

Name:

How do our values and ways of knowing shape how we live?



Throughout this unit, you have learned that religious, cultural, and scientific practices that emerged throughout history have endured and continue to influence people (religion and chemistry). These practices shape how people make life decisions and influence their values. How will your island display these values?

TO SHOW YOUR UNDERSTANDING OF THIS QUESTION, YOU MUST COMPLETE AT LEAST THE NEED TO DO ASSIGNMENTS. The more assignments you complete, the more points you can earn based on the quality of the assignment you submit. USE THE CHECKLIST TO MAKE SURE YOU ARE DONE EVERYTHING, then complete the self-assessment!

My Climate Zone/State of Matter: _____

NEED TO DO (Your mark on this project contributes to your team's points!)	
<p>The people of your island have evolved beyond meeting basic needs, now they have come to develop scientific knowledge and religions. People have different religions on your island. You are tasked with creating a deck of trading cards to represent the values and ways of knowing on your island. Using the template provided, you must create a deck that includes:</p> <ol style="list-style-type: none">1. Make a card about one of these present-day religions: Buddhism, Christianity, Judaism, Hinduism, Islam, Sikhism. On the front, include a picture, name of religion, and origin. On the back, answer the following questions: summarize the basic beliefs of this religion. How are followers of this religion expected to behave? How do people practice this religion? Write 2 deep-thinking questions someone might have about this religion. Include a bibliography of your sources.2. Make a card about a story, legend or myth from an Indigenous culture or an ancient civilization. On the front, draw a picture, write the title of the story, and write the place and people of origin. On the back, summarize the story in your own words. Include a bibliography of your sources.3. A long time ago, people on your island were polytheistic. Describe one of your island's ancient gods or goddesses and make a card about this deity. On the front, include a picture, name of deity, and origin (your island). On the back, write a backstory for this deity that includes what their powers are, what they look like, what they are the god/goddess of, and how people interact with this god.4. Elemental Hero Card: Include the atomic number, atomic mass, properties, real-life applications, where and how it is found in its natural state (see planning page).5. Natural Hero Card: Include where it is found, natural properties, historical/common uses (see planning page).	
CAN DO (Your mark on these bonus projects contributes to your team's points!)	
Make a trading card about an ancient civilization polytheistic deity. Choose one of the following civilizations: Egypt, Mesopotamia, Rome, Greece, Mayans, Incas. Pick a god/goddess from this civilization. On the front, draw a picture, write the name of the god/goddess, and write the name of the civilization. On the back, write the backstory for this deity that includes what their powers are, what they look like, what they are the god/goddess of, and how people interact with this god.	Choose 2 different ancient stories from different cultures to compare and contrast - (for example, a flood or a creation story). How are they the same and how are they different? Include a bibliography.
Create a local hero based on a natural element that could be found in the Okanagan. Use the required criteria from the hero cards to create a new card.	Create a supervillain to counteract the powers of one of your heroes. Use the required criteria from the hero cards to create a new card.

