

MAISA and the REMC Association of Michigan Best Practices in Technology Integration Plan

Title: Pilgrim Quest II An Integrated Approach to Pilgrim History.

Subject(s): Pilgrim history, colonial life, problem solving, graphs and charts.

Intended Grade Level(s): 4 - 6

Description:

This lesson will take students through Pilgrim history from the time prior to the Pilgrims coming to America through early colonization. The lesson involves reading, listening, note-taking, problem solving, and graphing. Students will begin by reading and listening along with a narrated story on their computers. Students will take notes on the key elements of what they hear and see. Students will play the computer simulation and become the governor of a Pilgrim colony. While students are the governor they will be required to make many decisions and solve many problems. Students will graph their data while they participate in the simulation.

Curriculum Benchmarks:

MI.SOC.I.1.LE.3 Place major events in the early history of the United States in chronological order.

MI.SOC.I.2.LE.1 Summarize the sequence of key events in stories describing life from the past in their local community, the state of Michigan and other parts of the United States.

MI.SOC.I.2.LE.3 Recount the lives and characters of a variety of individuals from the past representing their local community, the state of Michigan and other parts of the United States.

MI.SOC.I.2.LE.4 Identify and explain how individuals in history demonstrated good character and personal virtue.

MI.SOC.I.4.LE.1 Identify problems from the past that divided their local community, the state of Michigan, and the United States and analyze the interests and values of those involved.

MI.SOC.II.1.LE.1 Locate and describe cultures and compare the similarities and differences among the roles of women, men and families.

MI.SOC.II.2.LE.4 Explain how various people and cultures have adapted to and modified the environment.

MI.SOC.II.5.LE.1 Locate major world events and explain how they impact people and the environment.

MI.SOC.IV.1.LE.1 Explain why people must face scarcity when making economic decisions.

MI.SOC.IV.1.LE.2 Identify the opportunity costs in personal decision making situations.

MI.SOC.IV.1.LE.3 Use a decision making model to explain a personal choice.

MI.SOC.IV.1.LE.4 Analyze the costs, benefits, and alternatives to using consumer credit.

MI.MAT.III.1.E.2 Organize data using concrete objects, pictures, tallies, tables, charts, diagrams, and graphs.

MI.MAT.III.1.E.4 Identify what data are needed to answer a particular question or solve a given problem; use objects, pictures, tallies, tables, charts, diagrams, and graphs and design and implement strategies to obtain, organize, and present those data.

Materials/Hardware/Software:

Hardware required: Personal Computer with at least a 486 DX2 66MHz processor, 16MB RAM, a CD-ROM drive, sound card, and speakers or headphones.

Software: Pilgrim Quest II CD-ROM. Published by Decision Development Corporation. 2680 Bishop Drive, Suite 122 San Ramon, CA 94583
1-800-835-4332. Co-produced with the National Geographic Society.

Materials: Lesson plan, graphs, data sheets, computers, Pilgrim Quest II cd roms, clip boards, pencils, colored pencils, and paper.

Activities/Procedures:

To prepare for this lesson the instructor should preview the Pilgrim Quest II cd rom and all relevant materials. The object of the Pilgrim Quest II simulation is to build a successful and thriving Pilgrim colony while repaying all debts owed to the English company The Merchant Adventurers.

Lesson 1 Introduction and Note Taking.

Suggested Time: 2, 40 minute, sessions.

Materials: Pilgrim Quest II cd rom, multimedia computer, pencil, paper, and clip boards.

Objectives:

The learner will demonstrate reading comprehension by reading, listening, and following along with a narrator through the selected multimedia presentation.

The learner will demonstrate note taking ability by accurately taking notes while listening to the multimedia presentation.

Procedure:

The opening sequence to the Pilgrim Quest II simulation consists of 16 screens of text recounting the history of the Pilgrims. This text is accompanied by color images and a narrator who reads the text aloud. After the first 7 screens the learner is required to decide which items to take along on the trip to The New World. This section is followed by 7 more screens depicting Pilgrim history. After these 7 screens the learner must choose a site on which to build in The New World. Once the learner has chosen a site there are two final screens depicting Pilgrim history before the actual simulation begins.

