

North Carolina

Grade(s): Tenth

01 **The learner will investigate the foundation of the American political system and explore basic values and principles of American democracy.**

1.01 *Describe how geographic diversity influenced economic, social, and political life in colonial North America.*

2659 Westward Expansion

Unit 1 The Oregon Trail

12 Whole-Group Discussion Questions

Unit 2 Life in the West

1 Designing an Advertisement for People to Move Out West

Unit 3 Lakota Lobbyist Hearing

1 Background Information

2660 Ellis Island Immigration

Unit 1 Pre-Simulation Activities

3 Walk the Neighborhood

Unit 3 Post-Simulation Activities

1 The Pros and Cons of Isolated Settlements of Immigrants
2 Special Committee Investigating the Status of Immigrants

2684 Colonial America

Unit 1 The Peopling of America

1 Personal Exploration: Immigration
3 The Peopling of America Time Line

Unit 3 Native American Museum Project

3 Simulation Three: Native American Museum Exhibit

Unit 4 Colonization

1 Designing a Colonial Settlement

1.03 *Examine the causes of the American Revolution.*

2686 The American Revolution

Unit 1 Causes of the American Revolution

4 Warm Up: Oral Reading: The French and Indian War

Unit 2 Open Rebellion

3 Simulation Two: Independence or Not? (A Play in Five Acts)
6 Simulation Three: Inner-Outer Circle Discussion: A Final Attempt to Make Peace

Unit 3 Battles of the American Revolution

5 Battle Statistics

Unit 4 Formation of a New Government

3 Will the Government Survive?

Unit 5 Achievements of the Articles of Confederation Government

2 The Land Ordinance of 1785

1.04 Elaborate on the emergence of American identity.

2684 Colonial America

Unit 1 The Peopling of America

1 Personal Exploration: Immigration

3 The Peopling of America Time Line

1.05 Identify the major domestic problems of the nation under the Articles of Confederation and assess the extent to which they were resolved by the new Constitution.

2688 The Constitution and a New Government

Unit 1 Writing the New Constitution

4 The New Government Background Information

5 Simulation One: Writing Solutions to the Problems of the Articles of Confederation

9 The Bill of Rights

Unit 2 The New Federal Government

9 Simulation Five: Marbury v. Madison

1.07 Evaluate the extent to which the Bill of Rights extended the Constitution.

2688 The Constitution and a New Government

Unit 1 Writing the New Constitution

9 The Bill of Rights

1.08 Compare the American system of government to other forms of government.

2688 The Constitution and a New Government

Unit 2 The New Federal Government

2 The Responsibilities of the President

6 Simulation Four: How a Bill Becomes a Law

9 Simulation Five: Marbury v. Madison

11 Charting Checks and Balances

Unit 3 Political Parties

4 Political Parties Then

Unit 4 Foreign Treaties

4 The Negotiations

5 Reflections and Current Events

02 **The learner will analyze how the government established by the United States Constitution embodies the purposes, values, and principles of American democracy.**

2.01 *Identify principles in the United States Constitution.*

2688 The Constitution and a New Government

Unit **1 Writing the New Constitution**

- 4 The New Government Background Information
- 5 Simulation One: Writing Solutions to the Problems of the Articles of Confederation
- 6 Simulation Two: The Constitutional Convention Play
- 9 The Bill of Rights

Unit **2 The New Federal Government**

- 2 The Responsibilities of the President
- 6 Simulation Four: How a Bill Becomes a Law
- 9 Simulation Five: Marbury v. Madison
- 11 Charting Checks and Balances

Unit **3 Political Parties**

- 4 Political Parties Then

2.02 *Explain how the United States Constitution defines the framework, organization and structure of the three branches of government at the national level.*

2688 The Constitution and a New Government

Unit **2 The New Federal Government**

- 2 The Responsibilities of the President
- 6 Simulation Four: How a Bill Becomes a Law
- 11 Charting Checks and Balances

2.03 *Explain how the United States Constitution grants and limits the authority of public officials and government agencies.*

