Sport Final Project

YOUR ASSIGNMENT (choose ONE of the following):

- ➤ OPTION 1: DESIGN A PRESENTATION
 - a. Choose a topic in sports that we have NOT covered in class.
 - b. Research it.
 - c. Prepare a presentation about your topic. Your presentation should be informative, fun and include multimedia (images, video, music, etc.)
 - d. If you choose Option 1 (presentation) you should work on this solo.
- ➤ OPTION 2: DESIGN A MINI-UNIT
 - a. Choose a sports topic that you wish we had studied in class this year and design a mini-unit (4-5 lessons) that addresses it.
 - b. Do your research.
 - c. Plan your unit. (Lesson objectives, activities, resources & a culminating assessment.)
 - d. Write up your unit plan and supporting resources.
 - e. If you choose Option 2 (mini unit) you may work with a partner.

ALL TOPICS MUST BE APPROVED.

This is your chance to dig into a sports topic that interests you – do your best to share your interest with the class too! Integrate audio/visuals, video clips, etc. to enhance your presentation/unit.

Steps of the assignment broken down:

- 1. Project proposal/outline (5 points)
- 2. Notes (could be in a Google doc or if you're making a slideshow, on the slides)(10 points)
- 3. Presentation OR Mini-Unit (30 points)

DUE DATES (to be determined as a class)

- Project proposal/outline due
- Notes due
- Final project due Friday, June 17th (Block 6) or Wednesday, June 22nd (Block 3)
 - You will present/share your final project with the class on our exam day.

Option 1: Presentation

Here are some research questions to get you started on learning about your topic (you will need to add more specific to your topic/area of focus - ask for help if you need it):

- What is the topic? Provide some background (what the issue or topic is about, connect it (if possible) to other things we've studied in the course.)
- What are some examples of your topic that are worth digging into with more detail & learning more about?
- It is critical that you have some analytical component to your presentation.
 - O Consider what was happening at the time. How does that relate to or influence the topic in some way?
 - O What does your topic say about our society, values, etc.?

FORMAT: make a Google slideshow

Option 2: Mini-unit plan

Here are some research questions to get you started in thinking about how to frame a mini-unit:

- Think about what you want people to take away from your unit and then think about how you might get them there.
- BIG PICTURE: What are the essential questions that you want your unit to address?
 - For instance, when we studied music, my essential questions were "How is music used as an expressive outlet for people?" AND "In what ways was music an expression of cultural and social change in the '50s-'90s?"
- SMALL PICTURE: What are some of the smaller examples you could dig into in your daily lessons that would be interesting, informational & help people to learn about your broader topic?
- As with everything we study this year, it is critical that you analyze the sports topic in some way. What does this topic say about our society, values, etc.? How is it reflective of our attitudes, beliefs, norms and values? In what way is society shaped by it and vice versa?

FORMAT: Google doc framing the unit, essential questions & breaking down how you would outline/teach each of the 4-5 classes. Attach &/or hyperlink related handouts, materials like videos, slideshows, optional assessment to end the unit, etc.

SOURCES:

For this project, **you MUST use at least 3 sources** in your research.

- Remember what we've discussed about how to evaluate good web sources. You should NOT be using Wikipedia and instead want to make sure you're leaning on solid resources.
 - Remember the tool the librarians taught us for evaluating sources (the SCRAP test: solid, current, relevant, authoritative, purpose)
- Databases which may be useful include Pop Culture Universe, U.S. History in Context (GALE), Biography in Context (GALE.)
- As always, keep track of all of your sources you do need a bibliography.