COMPLETE COMMUNITIES IN-CLASSROOM PROGRAM



Grade 7 Programming

Available in April and May

A Complete Community is a place where most of your daily needs can be met, ideally within a 15 to 20-minute walk. Complete Communities help us lead healthy and climate-friendly lifestyles by using resources efficiently and protecting the natural environment. In this 1-hour program, students will learn about the concept of Complete Communities, why they are important and try their hand at building their own Complete Community.

STAFF COME TO YOU!

This is a BRAND NEW program, delivered by the MoD Programming & Outreach Coordinator and the County of Dufferin Climate Engagement Specialist.

We bring hands-on, interactive activities and crafts into the classroom.

In 2023, the Museum of Dufferin delivered programming to over 1000 students!

FEES

\$7.00 per student (no HST)
*Mileage Rates Apply

*Schools in Dufferin County are exempt from mileage rates!





TO BOOK: education@dufferinmuseum.com

COMPLETE COMMUNITIES

Teacher's Guide



Available in April and May

OVERVIEW:

A Complete Community is a place where most of your daily needs can be met, ideally within a 15 to 20-minute walk. Complete Communities help us lead healthy and climate-friendly lifestyles by using resources efficiently and protecting the natural environment. In this 1-hour program, students will learn about the concept of Complete Communities, why they are important and try their hand at building their own Complete Community.

ACTIVITIES:

Introduction to Complete Communities

Students will begin by learning about what Complete Communities are, and what should be included in a Complete Community through a short video and presentation. They will have the opportunity to contribute their own ideas and come up with a criteria for Complete Communities as a class.

Map Activity

Students can try out being urban planners by using a special software called ArcGIS Online that lets them see maps of their communities and mark them up.

Keeva Blocks

Students will then get the chance to be their own architects and build a Complete Community using Keeva blocks. These are special wood planks of all the same size and width, making them great for creating structures. Your class will work together to try and build a community.

CURRICULUM CONNECTIONS:

Grade Seven

Science & Technology - Life Systems: Interactions in the Environment

B1: Relating Science and Technology to Our Changing World

Assess the impact of human activities and technologies on the environment, and analyze ways to mitigate negative impacts and contribute to environmental sustainability

B2: Exploring and Understanding Concepts

Demonstrate an understanding of characteristics and uses of plants and of plants' responses to the natural environment

D1: Relating Science and Technology to Our Changing World

Analyze personal, social, economic and environmental factors that should be considered when designing and building structures

- **D1.1:** Evaluate environmental, social and economic factors that should be considered when designing and building structures to meet specific needs for individuals and communities
- **D1.2:** Evaluate the impact of ergonomic design of various tools, objects and work spaces on a user's health, safety and ability to work efficiently, and use this information to describe changes that could be made in their own spaces and activities

Geography - Physical Patterns in a Changing World

A1: Application: Interrelationships between People and the Physical Environment

Analyze some challenges and opportunities presented by the physical environment and ways in which people have responded to them

A2: Inquiry: Investigating Physical Features and Processes

Use the geographic inquiry process to investigate the impact of natural events and/or human activities that change the physical environment, exploring the impact from a geographic prospective

A2.3: Analyze and construct maps as part of their investigations into the impact of natural events and/or human activities that change the physical environment, with a focus on investigating the spatial boundaries of the impact

ABOUT MUSEUM OF DUFFERIN:

Nestled in the Hills of Mulmur Township, the Museum of Dufferin (MoD) opened at its current location in 1994. Owned and operated by the County of Dufferin, the MoD collects and preserves the stories of the people, places and culture of Dufferin County – past and present – and shares them through engaging and inclusive experiences.

We're happy to connect to answer any questions you may have, we look forward to chatting with you!

CONTACT:

Jessica Mascitelli Programming & Outreach Coordinator jmascitelli@dufferinmuseum.com / 519-941-1114 ex. 4018



