

Living Museum Project

You will be participating in a living museum project by recreating yourself alongside famous African American inventors and their inventions! This activity requires you to identify significant contributions of African American artists, engineers, inventors, and scientists. You will get to choose the person to portray, but you must get teacher approval before proceeding with the project. In selecting a person, you should try to find someone of historical significance; someone who has been successful in their goals, dreams, and inventions. The “living museum project” is a collection of visual 3D displays using the AR platform from 3DBear. Students can recreate famous moments in Black History Month by visualizing creative thinking in the person's life and accomplishments and incorporating themselves into the assignment. Students will have the opportunity to incorporate themselves into the assignment. Cultural learning greatly contributes to the understanding of children’s place in the world.

Objective: Students can recreate famous moments in Black History Month by visualizing creative thinking in the person's life and accomplishments and incorporating themselves with the 3DBear App.

Cross curricular connection and integration ideas:

The Living History Museum is a culmination of literary work in reading/ela as well as research strategies and writing for a purpose through Language Arts. It can also be a culmination of drama and social studies through character portrayals and historical literary works.

Materials: 3D Bear App, Sketchfab, Thingiverse, Flipgrid

- Creativity and Innovation
- Communication and Collaboration
- Research and Information Fluency
- Critical Thinking, Problem Solving, and Decision Making
- Technology Operations and Concepts

CCSS Standards

W.6.1 Write arguments to support claims with clear reasons and relevant evidence. Introduce claims and organize the reasons and evidence clearly.

W.7.1 Write arguments to support claims with clear reasons and relevant evidence. Introduce claim(s) acknowledge alternate or opposing claims, and organize the reasons and evidence logically.

W.6.1 & 7.1 Support claim (s) with logical reasoning and relevant evidence, using accurate, credible sources and demonstrating an understanding of the topic or text.

W.6.1 & 7.1 Use words phrases, and clauses to create cohesion and clarify the relationships among claim (s), reasons, and evidence.

W.6.1 & 7.1 Establish and maintain a formal style.

W.6.1 & 7.1 Provide a concluding statement or section that follows from the argument presented.

W.6.2 & 7.2 Write informative/explanatory texts to examine a topic and convey ideas, concepts, and information through the selection, organization, and analysis of relevant content.

Step 1:

Research the figure that you have chosen. Look for little to known facts of historical significance.

Step 2:

Create an AR display complete with details to identify facts about your historical figure. Integrate Sketchfab and Thingiverse designs into your display.

Step 3:

Students will present a 10-20 second summary introducing important facts about your figure to the museum visitors. This summary can be written on note cards for reference on the day of the living wax museum.

Step 4:

From research, you will put together a simple costume that represents the person you are portraying. You may also use props to help you depict the figure. The costume will be worn during the presentation.

Step 5:

On the Living Museum Project Day, you will set up a station complete with posters, props, etc.

Step 6:

Invited students, parents, and faculty will visit the living museum. When the guests pass your historical figure, you will recite your “speech”. You should remain “in character” at all times during the Living Museum Project.