.2(a): Introduce a topic; organize ideas, concepts, and information, using strategies such as definition, classification, comparison/contrast, and cause/effect; include formatting (e.g., headings), graphics (e.g., charts, tables), and multimedia when useful to aiding comprehension.
 - W.6.2(b): Develop the topic with relevant facts, definitions, concrete details, quotations, or other information and examples.
- W.6.6: Use technology, including the Internet, to produce and publish writing as well as to interact and collaborate with others; demonstrate sufficient command of keyboarding skills to type a minimum of three pages in a single sitting.

Speaking and Listening Standards (SL)

- SL.6.1: Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 6 topics, texts, and issues, building on others' ideas and expressing their own clearly.
 - SL.6.1(a): Come to discussions prepared, having read or studied required material; explicitly draw on that preparation by referring to evidence on the topic, text, or issue to probe and reflect on ideas under discussion.
- SL.6.5: Include multimedia components (e.g., graphics, images, music, sound) and visual displays in presentations to clarify information.

Language Standards (L)

- L.6.1: Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.
- L.6.2: Demonstrate command of the conventions of standard English capitalization, punctuation, and spelling when writing.

INSTRUCTIONAL PLAN

List the steps of the lesson, including instructions for the students.
Add and highlight Standard Indicator next to activity that aligns

1. Introduction (10 minutes)

- Objective: Understand what digital tools and artifacts are, and get an overview of prehistory.
- Discussion Points:
 - What are digital tools? (e.g., Google Docs, Canva, Scratch)
 - What are digital artifacts? (e.g., presentations, videos, animations)
 - Briefly introduce prehistory (e.g., Stone Age, early human civilizations).
- Engage: Ask students what they know about prehistory.

Teacher:

"Good morning, everyone! Today, we are going to explore how we can use digital tools to create amazing digital artifacts. But we're going to make it extra interesting by focusing on a fascinating topic: prehistory! Can anyone tell me what prehistory is?"

Students respond.

Teacher:

"Great! Prehistory refers to the time before written records. This includes the Stone Age, early human civilizations, and much more. We'll use digital tools like Canva and Scratch to create artifacts that showcase what we learn about prehistory. Has anyone used digital tools like Canva or Scratch before?"

Students respond.

Teacher:

"Awesome! Let's dive into some examples of what you can create."

2. Examples (10 minutes)

- Showcase: Present a few digital artifacts about prehistory (e.g., a Canva poster on the Stone Age, a Scratch animation showing early human life).
- Breakdown: Explain which tools were used and why.

Ideas for digital artifacts:

Canva Poster: Life in the Stone Age

- Description: A poster created using Canva that highlights key aspects of life in the Stone Age, including tools, clothing, and shelters.
- Key Elements:
 - Images: Pictures of stone tools, cave paintings, and early human shelters.
 - Text: Short descriptions and interesting facts.
 - Design: Use of colors and fonts to make it visually appealing.

Scratch Animation: Early Human Life

- Description: An animation created using Scratch that shows the daily life of early humans, such as hunting, gathering, and making fire.
- Key Elements:
 - Characters: Animated figures representing early humans.
 - Scenes: Different backgrounds depicting various prehistorical settings.
 - Interactions: Simple animations showing activities like hunting or making tools.

Google Slides Presentation: Cave Paintings

- Description: A Google Slides presentation that explores the significance of cave paintings in prehistory.
- Key Elements:
 - Slides: Several slides with images and text.

- Content: Information about famous cave paintings, their locations, and what they depict.
- Multimedia: Embedded videos or links to further resources.

Infographic: Evolution of Early Humans

- Description: An infographic created using tools like Piktochart or Canva that traces the evolution of early humans.
- Key Elements:
 - Timeline: A visual timeline showing different stages of human evolution.
 - Images: Illustrations of different hominids.
 - Facts: Key information and milestones in human evolution.

Interactive Map: Migration of Early Humans

- Description: An interactive map created using Google My Maps or similar tools that shows the migration patterns of early humans.
- Key Elements:
 - Map: A world map with marked migration routes.
 - Pins: Clickable pins with information about significant sites and discoveries.
 - Interactive: Users can click on different areas to learn more.

