Day 19 Age of Exploration Unit   Culminating Activities
50-65 Minutes

Lesson Title:
Reviewing the Age of Exploration

Grade Levels:
Grades 3–9

Time Needed:
45 minutes

Learning Objectives
Grades 3-5

- Review the explorers, their nations, goals, and destination
- Complete practice activities

Grades 6-9

- Review the explorers, their nations, goals, and destination
- Complete Mt. Explorer activity
- Play an exploration game called Timeline

Materials

- Student Devices
- Explorers Interactive Exhibit
- Mt. Explorer Printouts (two-page printout)
- Timeline Game
- Scissors
- Glue Sticks

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1. Interactive Explorers Exhibit (20 minutes)

Teacher:

 "Today we're going to review our unit on the Age of Exploration, starting with an Age of Exploration interactive exhibit and associated activities."

Project the exhibit to the whiteboard and demonstrate to students how to use it. Click on some of the nations, explorers, and topics.

https://learnaboutamerica.com/american-history/explorers-and-the-age-of-exploration/age-of-exploration-online-module-and-scavenger-hunts

There are two options with this exhibit:

- Interactive Scavenger Hunt - better for older students
- Interactive Fact or Fiction - better for younger students

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2. Mt. Explorer (30 min.)

https://learnaboutamerica.com/american-history/explorers-and-the-age-of-exploration/explorers-games-and-fun-stuff/mt-explorer

This fun explorers activity requires students to construct a "Mt. Rushmore" of four explorers and to justify why they chose the explorers. The "heads" of ten different famous explorers or included and students simply cut them out to form the Mt. Rushmore.

Review each explorer and their accomplishments or claims with students. These are great classroom or halfway decorations. When students are finished, tally up how many times each explorer appeared on a Mt. Explorer and share results with students.

Optional: Explorers Timeline Game (15 min.) (upper grades)

https://learnaboutamerica.com/american-history/explorers-and-the-age-of-exploration/explorers-games-and-fun-stuff/explorers-timeline

This is an extremely challenging but fun game in which students must drag and drop the explorer events to their correct places on the timeline.

Project the game to the whiteboard and demonstrate. There are three rounds students must complete to win the game. Each round is 90 seconds. Students can check their answers as often as they want.