

	Monday 3/16	Tuesday 3/17	Wednesday 3/18	Thursday 3/19	Friday 3/20	Weekend 3/21-29
Writing (Language Arts)	CABG -playable draft due at beginning of class -should include revised rulebook, pieces (cards, player tokens, money, etc.), board, and Ziploc or container with student name and name of game -playtest in small groups? *feedback form	Create a Board Game -playtest playable drafts in small groups *feedback form	Create a Board Game -playtest playable drafts in small groups *feedback form	Vocab #11 Quiz -W3 = 50 of the 100 stems & 10 mystery questions Create a Board Game -playtest playable drafts in small groups *feedback form	Create a Board Game -playtest playable drafts in small groups *feedback form	Vocabulary #12 -words & work 3/30-31 -assignment due 4/3 -quiz 4/8 (Wednesday) Create-a-Board Game -2 nd playable draft of game due 4/6 -playtest one-another's games 4/6-9 -game theory articles *project due 4/15
Reading (Language Arts)	Discussion Groups -read & work on assignments Much Ado... -introduction: Flocabulary -Shakespeare biography -"What Character are You"	Discussion Groups -read & work on assignments Much Ado... -the Globe Theater -synopsis of play 4th Quarter Novels -pacing and group name	Discussion Groups -read & work on assignments Much Ado... -Who's Who? -Who interacts with whom and what do they want? 4th Quarter Novels -jobs for each discussion	discussion assignment #4 *due at beginning of class Much Ado... -read: Act I: Scene 1 aloud -introduce iambic pentameter 4th Quarter Novels -finalize bookmark	DISCUSSION #4 -7 th = 9:10-9:50 -8 th = 2:40-3:20 *reflection due after the meeting Much Ado... -read: Act I: Scene 1 aloud -notes in margins	Discussion #5—4th Quarter Novels -read & work on discussion assignment 4/6-15 *discussion assignments due 4/16 -discussion & reflection 4/17 Much Ado ... -more iambic pentameter -language, malapropisms, jigsaw scene 2 and 3, etc.
History (Social Studies)	7th Medieval Europe -visual character representation work time 8th Manifest Destiny - Visual Character Representation Work Time	7th Medieval Europe -visual character representation work time 8th Manifest Destiny - Visual Character Representation Work Time	STORYLINE CHARACTER *finalized character biography & visual representation due at beginning of class -share	7th Medieval Europe -construction of castle, manor, and surrounding topography 8th Manifest Destiny - Wagon Trains	7th Medieval Europe -construction of castle, manor, and surrounding topography 8th Manifest Destiny - Wagon Trains Challenge!	7th Medieval Europe -the storyline begins... 8th Manifest Destiny - character biography, visual representation, job research, and more Current Event #12: Africa -presentations 3/30-4/3 -make-up & missing 4/6 -update & review 4/7 -group quiz 4/9 (Thursday)
Other			late opening @ 11:00	8th Lincoln HS visit 10am-1:00pm	Ethan Lingenfelter's birthday	3/21-3/29 Spring Break 4/4 Jack Baker, Zahra DeShaw, and Lucy Asch's birthday 4/5 Grace White's birthday

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