The main focus of this first lesson is to study the Pilgrim history as it is presented on these opening 16 screens of text and images. The learner will also practice note taking skills during this lesson. After each screen is presented, guide the learner by noting on the board key facts and important items covered during the presentation. The learners should write these facts and observations in their notes for later study. After the first 7 screens are presented the learner must decide what to take along on the journey to The New World. The learner has a borrowing limit of funds borrowed from the English company The Merchant Adventurers. The learner must process the importance of certain items balanced with the burden of repayment of borrowed moneys. After selecting the items to take to The New World the learner is presented with 7 more screens of history. The instructor should again make a note of the key facts for the learner's notes. After the second sequence of screens the learner must choose a suitable site for establishing the Pilgrim colony in The New World. The learner must sail around the Massachusetts Bay and Cape Cod to find a desired location. Once the location is chosen the learner is presented with the final two screens of history related material. After these last two screens the actual simulation begins. The learner will have a few pages of notes at this point including the key facts and events in Pilgrim history.

Evaluation:

The learner will be given time to study and review notes taken during the opening sequence of Pilgrim Quest II. The instructor will then present an oral quiz which will be comprised of questions related to the contents of the learner's notes. The learner may or may not be allowed to use the notes during the quiz as per the instructor's desires. Upon completion of the quiz the instructor will review the quiz questions and answers discussing them with the learners.

This concludes lesson 1.

Lesson 2 Simulation Play and Data Graphing.

Suggested Time: Up to 10 or 12 computer lab sessions.

Materials: Pilgrim Quest II cd rom, packet of charts and graphs for each learner, pencils, colored pencils, and clip boards.

Objectives:

The learner will demonstrate ability to maintain charts and graphs using data gathered from the Pilgrim Quest II simulation by accurately keeping track of progress during the simulation.

The learner will demonstrate ability to make important decisions regarding the governing of a Pilgrim colony by successfully playing the role of governor during the Pilgrim Quest II simulation.

Procedure:

The instructor will teach or review bar and line graphing prior to conducting this lesson.

The instructor will review the help files included in the Pilgrim Quest II simulation with the learners. The learners will learn the basics of navigation for the Pilgrim Quest II simulation. After the instructor feels confident that the learners are able to successfully operate the simulation the learner will actively play out the Pilgrim Quest II simulation. While the learner is playing the simulation the learner will keep track of important information by charting progress on the graphs and charts included in this lesson plan. Included in the graph packet are medical reports, building reports, Native American relations, and security reports. These are a combination of line graphs and bar graphs. To win the simulation a player must build a successful and thriving Pilgrim colony and repay all debts owed to The Merchant Adventurers. Achieving this goal is not easy and could take many hours of game play.

Evaluation:

The instructor will review the learner's graphs for accuracy, the learner's ability to navigate the simulation, and the learners understanding of all aspects of the simulation. A grade will be issued for this lesson based on a combination of these three elements.

This concludes lesson 2.

Lesson 3 Review and Evaluation.

Suggested Time: 2, 40 minute, sessions.

Materials: Learner's notes, graphs and all other related materials.

Objective:

The learner will demonstrate understanding of all learned material by actively participating in a classroom discussion and review session.

Procedures:

The instructor will conduct one or two classroom sessions reviewing and discussing all learned material and data during the playing of the Pilgrim Quest II simulation. The instructor will review graphing procedures for both bar and line graphs using the data gathered from the simulation. The instructor will review all important facts pertaining to Pilgrim history. The instructor may or may not present a final test covering the entire lesson.

Evaluation:

The learner will actively participate in the classroom discussion and present all graphs to be evaluated by the instructor. The learner may or may not take a final

test as per the instructor's decision.
This concludes lesson 3 and the Pilgrim Quest II Unit.

Assessment/Evaluation:

The graphs for this lesson are included in a file called pqgraphs.zip on this diskette. They are in bit map format and should be inserted into a word processor document before being printed out.

There are two possible places in the lesson for quizzes or tests. These can be created by the instructor to suit the specific needs of the learners.