Teacher:

"First, let's look at a poster about the Stone Age created using Canva."

Show the Canva Poster: Life in the Stone Age example (display image on screen).

Teacher:

"This poster highlights key aspects of life in the Stone Age, like tools, clothing, and shelters. Notice how it uses images and short descriptions to make the information clear and engaging."

"Next, we have an animation created with Scratch that shows the daily life of early humans."

Show the Scratch Animation: Early Human Life example (display image on screen).

Teacher:

"This animation uses characters and scenes to depict activities like hunting and making fire. It's a fun way to bring history to life!"

"Lastly, let's look at a Google Slides presentation about cave paintings."

Show the Google Slides Presentation: Cave Paintings example (display image on screen).

Teacher:

"This presentation explores the significance of cave paintings, where they're found, and what they depict. It's a great way to compile and share information."

3. Activity (30 minutes)

- Task: Create a digital poster about a prehistoric topic using Canva.
- Instructions:
 - Show them the basics of Canva (drag-and-drop, text, images).
 - Assign each student a specific topic within prehistory (e.g., tools and weapons, cave paintings, early human shelters).
 - Let them explore and create their poster.

- Once they are done, ask them to revise it based on peer feedback.
- Materials: Computers/tablets with internet access, Canva accounts.

Prehistory Research Topics

1. The Stone Age
 - Life and survival in the Stone Age
 - Tools and weapons of the Stone Age
 - Clothing and shelter in the Stone Age
2. Early Human Evolution
 - The evolution of early humans (e.g., Homo habilis, Homo erectus, Homo sapiens)
 - Migration patterns of early humans
 - Physical and cognitive evolution of early humans
3. Cave Paintings and Art
 - Famous cave paintings (e.g., Lascaux, Altamira)
 - The significance and meaning of cave art
 - Techniques and materials used in prehistoric art
4. Early Agriculture and Settlements
 - The transition from hunter-gatherers to agriculture
 - Early farming techniques and crops
 - Development of early human settlements (e.g., Jericho, Çatalhöyük)
5. Prehistoric Animals
 - Megafauna of the prehistoric era (e.g., woolly mammoths, saber-toothed cats)
 - Extinct prehistoric animals and their habitats
 - Human interaction with prehistoric animals
6. Prehistoric Tools and Technology
 - The development of stone tools
 - Technological advancements in the prehistoric era
 - Uses and significance of prehistoric tools
7. Prehistoric Cultures and Societies
 - Social structures and communities in prehistoric times
 - Rituals, beliefs, and burial practices
 - Trade and communication in prehistoric societies
8. The Ice Age
 - Climate and environmental changes during the Ice Age
 - Adaptations of early humans to the Ice Age
 - Impact of the Ice Age on flora and fauna
9. Fossil Discoveries
 - Significant fossil discoveries and their impact on our understanding of prehistory
 - Methods of fossil excavation and preservation
 - Famous paleontologists and their contributions
10. Prehistoric Artifacts
 - Notable prehistoric artifacts (e.g., the Venus of Willendorf)
 - The role of artifacts in understanding prehistoric life
 - Techniques for dating and analyzing artifacts

Research Links for Prehistory Topics **Pages expire, users should always check links before sharing with students.

1. The Stone Age
 - [National Geographic: Stone Age](#), may need to refresh the link.
 - [BBC Bitesize: The Stone Age](#)
2. Early Human Evolution
 - [Smithsonian National Museum of Natural History: Human Evolution](#)
 - [Khan Academy: Human Evolution](#)
3. Cave Paintings and Art
 - [Bradshaw Foundation: Cave Paintings](#)
 - [The Lascaux Cave Paintings](#), may need to refresh the link.

