

Student Effort is Required. Let's Inspire It.

# Pacing Chart GRADE 8 SOCIAL STUDIES

## STAAR Review & Intervention Program: Sample of First Seven Lessons



	1	2	3	4	5	6	7
<b>Era</b>	← Colonial →				← Revolutionary →		
<b>Topic(s)</b>	Exploration, Colonization, Immigrant Groups, & Slavery	Thirteen Colonies, Culture, & Environment	Representative Government & Citizenship	Summary of Colonial Era	American Revolution	U.S. Constitution & Bill of Rights	Summary of Revolutionary Era
<b>Whole Group Activity Block</b>	<p>Pre-test complete independently; pages 1-3</p> <p><b>Student Notes &amp; Teacher CD</b> hand notes to each student for use during 20 lessons; read/review "European Exploration and Colonization" through "Transatlantic Slave Trade ..." sections aloud</p> <p>☝ What are some examples of how political, religious, and economic conditions in Europe affected immigration in the New World?</p>	<p><b>Student Notes &amp; Teacher CD</b> read/review "Cultural Conflicts and Contributions" through "Religious Freedoms and First Great Awakening" sections aloud</p> <p>☝ How did the geography of the thirteen colonies affect the following?</p> <ul style="list-style-type: none"> <li>• slavery</li> <li>• relations between whites and Indians</li> <li>• economic activities</li> <li>• locations of cities</li> </ul>	<p><b>Student Notes &amp; Teacher CD</b> read/review "Foundations of Representative Government" through "Individual Contributions ..." sections aloud</p> <p>☝ <b>Traditions</b> (British law), <b>geography</b> (distance), <b>new ideas</b>, and <b>individuals</b> combined to influence self-government in the colonies. How are current issues, like voter ID laws, also influenced by these same factors?</p>	<p><b>Teacher CD</b> play Colonial Era Hangman as a class</p> <p><b>Student Notes &amp; Teacher CD</b> invite a student to lead a hangman challenge (using your whiteboard or projector) by selecting a term from the DynaNotes Colonial Era course notes and giving the class "guessers" a helpful hint</p>	<p><b>Student Notes &amp; Teacher CD</b> read/review "Causes of American Revolution" through "Issues and Events of American Revolution" sections aloud</p> <p>☝ If you put each of the causes of the American Revolution into one category – political, social, economic, or religious – which category would have the longest list? Which category would have possibly no entries?</p>	<p><b>Student Notes &amp; Teacher CD</b> read/review "Constitutional Convention of 1787 ..." through "U.S. Constitution and Bill of Rights" sections aloud</p> <p>☝ What are some current issues that highlight these Constitutional principles?</p> <ul style="list-style-type: none"> <li>• limited government</li> <li>• republicanism</li> <li>• federalism</li> <li>• separation of powers</li> <li>• checks and balances</li> <li>• popular sovereignty</li> <li>• individual rights</li> </ul>	<p><b>Teacher CD</b> play Revolutionary Era Slot Machine as a class</p> <p><b>Student Notes &amp; Teacher CD</b> Show "U.S. Constitution and Bill of Rights" section</p> <p>☝ Public schools (financing, curriculum, programs) have traditionally been the responsibility of the states. The federal government's role has been growing steadily, however. How does this change relate to the principle of federalism?</p>
<b>Cooperative Group</b>	<p><b>Activity 1 - Colonial Immigrants and Their Reasons</b> complete in student pairs; pages 5-6</p> <p><i>*scissors, glue</i></p>	<p><b>Activity 3 - Characteristics of Colonial America</b> complete in student pairs; pages 9-11</p> <p><i>*scissors</i></p>	<p><b>Activity 5 - Foundations of Representative Government</b> complete in student pairs; pages 14-15</p>	<p><b>AmeriMatch Colonial Era Card Decks</b> set up card games with 4-5 students per group; follow instruction card except each student turns up 4 cards per turn (to speed up the game)</p>	<p><b>Activity 8 - Causes of American Revolution Diagram</b> complete in student pairs; pages 18-19</p>	<p><b>Activity 10 - Compromise and Ratification Mock Debates</b> complete in student pairs; once the tables are completed, form groups and perform the mock debates; pages 22-24</p>	<p><b>AmeriMatch Revolutionary Era Card Decks</b> set up "cooperative-competitive group speed match" with 4-5 students per team</p>
<b>Independent</b>	<p><b>Activity 2 - Founding of the Thirteen English Colonies</b> complete independently; pages 7-8</p>	<p><b>Activity 4 - Cultural Conflicts, Contributions, and Change in Colonial America</b> complete independently; page 13</p>	<p><b>Activity 6 - Religious Freedom in Colonial America</b> complete independently; page 16</p>	<p><b>Activity 7 - Colonial Era Write to Understand</b> complete independently (answer key example may be read first); page 17</p>	<p><b>Activity 9 - American Revolution Timeline and Contributions</b> complete independently; pages 20-21</p>	<p><b>Activity 11 - Constitutional Principles and Bill of Rights</b> complete independently; pages 25-26</p>	<p><b>Activity 12 - Revolutionary Era Write to Understand</b> complete independently (answer key example may be read first); page 27</p>

<sup>1</sup> During whole group read/review activities, ask students the question(s) "☝" provided (and/or others) to generate class discussion.