MS Ancient World History IC
Course Overview and Syllabus

Course Number: SS3305 IC

Grade level: 6

Credits: 1.0

Prerequisite courses: none

Course Description

The MS Ancient World History course presents a cohesive and comprehensive overview of ancient world history. This year-long course covers ancient peoples, cultures, civilizations, and innovations through approximately 300 CE. Students are introduced to historical inquiry skills for application to studies of ancient civilizations. Students explore physical and human geography to explain how ancient people interacted with the environment and understand how civilizations developed. Students study early economies and how trade relations affected culture and language. In later lessons, students examine how early forms of government and technology have had a lasting influence on modern civilization. Throughout the course, students analyze maps and primary sources to identify patterns and make connections across time and space. Students are exposed to diverse cultures and learn to explore the past with historical empathy. Students encounter rigorous reading and writing activities for a variety of purposes. These activities allow students to develop literacy and writing skills as well as critical thinking and communication skills.

Course Objectives

Students will meet the following goals by taking this course:

- Analyze how the physical environment affected human migration and the development of ancient societies.
- Investigate the rise and development of ancient civilizations and their political institutions, social structures, cultural characteristics, art and literature, and economies.
- Examine how major religions and belief systems affected individuals, societies, and governments.
- Explore how technological innovations, such as tools and writing systems, affected the development of ancient societies.
- Consider how trade and technology resulted in the diffusion of cultures across time and space.
- Apply historical inquiry skills to the study of ancient civilizations.

Student Expectations

This course requires the same level of commitment from the student as a traditional classroom course. Students are expected to spend approximately five to seven hours per week online on:

- interactive lessons that include a mixture of instructional videos and tasks.
- assignments in which students apply and extend learning in each lesson.
- assessments, including quizzes, tests, and cumulative exams.

Communication

Teachers will communicate with students regularly through discussions, emails, chats, and system announcements. Students will also communicate with classmates, either via online tools or face to face, to collaborate on projects, ask and answer questions in peer groups, and develop speaking and listening skills.

Grading Policy

Students will be graded on the work completed online and the work submitted electronically to the teacher. The weighting for each category of graded activity is listed below:

Grading Category	Weight
Assignments	10%
Essays	10%
Projects	10%
Lesson quizzes	20%
Unit tests	30%
Cumulative exams	20%

Scope and Sequence

When students log on to Edgenuity, they can view the entire course map—an interactive scope and sequence of all topics under study. The units of study are listed below:

Unit 1: Historical Inquiry Skills

Unit 2: Early Humankind and the Development of Human Societies

Unit 3: Ancient Civilizations of Egypt and Kush

Unit 4: Judaism and the Ancient Hebrews

Unit 5: The Early Civilizations of India

Unit 6: The Early Civilizations of China

Unit 7: Ancient Greece

Unit 8: Greek Civilization

Unit 9: The Roman Republic

Unit 10: The Roman Empire

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