2688 The Constitution and a New Government

Unit **1 Writing the New Constitution**

- 4 The New Government Background Information

Unit **2 The New Federal Government**

- 2 The Responsibilities of the President
- 9 Simulation Five: Marbury v. Madison
- 11 Charting Checks and Balances

2.05 *Analyze court cases that illustrate that the United States Constitution is the supreme law of the land.*

2688 The Constitution and a New Government

Unit 2 The New Federal Government

9 Simulation Five: Marbury v. Madison

2.06 Analyze court cases that demonstrate how the United States Constitution and the Bill of Rights protect the rights of individuals.

2688 The Constitution and a New Government

Unit 2 The New Federal Government

9 Simulation Five: Marbury v. Madison

2.08 Examine taxation and other revenue sources at the national level of government.

2686 The American Revolution

Unit 1 Causes of the American Revolution

2 Personal Taxation

04 The learner will explore active roles as a citizen at the local, state, and national levels of government.

4.01 Examine the structure and organization of political parties.

2688 The Constitution and a New Government

Unit 3 Political Parties

4 Political Parties Then

4.02 Describe the election process and the qualifications and procedures for voting.

2686 The American Revolution

Unit 4 Formation of a New Government

3 Will the Government Survive?

2688 The Constitution and a New Government

Unit 1 Writing the New Constitution

9 The Bill of Rights

4.03 Analyze information on political issues and candidates seeking political office.

2658 The Civil War

Unit 3 Vote for a General

4 Simulation Three: Vote for a Qualified Leader

2688 The Constitution and a New Government

Unit 2 The New Federal Government

6 Simulation Four: How a Bill Becomes a Law

Unit 3 Political Parties

2 Brainstorming Information About Political Parties

4 Political Parties Then

4.04 *Demonstrate active methods of promoting and inhibiting change through political action.*

2658 The Civil War

Unit 5 The Trial of Andrew Johnson

1 Simulation Five: The Trial of Andrew Johnson Play

2686 The American Revolution

Unit 4 Formation of a New Government

3 Will the Government Survive?

Unit 5 Achievements of the Articles of Confederation Government

2 The Land Ordinance of 1785

2688 The Constitution and a New Government

Unit 1 Writing the New Constitution

4 The New Government Background Information

6 Simulation Two: The Constitutional Convention Play

Unit 2 The New Federal Government

2 The Responsibilities of the President

6 Simulation Four: How a Bill Becomes a Law

9 Simulation Five: Marbury v. Madison

11 Charting Checks and Balances

Unit 3 Political Parties

4 Political Parties Then

2691 The Roaring Twenties & The Great Depression

Unit 3 Prohibition

2 Simulation Three: The Mystery of Chicago's Corruption

Unit 6 Assets and Liabilities in the Great Depression

8 How the New Deal Affects Us Today

4.05 *Analyze consequences of compliance or noncompliance with laws governing society.*

2658 The Civil War

Unit 5 The Trial of Andrew Johnson

1 Simulation Five: The Trial of Andrew Johnson Play

2688 The Constitution and a New Government

Unit 2 The New Federal Government

9 Simulation Five: Marbury v. Madison

2691 The Roaring Twenties & The Great Depression

Unit 3 Prohibition

2 Simulation Three: The Mystery of Chicago's Corruption

4.06 *Describe the benefits of civic participation.*

2685 The Age of Exploration

Unit 4 Should or Shouldn't We Celebrate Columbus Day?

1 Simulation Four: Lobbyist Hearing on the Celebration of Columbus Day

2688 The Constitution and a New Government

Unit 1 Writing the New Constitution

10 Finding Evidence of the First Amendment in Your Life

11 Examining Freedom of the Press

2689 The Industrial Revolution

Unit 6 Poor Factory Conditions

1 The Strike Simulation

6 Activity I: Do You or Don't You Fight Back

Unit 7 The Creation of Labor Unions

2 The Inner-Outer Circle Discussion

4 Concluding Discussion of the Unit: Moral Reasoning

4.08 *Participate in civic life, politics, and/or government.*

2685 The Age of Exploration

Unit 4 Should or Shouldn't We Celebrate Columbus Day?

