

10th Grade EDP Democracy Project

Overriding Theme:
Building a Community

	English	World History	Design	Math
Learning Objectives	1. Julius Caesar: excerpts of Brutus and Anthony speech 2. A. Marking the Text: Fiction B. Marking the Text: Non-fiction C. Writing in the Margins 3. Beginning elements of rhetoric: ethos, pathos, logos, 7 evidence types	1. Relate the moral and ethical principles of Greek and Roman philosophy, in Judaism and Christianity to the development of Western political thought. 2. Analyze the principles of democracy and identify evidence in America 3. Compare and contrast characteristics of democracy to authoritarian governments.	1. Learn basic use of Rhino (CAD program) 2. Create presentation boards. 3. Give professional presentation.	1. calculate measurements for building a 3D model of building 2. Find area and volume of structure built
Lesson Connections	Aristotle, Plato, Julius Caesar Annotating Rhetoric	Ancient Greece Annotating Rhetoric	Ancient Greece	Geometry
Project Alignment	Essay: Argumentative Discusses Aristotle's ethos, pathos, and logos and how Antony and Brutus used it to sway citizens of Rome	Web: Principle of Democracy Analyze fundamental principle of democracy, including definition/description, evidence, visual, explanation of opposing concept, origin, and haiku. Presentation in walk-around format	Design: Communal Space After studying Greek architecture and democracy, students design a public space that promotes democracy	Calculation with formulas used to plan the building portion of project
Culminating Project	Use measurements to construct community building. Democratic Space presentations to teachers, business leaders, and community members.			

Additional Links and Sources
http://www.nytimes.com/2013/10/09/theater/the-political-lessons-of-julius-caesar.html?_r=0