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A Summary of Learning Outcomes Using the Unit of Work 'Ancient Civilisations'

Below you will find a brief outline of some of the skills that can be successfully taught using Multiple Intelligences. The list gives a general indication of some of the possible learning outcomes that can be achieved using this unit of work. There are many more than those presented.

Key Competencies

- Collects, analyses and organises information
- Communicates ideas and information
- Plans and organises activities
- Works with others and in teams
- Uses mathematical ideas and techniques
- Solves problems

English

Experiments with strategies for planning, reviewing and proof reading own writing
Consistently makes informed attempts at spelling
Controls most distinguishing linguistic features and structures of basic text types such as stories, reports and argument

Society and Environment

Expresses a personal view of the meaning of data
Presents data to explore a key idea
Interprets accounts and artefacts of people in another time

Mathematics

Integrates terms and notations into comparisons and descriptions of things
Directly and indirectly compares things including by counting uniform units of mass and measuring length to the nearest marked graduation
Chooses the appropriate attribute when measuring and comparing things
Locates and sequences events in time
Researches the history of mathematics



The Arts

Explores ideas and feelings through making art works

Explores and uses several art elements and uses specific skills and techniques appropriate to the medium

Selects, combines and manipulates images, shapes and forms using a range of skills, techniques and processes

Technology

Explains how information can be created, constructed, presented, stored and transmitted in different forms for particular audiences

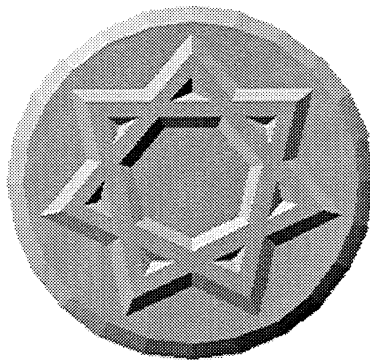
Describes how some of the elements of simple systems work together

Plans and carries out the steps of production processes, making safe and efficient use of resources

Science

Identifies patterns and groupings in information to draw conclusions

Compares ways of solving problems and finding explanations



Activities

Bodily-Kinesthetic Intelligence

1. Many ancient ruins or symbols of the past are now tourist attractions. Choose one of these ruins and make a model of it. Design a tourist information brochure about the attraction that could be used by a travel agency. Write the brochure in another language as well.
2. Using the skill of calligraphy, give examples of ancient symbols used as a language. Use the symbols to tell a story that you can read.
3. Dramatise what happened when people from ancient cultures living in jungles met Europeans for the first time. Design and make suitable clothing for each culture to enhance your performance.
4. Walk like an ancient Egyptian. What is different about the walk? Perform an ancient dance to music of your choice. Teach your dance to another class of children.
5. Make a model of a time machine that would enable you to return to any ancient civilisation of your choice. Clearly label the important design features you have made.

Interpersonal Intelligence

6. In ancient civilisations people were sacrificed to the gods. Prepare a debate that examines the positive and negative sides of the following statement: *Sacrificing people to the gods was a good thing!*
7. Life expectancy in ancient civilisations was very low. Give at least five reasons for this. In what ways have ancient civilisations contributed to prolonging life? List at least ten benefits and ten problems associated with a longer life span due to new medical discoveries.
8. Imagine you were a famous person from the past, e.g. Cleopatra or Julius Caesar. Have a friend interview you by asking questions about life in your time. Videotape the interview and show it to your parents so that they learn some facts about ancient civilisations.