1 Simulation Four: Lobbyist Hearing on the Celebration of Columbus Day

2689 The Industrial Revolution

Unit 6 Poor Factory Conditions

1 The Strike Simulation

6 Activity I: Do You or Don't You Fight Back

4.09 *Utilize various methods of resolving conflicts.*

2660 Ellis Island Immigration

Unit 1 Pre-Simulation Activities

7 Laws and Quotas

2688 The Constitution and a New Government

Unit 2 The New Federal Government

2 The Responsibilities of the President

6 Simulation Four: How a Bill Becomes a Law

2690 World War I Era

Unit 1 The Spanish-American War

8 Simulation One: Lobbyist Hearing: do We go to War with Spain?

2691 The Roaring Twenties & The Great Depression

Unit 3 Prohibition

2 Simulation Three: The Mystery of Chicago's Corruption

05 The learner will explain how the political and legal systems provide a means to balance competing interests and resolve conflicts.

5.01 Evaluate the role of debate, consensus, compromise, and negotiation in resolving conflicts.

2688 The Constitution and a New Government**Unit 2 The New Federal Government**

6 Simulation Four: How a Bill Becomes a Law

2690 World War I Era**Unit 1 The Spanish-American War**

8 Simulation One: Lobbyist Hearing: do We go to War with Spain?

06 The learner will explain why laws are needed and how they are enacted, implemented, and enforced at the national, state, and local levels.

6.01 Trace the development of law in American society.

2686 The American Revolution**Unit 4 Formation of a New Government**

3 Will the Government Survive?

2688 The Constitution and a New Government**Unit 1 Writing the New Constitution**

5 Simulation One: Writing Solutions to the Problems of the Articles of Confederation

6 Simulation Two: The Constitutional Convention Play

9 The Bill of Rights

12 Constitutional Scavenger Hunt

Unit 2 The New Federal Government

3 Simulation Three: Elect a President

6 Simulation Four: How a Bill Becomes a Law

9 Simulation Five: Marbury v. Madison

11 Charting Checks and Balances

6.02 Cite examples of common, criminal, civil, constitutional, administrative, and statutory law.

2686 The American Revolution**Unit 4 Formation of a New Government**

3 Will the Government Survive?

2688 The Constitution and a New Government**Unit 1 Writing the New Constitution**

- 5 Simulation One: Writing Solutions to the Problems of the Articles of Confederation
- 6 Simulation Two: The Constitutional Convention Play
- 9 The Bill of Rights
- 12 Constitutional Scavenger Hunt

Unit 2 The New Federal Government

- 3 Simulation Three: Elect a President
- 6 Simulation Four: How a Bill Becomes a Law
- 9 Simulation Five: Marbury v. Madison
- 11 Charting Checks and Balances

6.03 Identify the various procedures in the enactment, implementation, and enforcement of law.

2686 The American Revolution

Unit 4 Formation of a New Government

- 3 Will the Government Survive?

2688 The Constitution and a New Government

Unit 1 Writing the New Constitution

- 4 The New Government Background Information
- 6 Simulation Two: The Constitutional Convention Play

Unit 2 The New Federal Government

- 9 Simulation Five: Marbury v. Madison
- 11 Charting Checks and Balances

6.04 Identify ways citizens can be informed about the laws.

2688 The Constitution and a New Government

Unit 1 Writing the New Constitution

- 3 Drawing on Life Experience
- 6 Simulation Two: The Constitutional Convention Play
- 7 Reflections on the Constitutional Convention Play

6.05 Investigate the role and responsibility of government to inform the citizenry.

2688 The Constitution and a New Government

Unit 1 Writing the New Constitution

- 3 Drawing on Life Experience
- 6 Simulation Two: The Constitutional Convention Play
- 7 Reflections on the Constitutional Convention Play
- 12 Constitutional Scavenger Hunt

Unit 2 The New Federal Government

- 6 Simulation Four: How a Bill Becomes a Law
- 7 Transcripts of Letters

11 Charting Checks and Balances

6.06 *Analyze the role of lobby groups and special interest groups in the enactment of legislation.*

2685 The Age of Exploration

Unit 4 Should or Shouldn't We Celebrate Columbus Day?

