

# 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 (5<sup>th</sup> grade)
  - New Knights can handle more responsibility and independence with integrity
- Revamped in 2010 to incorporate 21<sup>st</sup> 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.

# Constructivist Pedagogy

- 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





# 21<sup>st</sup> 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

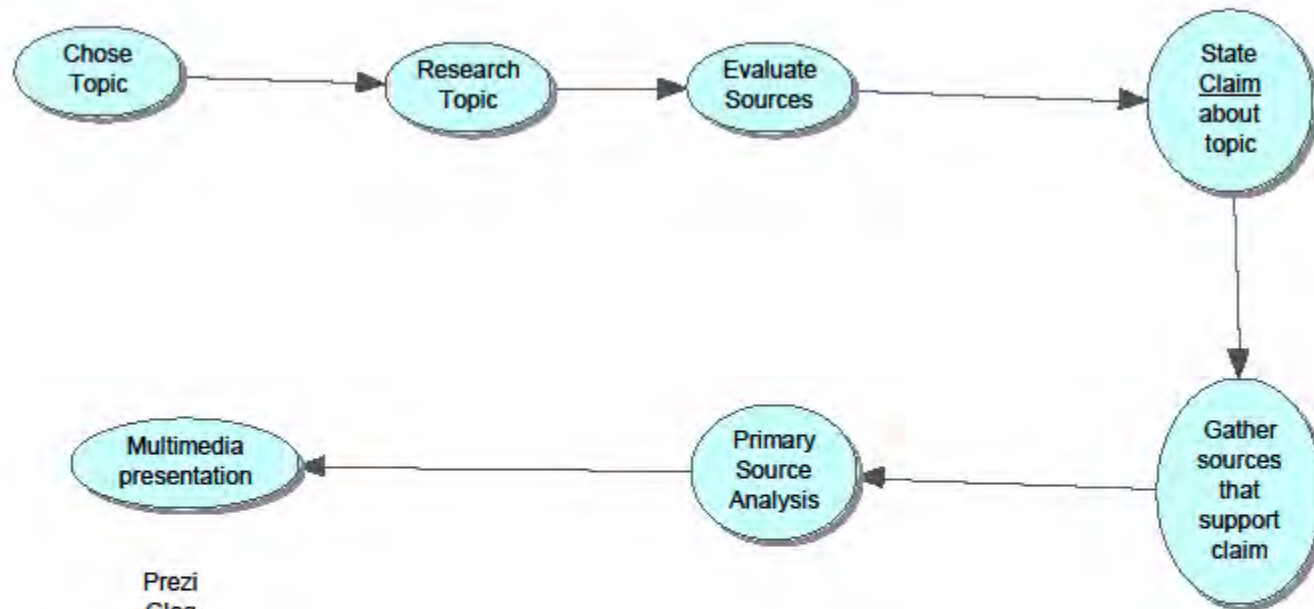


# Two knights' perspective



# 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



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