Knighthood

An imaginative, integrated, cross-curricular strategy for engaging Middle School boys
History of Knighthood

- 1992-present
- Participated as a student (1994)
- Hands-on, cross-curricular (all disciplines)
- Rite of passage into the middle school (5th grade)
  - New Knights can handle more responsibility and independence with integrity
- Revamped in 2010 to incorporate 21st century skills and tools
Constructivist Pedagogy

- Students learn many different ways.
- Students possess multiple skill sets, or “intelligences,” and are stronger in some areas and weaker in others. (Gardner, 1983, 1999a)
- To allow all learners an equal opportunity for success, projects should address multiple intelligences.
Bloom’s taxonomy argues that the most active, long-lasting learning occurs higher up the hierarchy. (1956)

Students asked to apply, analyze, evaluate and create during the course of the Knighthood project.
Constructivist Pedagogy

- Engage students in activities that build on prior knowledge and allow application of knowledge to new situations. (Edutopia, 2001)

- Use of project-based learning to accomplish these goals.
Constructivist Pedagogy

- Partnering w/guided inquiry to allow students freedom and choice to reach the goals in their own way. (Prensky, 2010)

- How best to differentiate? Within-content area or between content-area?
  - BOTH (if possible)
Art class

- Choose character from list given of roles from Medieval Europe
  - Baker, Jester, Falconer, King, Clergyman
- Research the customs, culture and clothing of your role
- Create an authentic, 3-D mannequin of your character
Music Class

- Create new lyrics to a traditional folk tune
- Commemorate a hero
Spanish

- Learn about Don Quixote’s quest to become a knight
- Create a triptych employing symbols to represent knightly values which student has
Religion

- Research a patron saint
- Create a facebook-like biography detailing his life and accomplishments
English

- Integrate reading and writing
- Student-led inquiry circles about chosen books
- Write creative, biographical manuscript based on character chosen in Art
Math/Science

- Design and build catapult in groups of 2 or 3 using household materials
- Test range of catapult by launching different objects in school hallway
- Analyze and display data using Microsoft Excel
Physical Education

- Students encouraged to set fitness goals to progress from baseline to “fit” level
- Pass 2 of 4 fitness tests which show you have physical prowess fitting of a knight
Social Studies

- Learn structure of feudal system politically, socially, and economically
- Apply feudal life to your character chosen in art
- Create Wikispace biography to add personality to your character
Knighting Ceremony

- Community-wide celebration
  - Administration, Faculty, Staff, Families
- 90-minute ceremony (Parent/Teacher organized)
  - Opening Remarks
  - Knighting Ceremony
  - What I learned (Student-created digital movie)
  - Headmaster Q&A
  - Reception w/student work on display
21st Century Skills

- Use of technology in meaningful way
  - Give students a voice
  - Creation of online biography for character
- Hands-on problem solving
- Teamwork
- Peer-collaboration
- Organization
- Long-term planning
How does the project enable meaningful learning?

- Application of knowledge gained in one content is applied in other content areas
- **Creation** of understanding through Project-based learning
How does this project inspire boys?

- Goal-oriented
- Imaginative role play
- Student choice
- Technology integration
- Tangible accomplishments
- Developmentally-appropriate topic
Updated Social Studies project

- 4 mini-units
  - Feudalism
  - Life on the Manor
  - Becoming a Knight
  - Castle Design

- Collaborative learning teams

- 4 Wiki entries
  - About my ____
  - A day in the life
  - I wish I were
  - Modern Day Knight

- Individual creation, peer-edited

Knighthood 2010 Wiki

Knighthood 2011 Wiki
Castle Design

- 2 week mini unit
- 3-4 student teams
  - Computer Tech
  - Artist
  - Leader

1. Choose location within Aberystwyth, Wales (Google Earth)
2. Create a Castle Terms Glossary
3. Design castle for Norman Baron William de Clare
   A. Sketch blueprint
   B. correctly label castle’s parts
Assessment

• Formative
  • Monitor student progress
  • Peer editing/review

• Summative
  • Rubric, 105 pts
  • Each entry 25 pts
    • 10pts-Grammar & Spelling
    • 10pts-Follows Entry Guidelines
    • 5pts-Creativity
  • 5 points “bonus” for extra features
Why Wiki?

- Student-friendly platform
- Build individual student pages within 1 site (similar to Google sites)
- 24/7 accessibility
- Discussion board
- Digital Keepsake

- House resources online
- Collaboration
- Individualization
- Ongoing documentation of student work
- Managing long-term design process
Two knights’ perspective
The Future of Knighthood and PBL

- Wikispaces
  - Build collaborative research pages in groups based on role choices
  - Comment on entry of classmates using the discussion board
  - Use RSS Feeds to “follow” student pages

- Other Web 2.0 projects
  - Between subjects collaboration
  - Use appropriate tool to effectively inform your audience
1. Chose Topic
2. Research Topic
3. Evaluate Sources
4. State Claim about topic
5. Multimedia presentation
6. Primary Source Analysis
7. Gather sources that support claim

- Prezi
- Glog
- Blog
- Webpage
- Podcast
- Digital Movie
- Online game
- online animated cartoon
- Google Earth
- Tour
- Commercial/