1 Simulation Four: Lobbyist Hearing on the Celebration of Columbus Day

2689 The Industrial Revolution

Unit 6 Poor Factory Conditions

1 The Strike Simulation

6 Activity I: Do You or Don't You Fight Back

Unit 7 The Creation of Labor Unions

2 The Inner-Outer Circle Discussion

2691 The Roaring Twenties & The Great Depression

Unit 3 Prohibition

2 Simulation Three: The Mystery of Chicago's Corruption

07 **The learner will investigate how and why individuals and groups make economic choices.**

7.01 *Describe the basic factors of production such as land, labor, capital, and entrepreneurial skills and other impact on economic activities.*

2689 The Industrial Revolution

Unit 2 Inventions

2 Inventors of the 19th Century

Unit 3 The Rise of Monopolies

1 Background

4 The Growth of Trusts

6 Activity II: Noticing Competition in Your Community

Unit 4 The Assembly Line

1 Activity: The Assembly Line

Unit 7 The Creation of Labor Unions

2 The Inner-Outer Circle Discussion

7.02 *Explain how scarcity influences producers and consumers to make choices.*

2691 The Roaring Twenties & The Great Depression

Unit 7 The Dust Bowl in the Great Depression

3 Simulation Seven: Supply and Demand

7.03 *Compare examples of tradeoffs and opportunity costs of economic choices.*

2684 Colonial America

Unit 5 Colonial Life

2 Simulation Five: Marketplace Bartering Activity

3603 Ancient Egypt II

Unit 5 Marketplace Bartering at Deir el-Medina

2 Comparing Manufacturing Today to Egyptian Workshops

3 The Satire of Trades

4 Personal Trades

5 Marketplace Bartering

7.04 Analyze the impact on economic activities of specialization, division of labor, consumption and production increases.

2684 Colonial America

Unit 5 Colonial Life

2 Simulation Five: Marketplace Bartering Activity

2691 The Roaring Twenties & The Great Depression

Unit 7 The Dust Bowl in the Great Depression

3 Simulation Seven: Supply and Demand

3603 Ancient Egypt II

Unit 5 Marketplace Bartering at Deir el-Medina

2 Comparing Manufacturing Today to Egyptian Workshops

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4 Personal Trades

5 Marketplace Bartering

7.06 Compare and contrast how different economic system address key economic factors.

2684 Colonial America

Unit 5 Colonial Life

2 Simulation Five: Marketplace Bartering Activity

2685 The Age of Exploration

Unit 1 The World of Spices

3 The Impact of Imports

2691 The Roaring Twenties & The Great Depression

Unit 1 Investing in the Current Stock Market

2 Starting a Stock Portfolio

3 Understanding the Language of Investing Money

Unit 6 Assets and Liabilities in the Great Depression

- 7 Stock Market Crash of 1929
- 8 How the New Deal Affects Us Today

Unit 7 The Dust Bowl in the Great Depression

- 3 Simulation Seven: Supply and Demand

3603 Ancient Egypt II

Unit 5 Marketplace Bartering at Deir el-Medina

- 2 Comparing Manufacturing Today to Egyptian Workshops
- 3 The Satire of Trades
- 4 Personal Trades
- 5 Marketplace Bartering

08 The learner will analyze features of the economic system of the United States

8.01 Compare characteristics of common, market, traditional, and mixed economies.

2684 Colonial America

Unit 5 Colonial Life

- 2 Simulation Five: Marketplace Bartering Activity

8.03 Explain the circular flow of economic activities and how interactions determine the prices of goods and services.

2684 Colonial America

Unit 5 Colonial Life

- 2 Simulation Five: Marketplace Bartering Activity

2691 The Roaring Twenties & The Great Depression

Unit 1 Investing in the Current Stock Market

- 2 Starting a Stock Portfolio
- 3 Understanding the Language of Investing Money
- 4 Simulation One: Making Your Investments

