

BEAR YE! BEAR YE! LET'S GET MEDIEVAL

By now, we have discussed many aspects of Medieval Europe. The culminating activity for this unit of study will be a Medieval Fair, an opportunity for you to share your knowledge of this fascinating historical era with younger students as well as your parents.

Just as you would for a modern day fair or exhibition, you will be responsible for a “booth” of information pertaining to your chosen area of study. Choose the topic and activities that best suit your learning style, interests and strengths.

MEDIEVAL FAIR TOPIC CHOICE

Which of the following topics would you most enjoy learning more about?

1. MANOR
2. TOWNS
3. CASTLE
4. KNIGHTS
5. CRIME AND PUNISHMENT
6. CHURCH
7. MONASTERY
8. WEAPONS AND WARFARE
9. ENTERTAINMENT
10. CRUSADES
11. FEUDALISM
12. WITCH HUNT

CHOICES OF PROJECTS AND ACTIVITIES

Now that you have chosen your topic, you may choose one activity from each of the following categories.

- 1. Audio – Visual:** The purpose of this component is to teach others about your topic.
 - PowerPoint: A detailed PowerPoint that clearly explains your topic.
 - I-movie: This should be no longer than 5 minutes. It is your opportunity to include clips, images and sounds to captivate your young audience.
 - Model: A detailed model related to your topic. All parts must be clearly labeled. Due to the limitation of space, please limit your model to 2' x 2'.
 - Sketches: Very detailed sketches that are clearly labeled.
- 2. Games:** The purpose of this component is to get our guests actively involved. Remember that your audience will be students from M'KIS Elementary.
 - Quiz game: A game used to quiz your audience about what they have learned. The success of this game depends on your ability to teach the audience with the other components of your project. This can be in the form of an electronic game or a board game.
 - Hands-on game: You may come up with an interactive game or actually play a game that is popular during this time.
- 3. Performance:** This component involves you speaking directly to the audience.

- Short story: Write and perform a short story or a skit that will educate the audience about your topic.
- Persuasive speech: Write and deliver a speech to convince the audience to think a certain way or do something.

4. Writing: This component will be turned in to your teacher. Our young guests will not have the opportunity to view this. Although you may plan this at home, the writing will be done in class. It will be counted as its own separate assessment grade based upon the following writing rubric.

- Journal- A series of 5 journal entries in the voice of a character related to your topic to demonstrate and apply your knowledge of your chosen topic.
- Encyclopedia Article- A one-page article with images about your chosen topic.
- Newspaper Article- A news article set in the Medieval Europe that demonstrates your knowledge and ability to apply the information in a creative writing piece.

No matter which topic or activities you choose, remember that the purpose to learn about this dark and unique time period. Choose well and have fun!