Name: Andrew P. Mason

School District: Shelby Public Schools

School Ferry: Elementary School

Address: 3301 S. Green Street Shelby, MI 49455 616\861-2346

PilgrimQuest

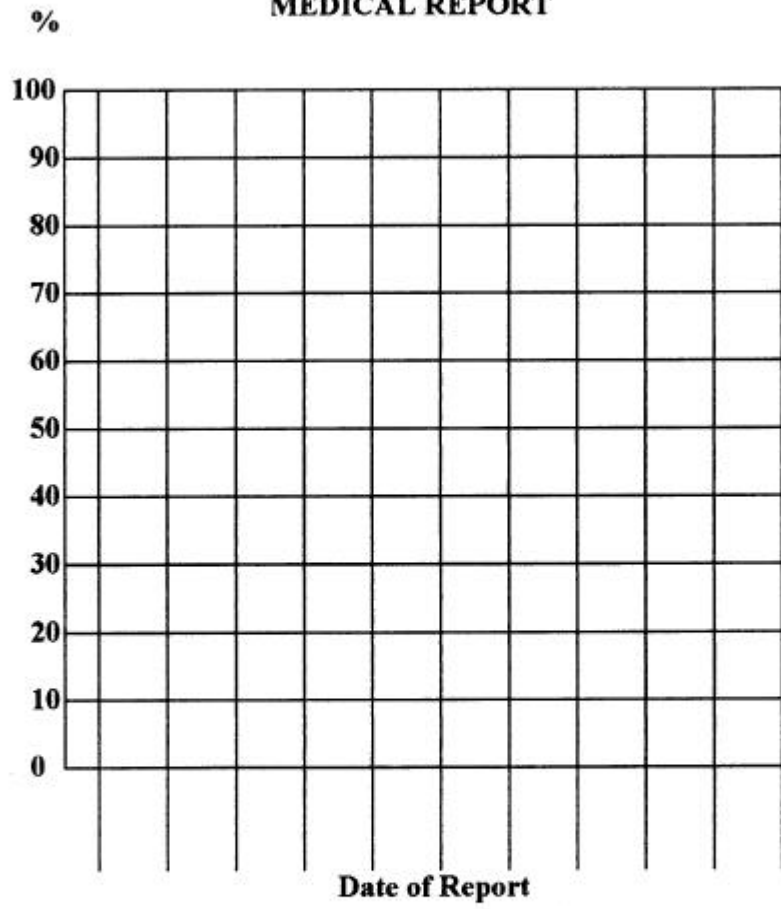
CHARTS AND GRAPHS

Name: _____

Teacher: _____

Grade: _____ Date: _____

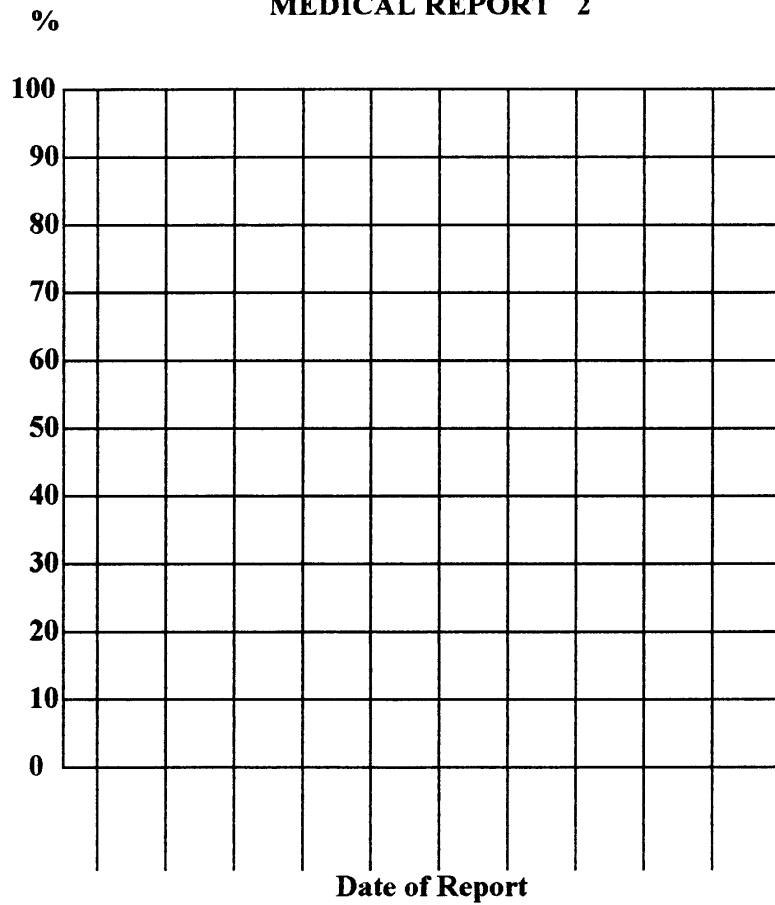
MEDICAL REPORT



Legend

- | | |
|-----------------------------------|--------------------------------|
| <input type="checkbox"/> health | <input type="checkbox"/> water |
| <input type="checkbox"/> calories | <input type="checkbox"/> meals |
| <input type="checkbox"/> diet | |

