SEMINAR PLAN: "Early Map of Virginia"

Ideas and Values:

human & nature, elements, vision, alien & familiar

Pre-Seminar

Content – Present relevant background information:

- Have students work in pairs to sketch this map, using tracing paper to create a detailed rendering of the whole.
- Briefly discuss the historical context. Note that in addition to being a gifted artist, John White was a leading member of early expeditions to the New World sponsored by Sir Walter Raleigh. White made this map in 1585.

Process – Prepare participants to participate in seminar discussion:

Review seminar guidelines and define roles for facilitator and participant. Using an appropriate seminar checklist or rubric, have each student set a process goal for this seminar. In addition, have students discuss what group goal they should work on in order to have a successful seminar.

Seminar

Opening - Identify main ideas from the text:

Imagine that you are the map-maker that produced this map. What do you think is the most important element in this "new world" for settlers from the "old world" to be aware of? (round-robin) Why? (spontaneous)

Core - Focus/analyze textual details:

What does this map tell us about the people who inhabit the new world? How does it convey that information?

Based on this map, what is the single greatest danger in the new worldfor those arriving from the old? Why?

What is the most wonderful thing about the new world-again, for those arriving from the old? Why?

If we are settlers from the old world, where should we build our first town? Why?

Closing - Personalize and apply the textual ideas:

If you lived in contemporary England, would you sign up to colonize this new world if you had seen this map? Why or why not?

Post-Seminar

Process – Assess individual and group participation in seminar discussion:

Review the seminar process with the students. Discuss to what extent they achieved their individual and group goals. Plan for the next seminar.

Content – Extend application of textual and discussion ideas:

Have students work in groups of three to five to create highly imaginative maps of the school campus, showing new students where all the most important places are. What monsters and what strange peoples should they place on these maps? Create a gallery display of the maps near the front office of the school.