

Ruler of the School

<p>Standards Addressed: Content TEKS</p> <p>Tech Apps. TEKS</p>	<p>SS—K9A, K10C, K17B 1.11A-C, 1.12A-C, 1.13A-D 2.14B, 2.12 G 3.18A-B 4.24A-B 4B, 10A-B 5.27B, 519A-B (D2SC - 1st grade, week 6, 2nd six weeks; 2nd grade, week 6, 2nd six weeks; 3rd grade, week 5, 2nd six weeks; 4th grade, week 2, 2nd six weeks, 5th grade, week 1, 3rd six weeks)</p>
<p>Lesson Title or Topic:</p>	<p>Ruler of the School</p>
<p>Objectives: Content Language</p>	<p>The learner will research animals, then analyze and organize information to present their animal as the perfect Ruler of the School by making campaign posters. After viewing posters, students will vote on which animal should be Ruler of the School and analyze results.</p>
<p>Key Vocabulary</p>	<p>candidate, plank, platform, ballot, voter, election, leadership, campaign</p>
<p>Materials:</p>	<p>computers, writing materials, ballots</p>
<p>Engage (The activities in this section capture the student’s attention, stimulate their thinking and help them access prior knowledge.)</p>	<p>Read <u>Duck for President</u> by Cronin and Lewin Discuss qualities that make a good leader or ruler. Divide class into 5 parties: mammals, fish, birds, reptiles and amphibians. Explain that each group must agree on a candidate to present for Ruler of the School.</p>
<p>Explore (In this section students are given time to think, plan, investigate, and organize collected information).</p>	<p>Students in each group open nominations for a candidate. Students vote and choose a representative. Students research qualities of candidate that would make a good Ruler. Students write a 3 plank platform to be presented to the class. Students campaign for their candidate by creating a campaign poster electronically (TuxPaint, MSPaint, Paint.net) with their candidate’s 3 plank platform. (Older students could include persuasive writing presented in speech form when posters are presented.)</p>

<p>Explain (Students are now involved in an analysis of their exploration. Their understanding is clarified and modified because of reflective activities).</p>	<p>Each party presents their candidate to the class via their poster and/or persuasive speech. Students vote either electronically or on paper ballot for candidate of their choice.</p>
<p>Elaborate / Extend (This section gives students the opportunity to expand and solidify their understanding of the concept and apply it to a real world situation.)</p>	<p>Announce the winner of Ruler of the School. Discuss why the candidate won—qualities, campaigning, looks, personality. Did your vote count—what difference did it make</p>
<p>Evaluate</p>	<p>Students will be evaluated on the campaign poster and/or persuasive speech along with their ability to work collaboratively with their group.</p>