STEAMS Martin Luther King Jr.'s Project-Based Lesson Plan (6-8)

Objective: The objective of this project is to engage students in grades 6-8 in an interdisciplinary exploration of Martin Luther King Jr.'s contributions to the civil rights movement. Through a guided STEAMS (Science, Technology, Engineering, Arts, Math, Social Studies) project, students will analyze the historical context, social impact, and enduring legacy of Martin Luther King Jr.

Key Components

Science (S): Psychological Impact of Marginalized Communities	Topics: ❖ Students explore the scientific study of social justice and human rights regarding marginalized communities. ❖ Discuss the psychological and physiological impacts of inequality on individuals and communities.
Technology (T): Digital Storytelling for Social Change	Topics: ❖ Introduce advanced digital storytelling tools. ❖ Students create multimedia presentations or videos to highlight the historical context of Martin Luther King Jr.'s activism and its impact on society. (e.g. PowerPoint).
Engineering (E): Designing a Symbolic Bridge	Topics: ❖ Engage students in designing and building a symbolic bridge. ❖ Discuss the symbolic significance of bridges in connecting people and fostering understanding, inspired by Martin Luther King Jr.'s vision.
Arts (A): Expressing Equality through Art	Topics: ❖ Integrate arts by having students create art projects expressing the

	concept of equality. This could involve creating murals, sculptures, or other visual representations.
Math (M): Analyzing Civil Rights Data	Topics: ❖ Apply mathematical concepts to analyze civil rights data. ❖ Students examine statistical data related to civil rights milestones, discrimination, and societal changes.
Social Studies (SS): Martin Luther King Jr.'s Legacy and Civil Rights History	Topics: ❖ Explore Martin Luther King Jr.'s life, the civil rights movement, and his impact on society. ❖ Discuss key events, influential figures, and the broader historical context of civil rights.

Project Phases and Timeline

Week 1-2: Introduction to Martin Luther King Jr. and Civil Rights	Activities: ❖ Introduce the project and its interdisciplinary nature. ❖ Begin learning about Martin Luther King Jr.'s life, his activism, and the civil rights movement.
Week 3-4: Science - Psychology of Social Justice and Human Rights	Activities: ❖ Explore the scientific study of social justice and human rights. ❖ Discuss the psychological and physiological impacts of inequality.
Week 5-6: Technology - Digital Storytelling for Social Change	Activities: ❖ Introduce appropriate digital storytelling tools. ❖ Research and create multimedia presentations about Martin Luther King Jr.'s activism and its impact on society.

Week 7-8: Engineering - Designing a Symbolic Bridge	Activities: ❖ Engage in the engineering design process to build a symbolic bridge. ❖ Discuss the symbolic significance of bridges in fostering understanding and equality.
Week 9-10: Arts - Expressing Equality through Art	Activities: ❖ Create art projects expressing the concept of equality. ❖ Present and explain their projects, connecting them to Martin Luther King Jr.'s vision.
Week 11-12: Mathematics - Analyzing Civil Rights Data	Activities: ❖ Apply mathematical concepts to analyze civil rights data. ❖ Examine statistical data related to civil rights milestones and societal changes.
Week 13-14: Social Studies - Martin Luther King Jr.'s Legacy	Activities: ❖ Explore Martin Luther King Jr.'s legacy and impact on society. ❖ Complete a project or essay that displays the full-circle legacy of MLK.

Resource Needs

1. Planning and Research:	❖ Materials: ❖ Technology: ❖ Experts/Community Resources:
2. Science Component:	❖ Lab Equipment: ❖ Materials: ❖ Technology:
3. Technology Integration:	❖ Devices: ❖ Software: ❖ Technical Support:
4. Engineering Design and Prototyping:	❖ Materials: ❖ Tools: ❖ Technology:

5. Arts and Design Elements:	❖ Art Supplies: ❖ Multimedia Tools: ❖ Technology:
6. Mathematical Calculations:	❖ Calculators: ❖ Tools: ❖ Technology:
7. Social Studies Connection:	❖ Reference Materials: ❖ Guest Speakers: ❖ Field Trip:

Assessment Criteria

Science:	Understanding of the science associated with social justice and human rights.
Technology:	Effective use of advanced digital storytelling tools.
Engineering:	Creativity and functionality in designing a symbolic bridge.
Arts:	Quality of art projects expressing the concept of equality.
Math:	Accurate application of mathematical concepts to civil rights data analysis.
Social Studies:	Demonstrate understanding of Martin Luther King Jr.'s legacy and its relevance today.