4. Early Agriculture and Settlements
 - [History World: Early Agriculture](#), may need to refresh the link.
 - [Ancient History Encyclopedia: Early Settlements](#), may need to refresh the link.
5. Prehistoric Animals
 - [BBC Earth: Prehistoric Animals](#)
 - [Natural History Museum: Prehistoric Life](#), may need to refresh the link.
6. Prehistoric Tools and Technology
 - [Khan Academy: Stone Tools](#), may need to refresh the link.
 - [Smithsonian: Early Stone Age Tools](#)
7. Prehistoric Cultures and Societies
 - [History on the Net: Prehistoric Cultures](#), may need to refresh the link.
 - [Ancient History Encyclopedia: Prehistoric Societies](#)
8. The Ice Age
 - [Khan Academy: The Ice Ages](#), may need to refresh the link.
 - [National Geographic: Ice Age](#), may need to refresh the link.
9. Fossil Discoveries
 - [Smithsonian: Fossils](#), may need to refresh the link.
 - [Natural History Museum: Significant Fossil Discoveries](#), may need to refresh the link.
10. Prehistoric Artifacts
 - [National Geographic: Prehistoric Artifacts](#), may need to refresh the link.
 - [Ancient History Encyclopedia: Prehistoric Artifacts](#), may need to refresh the link.

Teacher:

"Now it's your turn! We're going to create our own digital posters about different topics in prehistory using Canva. Here's how it works:"

1. "Open Canva on your computer or tablet."
2. "Choose a poster template or start from scratch."
3. "Your topic will be [assign specific topics to each student, e.g., 'Tools and Weapons', 'Cave Paintings', 'Early Human Shelters']."
4. "Use images, text, and design elements to create an informative and visually appealing poster."
5. "Once you're done, we'll do a quick peer review and make any necessary revisions."

Students begin working on their posters. Teacher circulates to provide assistance.

Teacher:

"Remember, the goal is to make your poster engaging and informative. Use the tools in Canva to enhance your work. If you need help, just raise your hand!"

4. Reflection (10 minutes)

- Discussion Points:
 - What did you learn about prehistory?
 - How did using digital tools help you present the information?
 - How can these skills be useful in other projects?

Teacher:

"Let's come back together and share what we've created. Who would like to show their poster first?"

Students share their posters.

Teacher:

"Great job, everyone! Now, let's reflect on what we learned today. What did you learn about using digital tools to create artifacts? How did feedback help improve your work?"

Students respond.

Teacher:

"These skills are not just useful for history projects. You can use digital tools to create presentations, animations, and posters for any subject. Keep exploring and practicing, and you'll keep getting better!"

Teacher:

"That's it for today! Great work, everyone. I can't wait to see how you use these skills in future projects."

SPECIFIC NEEDS: MATERIALS / RESOURCES / TECHNOLOGY

Add additional resources needed for this lesson such as instructional technology templates, images, videos, etc.

Materials Needed

For the Teacher:

1. Presentation Equipment
 - Projector or interactive whiteboard
 - Computer with internet access
 - Example digital artifacts (prepared in Canva, Scratch, Google Slides)
2. Instructional Materials
 - Prehistory topic list
 - Links to research resources
 - Printed or digital handouts with instructions and "I can" statements
 - Vocabulary lists and key terms related to prehistory

For the Students:

1. Digital Devices
 - Computers or tablets with internet access (one per student or pair)
 - Headphones (optional for focus)
2. Software and Accounts
 - Canva accounts (free version is sufficient)
 - Scratch accounts (optional, if using Scratch for animation)
 - Google accounts for Google Slides (if not already provided by the school)
3. Research Materials
 - Access to online research links (provided in the lesson or via a classroom management system)
 - Books or printed materials on prehistory (optional for offline research)
4. Writing and Drawing Supplies
 - Notebooks or paper for brainstorming and note-taking
 - Pencils, pens, markers
5. Assistive Tools (if needed)
 - Speech-to-text software
 - Screen readers
 - Graphic organizers or templates

Optional Materials

- Reference Books: Books on prehistory for additional research.
- Posters and Visual Aids: Printed posters or visual aids about prehistory to inspire ideas.
- Peer Review Sheets: Templates for students to provide structured feedback to peers.