

Lesson 2  
**The Revolutionary War on Aquidneck Island**

Subject Area: Social Studies

Time Frame: 3 -40 minute class periods

Objectives: The students will be able to:

- Describe events leading up to the Revolutionary War.
- Explain the role Aquidneck Island played during the war.
- Identify pertinent people and places.

Materials:

- Research materials
- Student's learning journals
- Class time line
- Maps
- Markers
- Large white drawing paper
- Index cards
- Organizing/planning sheet
- Dice

Learner factors:

Instruction will be differentiated by using to levels of text. Students significantly below grade level will have the reading read to them or listen to the books/articles on tapes. Assignments may be modified or extended as needed. Difficult vocabulary and concepts will be discussed for non-native speakers.

Motivational Activity:

Students will create a game board entitled "Revolutionary War on Aquidneck Island" using a map of Aquidneck Island. They will assume the persona of a prominent Patriot from Aquidneck Island. The board game will incorporate important facts about the people, places and events they have learned about so far in this unit. The person will have to make the round trip from Newport to Portsmouth.

Lesson Development:

1. Students create a map of Aquidneck Island which will serve as their game board.
2. Students will be given the organizing sheet to plan out their game.
3. Students will choose four prominent Patriots from those they studied previously. (These will become the game pieces)

4. Students will choose at least 4 places of importance appear on their maps.
5. Students will then choose at least 8 important events for their game these will appear on their game cards.
6. Students will construct their game using the planning sheet.
7. Students will play the game in pairs and then switch to play their partners games.
8. Students will give each other feedback about their games.

Closure: After students pair up with partners to play their games and give their feedback, students will have time to reflect and make any adjustments to their games before turning them into the teacher.

Follow Up/Tie In:

Student Assessment:

Teacher will assess the children as they play the game and also assess the accuracy of the facts include in each game.