MEDICAL REPORT 2



Legend



exposure



warmth



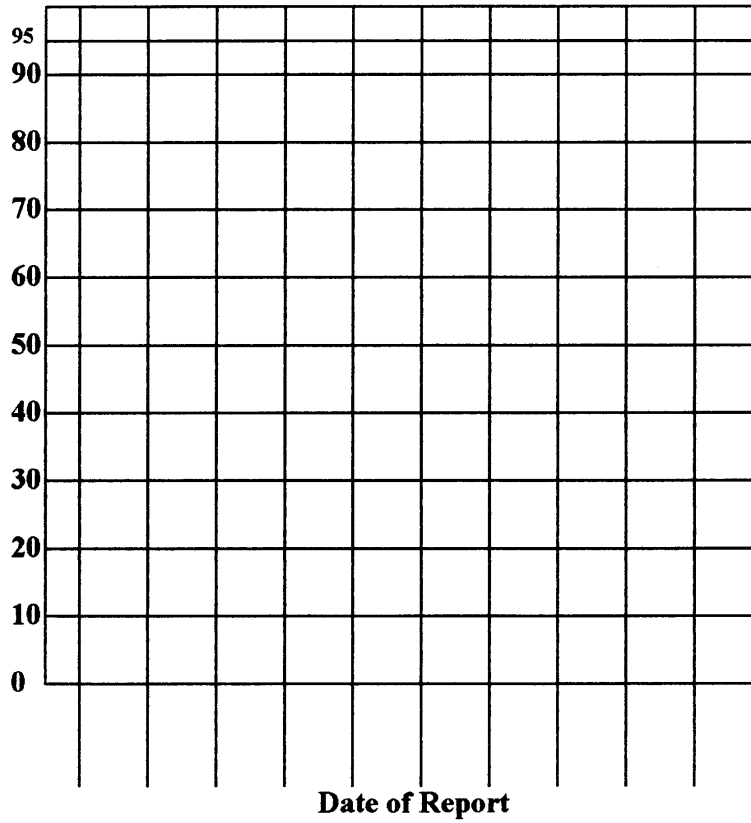
weather



shelter

number

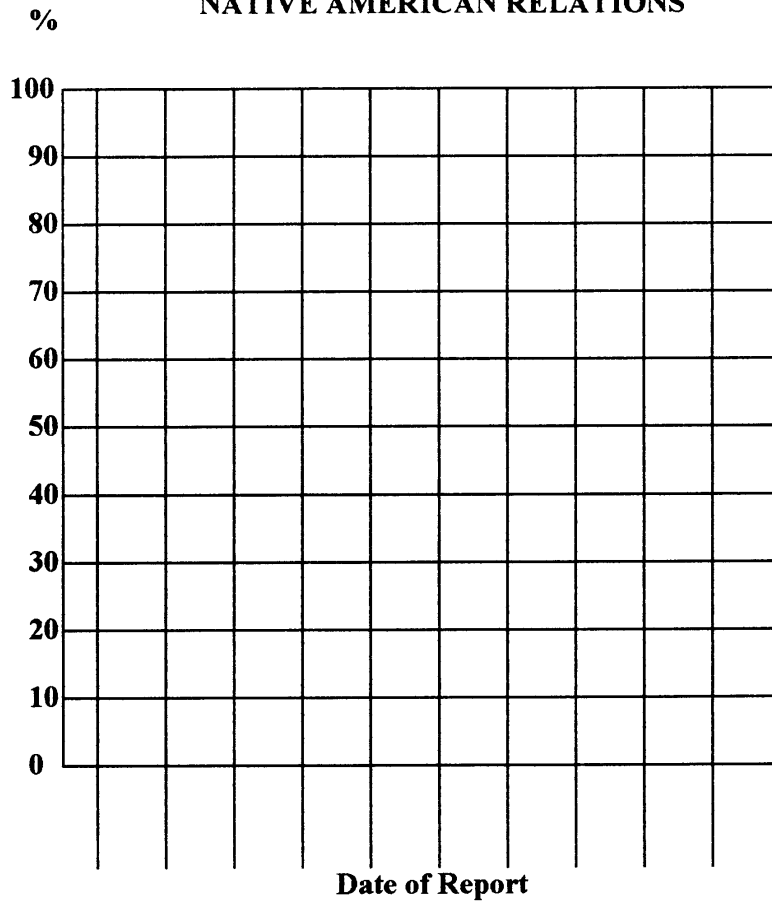
MEDICAL REPORT 3



Legend

- total sick at this report
- total healthy at this report
- total Pilgrims alive at this report

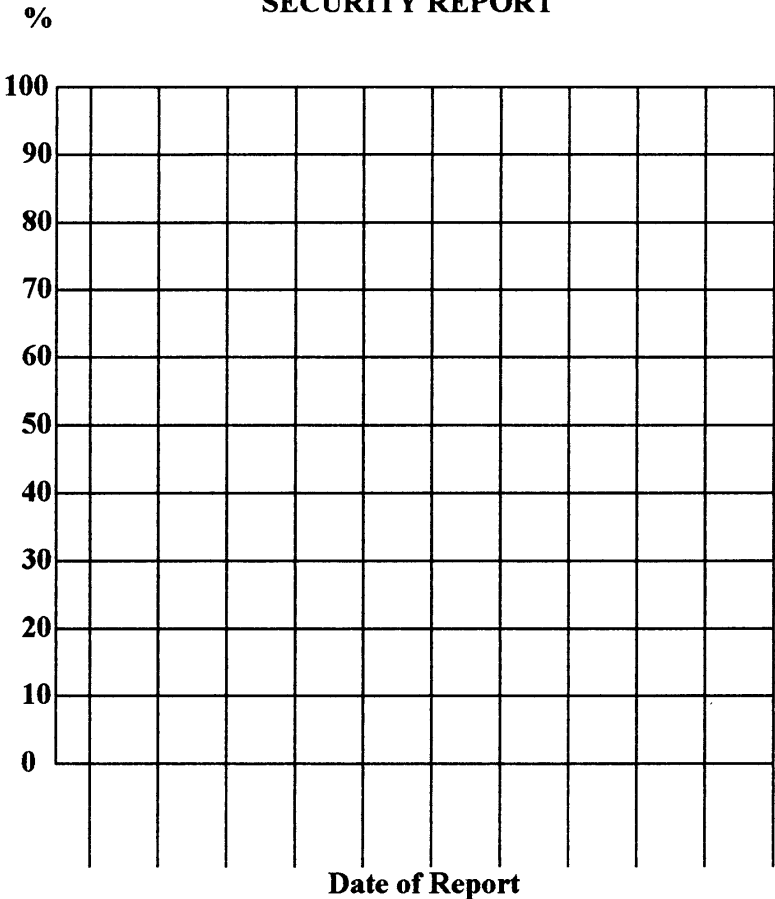
NATIVE AMERICAN RELATIONS



Legend

- | | | | |
|--------------------------|--------------|--------------------------|--------------|
| <input type="checkbox"/> | Wampanoag | <input type="checkbox"/> | Massachusett |
| <input type="checkbox"/> | Nipmuc | <input type="checkbox"/> | Pequot |
| <input type="checkbox"/> | Narragansett | <input type="checkbox"/> | Nauset |

SECURITY REPORT



Legend SAFETY DEFENSES