**Cumulative Final – Persuasive Speech**

“What do you mean?”

A cumulative final is an assessment that asks students to review and apply the content they have learned over a certain amount of time. In college, it’s a semester. In high school, it’s either the whole year or the current semester. In middle school, it’s not common.

My thought process is to help you sharpen some researching skills, to help you analyze old information, to help you prepare for another speech, to help you attack a research question, and to help you make a strong academic argument to your peers on the most innovative/technologically savvy ancient culture studied this year. Having you participate in a final like this allows your creativity to show and the ability to work on important skills like research and public speaking.  My hope is that you build on the skills learned in Design Star and Beyond Google and ready yourselves for the rigor of seventh grade.

Starting next week, we will be working on our final project for the year.  You will conduct a research project on the most influential ancient civilization we have studied this year in regards to technology/innovation.  Your research proposal will look something like this:  “The most influential and innovative ancient civilization studied this year is the Phoenicians due to their advanced alphabet and their ability to manufacture luxury goods.”  You will then have to look at three other ancient civilizations studied and tell their peers why they are not at the same level of innovation as the Phoenicians.

Students have already begun data gathering for their upcoming final.  The gist of this final is data collection from multiple sources to allow for an informed discussion.  Students are responsible for their own model of a chosen cultural innovation and for a deep understanding of that particular culture.  Students will be expected to be fully aware of each culture studied in class and be responsible for counterarguments concerning other innovations and other cultures.

In short, students need to collect mounds of data, highlight what's important, analyze that data and then construct a 3d model of the innovation they determine to be the most influential from the cultures studied in class.  Our deadline is the second week of June.

Presentations will occur during the second week of June.  Each set of speakers will have thirty minutes to parse out each other's ideas and to form counters.  The best argument from each set of speakers will earn a seat in the finals.  The finals will be held near the last day of school.

This will consume both Language Arts and Social Studies.  In Language Arts, you will learn research methods and how to write a persuasive speech.  In Social Studies, you will do research and review old notes/the textbook.

The speeches will most likely take place during the final weeks of school:  June 10th-June 17th.  Please check the calendar for mini due dates.  Since this will take the final six weeks of school, you WILL NOT be waiting until the last few weeks of school to get started.

In the table below, I have listed some options for each civilization to jog your memory. It is not a total list of every innovation/technological advancement, but it is a solid list overall. I did this from memory mostly, so it is not in chronological order.

|  |  |
| --- | --- |
| **Civilization** | **Innovation/Technological Advancement** |
| Egypt | Pyramids, Hieroglyphics, Mummification |
| Maya | Slash-and-burn agriculture, Pyramids, Glyphs  |
| Inca | Earthquake proof buildings, Built terraces, Steep roads, Suspension bridges |
| Aztec | Efficient governmental system, Aqueducts, Chinampas, Dike |
| Sumeria | Ziggurats, Irrigation techniques, World’s first city |
| Babylonia (Neo and Old combined) | Behavior code, Hanging Gardens |
| Akkadia | First empire, Kingship, Bronze Mace |
| Assyria | Advanced Weaponry, Military Innovations, Great Cities, Irrigation |
| Persia | Equal Rights, First stadium, Taxation, Road systems |
| Phoenicia | Dye for clothing, Alphabet, Manufacturing luxury goods |
| Nubia | Pyramids, Jewelry, Meroitic script, Iron work |
| Vikings | Ship design, Exploration/Cartography |
| Greeks | Democracy, Architecture, Olympics, Geometry, Philosophy, Advances in Science |

**Core 1 -**

**Group 1 (architecture/burial):**

John – Egypt: mummification

Austin – Greek: architecture

Ivan – Aztec: architecture

Mason – Inca: earthquake-proof buildings

**Group 2 (farming/irrigation):**

Jack – Sumeria: farming

Sidney – Aztec: aqueducts

Cheyenne – Babylonia: hanging gardens

Raul – Maya: farming

**Group 3 (assorted):**

Jayleen – Nubia: jewelry

Jonny – Inca: terraces

Jadyn – Phoenicia: alphabet

Carlos – Vikings: exploration

**Group 4 (assorted):**

Angelina – Egypt: pyramids

Judah – Vikings: exploration

Michael – Assyria: advanced weaponry

Savannah – Persia: equal rights

**Group 5 (assorted):**

Carter – Vikings: ship design

Ethan – Inca: steep roads/transportation

Kylie – Greeks: architecture

Brisa – Phoenicia: alphabet

Owen – Greeks: architecture

**Group 6 (assorted):**

Yasmin – Greeks: philosophy

Madison – Greeks: Olympics

Hadrian – Vikings: ship design

Priscila – Inca: earthquake-proof buildings

Ronald – Nubia: iron work

**Core 2 –**

**Group 1 (assorted):**

Jaden – Egypt: pyramids

Moses – Aztec: government

Noah – Egypt: pyramids

Mya – Maya: glyphs

**Group 2 (assorted):**

Alexis – Egypt: hieroglyphics

Zoee – Egypt: pyramids

Alanna – Inca: suspension bridges

Lucas – Sumeria: everything

**Group 3 (assorted):**

Emily – Maya: glyphs

Laylah – Greeks: architecture

Eli – Persia: equal rights

Javon – Vikings: ship design

Wyatt – Aztec: efficient governmental system

**Group 4 (assorted):**

Jake – Egypt: pyramids

Logan – Egypt: hieroglyphics

Jayda – Inca: suspension bridges

Nathan – Assyria: advanced weaponry

**Group 5 (assorted):**

Rylen – Egypt: hieroglyphics

Rebecca – Greeks: architecture

Briceyda – Maya: glyphs

Amanda – Greeks: philosophy

Carlos –Egypt: mummification

**Group 6 (assorted):**

Jesus – Vikings: ship design

Angel – Babylonia: behavior code

Brody – Assyria: military innovation

Miguel – Phoenicia: alphabet