Unit 6 Assets and Liabilities in the Great Depression

- 7 Stock Market Crash of 1929
- 8 How the New Deal Affects Us Today

Unit 7 The Dust Bowl in the Great Depression

- 3 Simulation Seven: Supply and Demand

8.04 Illustrate how supply and demand effects prices.

2691 The Roaring Twenties & The Great Depression

Unit 7 The Dust Bowl in the Great Depression

- 3 Simulation Seven: Supply and Demand

8.05 Predict how prices change when there is either a shortage or surplus.

2684 Colonial America

Unit 5 Colonial Life

2 Simulation Five: Marketplace Bartering Activity

2691 The Roaring Twenties & The Great Depression

Unit 7 The Dust Bowl in the Great Depression

3 Simulation Seven: Supply and Demand

8.06 Explain how changes in the level of competition can affect price and output levels.

2684 Colonial America

Unit 5 Colonial Life

2 Simulation Five: Marketplace Bartering Activity

2691 The Roaring Twenties & The Great Depression

Unit 7 The Dust Bowl in the Great Depression

3 Simulation Seven: Supply and Demand

8.07 Identify and describe the roles and functions of various economic institutions and business organizations.

2684 Colonial America

Unit 5 Colonial Life

2 Simulation Five: Marketplace Bartering Activity

2689 The Industrial Revolution

Unit 3 The Rise of Monopolies

1 Background

4 The Growth of Trusts

6 Activity II: Noticing Competition in Your Community

2691 The Roaring Twenties & The Great Depression

Unit 1 Investing in the Current Stock Market

2 Starting a Stock Portfolio

3 Understanding the Language of Investing Money

4 Simulation One: Making Your Investments

Unit 6 Assets and Liabilities in the Great Depression

7 Stock Market Crash of 1929

8 How the New Deal Affects Us Today

8.09 Describe the role of money in trading, borrowing and investing.

2691 The Roaring Twenties & The Great Depression

Unit 1 Investing in the Current Stock Market

3 Understanding the Language of Investing Money

4 Simulation One: Making Your Investments

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| 09 | The learner will analyze factors influencing the United States economy. |
| 9.01 | <i>Identify phases of the business cycle and the economic indicators used to measure economic activities and trends.</i> |

2691 The Roaring Twenties & The Great Depression

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| Unit | 1 Investing in the Current Stock Market |
| | 2 Starting a Stock Portfolio |
| | 3 Understanding the Language of Investing Money |
| | 4 Simulation One: Making Your Investments |
| Unit | 6 Assets and Liabilities in the Great Depression |
| | 7 Stock Market Crash of 1929 |
| | 8 How the New Deal Affects Us Today |
| Unit | 7 The Dust Bowl in the Great Depression |
| | 3 Simulation Seven: Supply and Demand |

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| 9.05 | <i>Explain the impact on the United States economy of international trade and global products.</i> |
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2685 The Age of Exploration

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| Unit | 1 The World of Spices |
| | 3 The Impact of Imports |

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| 9.06 | <i>Investigate the ways that domestic and international economies are interdependent.</i> |
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2685 The Age of Exploration

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| Unit | 1 The World of Spices |
| | 3 The Impact of Imports |

2691 The Roaring Twenties & The Great Depression

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| Unit | 1 Investing in the Current Stock Market |
| | 2 Starting a Stock Portfolio |
| | 3 Understanding the Language of Investing Money |
| | 4 Simulation One: Making Your Investments |
| Unit | 6 Assets and Liabilities in the Great Depression |
| | 7 Stock Market Crash of 1929 |
| | 8 How the New Deal Affects Us Today |
| Unit | 7 The Dust Bowl in the Great Depression |
| | 3 Simulation Seven: Supply and Demand |