



Developmental Benefits of Play: Cognitive, Communicative, Creative, Social, Emotional, Physical

Focus Skills/Subject: Storytelling, Imagination, Inference, Research, Vocabulary, Comprehension, Writing, Reading

Grades: 7-8

- Allow students to brainstorm and then vote on a historical time period they are interested in learning more about.
- Once the time period is determined, have them research the era and then paint, build, and prepare an appropriate backdrop.
- Encourage students to also create period-specific costumes and to further decorate the classroom with objects that reflect the time period to completely transform it. For example, if the class decides to travel back to the Middle Ages, have students dress up like kings, queens, knights ready for battle, or ladies in waiting, and to paint a backdrop that resembles a castle.
- Reinforce learning by threading lessons about that time into other classwork.

Pro Tip: When the project is complete, hold a classroom party for students to celebrate their hard work (so long as they are in costume) and to talk about what they learned.

Materials:

- Cardboard
- Brushes
- Sponges
- Paper plates
- Objects sourced from home

