

I. 5.3.1 Culture Story Project:

A. Standards and Benchmarks

1. MN Standards: 9.3.3.7.2, 9.3.3.7.3
2. Essential Question: EQ4 How do cultural processes affect people and places?
3. LT3 I can explain what social, political and economic processes are and make conclusions about how these processes define the areas where people live.

B. **Objective:** Sum up and share what you have learned about cultural geography by building a presentation using either the "We Explore" or ARC GIS Story Maps tool.

C. **Project Scope:** Tell a story that answers this question:
"Why do people choose to live where or how they do?"

D. Steps:

1. Understanding the parameters of the project in your story...
 - a) Show how social, economic and political processes affect where or how people live.
 - b) Explain how culture was a driver of the choice and what diffusion models best support your explanation
 - c) Show evidence of material and nonmaterial cultural products that support your example
 - d) Use geospatial tools such as maps and data and multimedia to communicate your story in geographic terms
 - e) Explain the impact of the choice
 - f) Review the rubric for scoring criteria
2. **Investigate and choose one of these two platforms to create your story on.**
 - a) <https://storymaps.arcgis.com/en/>
 - b) <https://we-explore.com/>
3. **Research** and develop your idea.

4. **Share your story** and learn from others in Minnesota by using the hashtag **#mngeo**

Scoring Rubric

Rubric	Social, Economic & Political Process elements	Elements of Culture	Presentation & Communication
4 - Mastery	Interprets elements through a cultural and geographic lenses Provides multiple examples. Evaluates in a historical context.	Interprets or explains culture through materiality and materiality. Shows how norms, beliefs, and values are evident. Shows multiple examples of diffusion processes.	Presentation is organized to communicate a story. Uses all elements of the platform, including geo spatial data, maps and images. Cites sources. Link published to a broader audience. @#mngeo
3 - Competency	Interprets elements through a cultural and geographic lenses Provides multiple examples.	Interprets or explains culture through materiality and non materiality. Shows some knowledge of how beliefs, values and norms are evident. Shows example of diffusion processes.	Presentation is organized to communicate a story Uses most elements of the platform, including geo spatial data, maps and images. Cites sources. Link published to a broader audience. @#mngeo
2 - Developing	Identifies elements through a cultural and	Identifies materiality and non materiality. Shows little knowledge of cultural	Presentation attempts to tell a story. uses most elements of the platform, including geo

	geographic lenses Provides multiple examples.	interpretation or evidence of beliefs, values or norms.	spatial data, maps and images. Cites sources
1 - In Progress	Identifies elements.	Attempts to identify materiality or non materiality Attempts to interpret culture.	Presentation uses some elements of the platform, including geo spatial data, maps and images. Cites some sources.