

Home Sweet Home

Link

POS/SOL: SS 2.3

Marzano Strategy: Nonlinguistic Representations

We have learned that transportation, jobs, population, and buildings change over time. Today we are going to examine the changes in shelter that occur from one location to another.

Assessment: Class discussion

Engage and Educate

What are the basic needs of survival for all humans? E.g. food, clothing, and shelter. Why do we need shelters? What kinds of shelters do people in the city have? How is that different from the shelters you would see in rural areas? What materials are used to build homes in your neighborhood? Think about the shelter you live in. Now think about the shelter someone would live in if they lived in the desert. Compare your shelter with one that protects people in the desert. How are they the same? How are things different?

Assessment: Class discussion

Active Learning

Think of a living person, character, or historical figure for whom you would like to design a unique shelter. What would they need? What are their interests? How large should it be? How would the space be arranged? Would it be in the city, suburbs or country?

Assessment: Class discussion

Today you will use your architectural skills to design a new kind of shelter for a special person. It may be built anywhere you like. You can use any materials you wish. First think about the needs, wants, and culture of the inhabitants.

Assessment: Completed product

Reflect

Have students share their completed shelter designs with the class.

Now and Then

We have learned that community life changes over time. Today we examined how needs and wants of individuals can influence the types of shelter people construct.