Swain CORE Curriculum Map for HONORS WORLD HISTORY

COURSE BIG IDEAS

- 1. Human Interaction with the environment causes change.
- 2.Political, economic, environmental, and social forces cause change in civilizations and cultures.
- 3.Conflict leads to change.
- 4. Civilizations change through cultural interaction, trade, migration, and innovation.
- 5. Government power and the concept of citizenship is shaped by national identity.

UNIT NAME	Creation of Early Civilizations	Classical Civilizations	Expanding Networks	Middle Ages	Rise of the Modern Man	Age of Revolutions	The Long 19th c.	Foundations of the 21 th c.
TOPICS	Creation of Civilizations Characteristics, Law Codes	A Comparison of the rise, lasting impact, accomplishments, and reasons for fall of major civilizations: Greece/Rome, China, Mesoamerica, Byzantine, Ghana, Mali,	Vikings, Russians, Mongols, Islamic Empires, and Eastern Religions.	Middle Ages, Crusaders, Turks Aztecs Incas, Mayans	Renaissance Reformation Exploration	Scientific Revolution, Enlightenment, English Civil War, American Revolution, French Revolution, Industrial revolution	19th c. imperialism, rise of nationalism, unification of Italy and Germany, Capitalism and colonialism WW I and WWII/Great Depression	Trends of the 20th Information age, Fall of communism, War on Terror/Arab Spring
BIG IDEA	Laws are important to civilizations	Civilizations grow and decline based on socioeconomic, political, and environmental factors	Trade and migration increase cultural interactions and causes change	Conflict over governmental power leads to change. Invasions and conquest leads to change.	Challenges to authority creates change. Individual rights are sought when government	Conflict leads to change. Government power and the concept of citizenship is shaped by	Competition over natural resources leads to conflict. The concept of citizenship is shaped by	Human interaction with the environment causes change. Innovation creates change in power

				Environmenta I forces can lead to changes in population and political authority.	becomes too oppressive Invasion, conflict, and conquest leads to change. Colonization leads to debates over individual rights.	national identity.	national identity.	structure. Political, economic, environment- al, and social forces cause change in civilizations and cultures
CONCEPTS	Civilization, Growth, Influence, Trade, Innovation, Class	Civilizations, Growth, invasion, Influence, Trade, Innovation, Class	Religion, Values, trade, Conflict Migration	Power, Authority, Government,, Conflict Invasion War Individual Rights	National- Identity Religion Values and Beliefs Exploration, Expansion, Colonization Assimilation Invasion Conquest Colonization	Revolution/ Power /Authority	Turning Point, Competition, Nationalism, Imperialism, Conflict, War, Power, Change -Labor/Class conflict, Rise of nation states, Imperialism, Nationalism, Wars and competitions for empire, War	Politics, War, Power, Influence, Interdependence/ Change/ innovation
TIMELINE	7 days	12 days	11days	10 days	10 days	12 days	12 days	7 days

STATE STANDARD S	2.1, 2.2, 2.3	2.2,, 2.4 2.7. 2.8 2.9	2.4,2.5, 2.6	#3	#4 and #5	#6	7.1 , 7.2, 7.3, 7.5, 7.6	8.1, 8.2, 8.3,8.4		
RELATED COMPETEN CIES	WH.H.1.1 WH.H.1.2 WH.H.1.3 WH.H.1.4									
	1. Chronologycraft a historical narrative									
	2.Historical Comprehension - A. Differentiate between historical facts and historical interpretations B Analyze data in historical mapsC. Analyze visual, literary and musical sources									
	3. Historical Analysis and Interpretation - A Identify issues and problems in the past B. Consider multiple perspectives of various peoples in the past C. Analyze cause-and-effect relationships and multiple causation D. Evaluate competing historical narratives and debates among historians E. Evaluate the influence of the past on contemporary issues									
	4. Historical Research A Formulate historical questions B. Obtain historical data from a variety of sources C. Support interpretations with historical evidence E. Construct analytical essays using historical evidence to support arguments.									