

Week 2 Island Project Schedule

You are off exploring the world and you find an uninhabited island. Here's a chance to create your ideal civilization. You have the opportunity to develop the island: mapping the land, creating cities and towns, minting currency, designing a flag, creating a historic timeline, and promoting tourism.

	<h2 style="text-align: center;">Money Monday</h2> <p>History of Money The Art of Money Making Create your own currency and explain the designs on your coins and bills. What is your money made of, what shapes?</p>
	<h2 style="text-align: center;">Timeline Tuesday</h2> <p>Island History Create your timeline and write paragraphs .</p>
	<h2 style="text-align: center;">Writing Wednesday</h2> <p>Create a tour script- your script should be a rundown of all the different landmarks, important places, different landforms and even bodies of water. Each "stop" on the tour should have a short description of its importance, appearance and/or significance. Your script should be a total of two pages and should include a drawing of the tour route.</p>
	<h2 style="text-align: center;">Thursday - Flag</h2> <p>Read the Flag introduction Watch video of Maine's Flag Design your Flag Assignment</p>
	<h2 style="text-align: center;">Friday</h2> <p>A day of sharing - Island Hopping</p>