Ancient Egypt Grade level: 5th grade, can

be modified and adapted to

grades 3, 4 & 6

Curriculum Area: Torah, History, Social Studies Time frame: three weeks

Developed by: Lisa Richman

INTERDISCIPLINARY INTEGRATION

When beginning the study of parshat Shmot, students recall that by the end of sefer Breisheet the Hebrews dwelled in Egypt. We are reminded in the first few verses of Shmot that Jacob and his family made their way to Egypt and that Joseph already resided there. As the story unfolds, a rich understanding text can be gained from learning about ancient Egypt and seeing how its culture and environment impacted the Hebrews.

Enduring Understandings:

The environment, geography and topographical features played an important role in the development of a civilization.

The culture in ancient Egypt influenced our culture during the Biblical period.

Essential Questions:

How did the environment, geography and topographical features affect the Jews during the period of slavery in Egypt?

How did the culture in ancient Egypt influence our culture during the Biblical period?

General Learning Plan:

The introduction to the project begins with the chanting of the blessing over the study of Torah. The map of ancient Egypt that is at the top of the project outline is projected. It is followed by an 'I noticed, I wonder' quick written response in the Torah interactive notebook. The question is posed: Why study ancient Egypt before embarking on our study of parshat Shmot?

The class is divided into six groups as per the topics. The project is to be completed outside of school. On the actual day of the presentations after everyone has presented, the '3-2-1' exit slips (sample included) are passed out as a quick assessment.

It is very important throughout the study of parshat Shmot that the connections be made to the findings by the various groups.

There is a collection of books available. A 'symbaloo' (link provided within the project instructions) consists of live links to teacher-checked online resources, activities and games.