**AP World History**

**Unit 2 Networks of Exchange– Calendar**

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| **Date** | **ACTIVITY** | **Reading & Homework DUE** |
| 8/24-25 | 2.1 Silk Roads, **match claim and evidence\***  Genghis Khan documentary, | <https://www.worldhistory.org/Silk_Road/>  AMSCO 2.1 |
| 8/26 | 2.2 Genghis Khan and the Mongol Empire | AMSCO 2.2 and HMH Module 9 (320-329) start flow chart\* of political, economic, and cultural changes by Mongols |
| 8/29 | 2.2 Kublai Khan | completed flow chart, AMSCO 2.3 |
| 8/30 | 2.3 Indian Ocean Trade | Module 7 (251-253) Module 16 (613-616)  Crash Course – Indian Ocean Trade |
| 8/31-9/1 | Genghis Khan trial | Trial preparation |
| 9/2 | Trial Reflection  2.3 Indian Ocean trade | Trial reflection  Primary source excerpts for simulation |
| 9/6 | 2.3 Indian Ocean trade | Simulation prep, AMSCO 2.4 |
| 9/7-8 | 2.4 Trans-Saharan trade routes  2.5 Cultural consequences shared inquiry\* | AMSCO 2.5, “On the Tartars” excerpt and questions  <https://sourcebooks.fordham.edu/source/mpolo44-46.asp> |
| 9/9 | 2.6 Environmental consequences – Plague video | AMSCO 2.6, HMH 324-326 notes |
| 9/12 | TEST | Explain the sim/diff among networks of exchange |

**Objectives:** **The development of civilizations, societies, cultures, and innovations have influenced history and continue to impact the modern world.**

* HS.H1.1 – Explain the process of state-building, expansion, and dissolution.
* HS.H1.2 – Explain and compare how social, cultural, and environmental factors influenced state-building, expansion, and dissolution.
* Topics include World Belief Systems as well

**Problem Based Learning: Genghis Khan Trial** Students will conduct a role-playing mock trial of a case involving Chinggiss (Genghis) Khan. Genghis Khan and his descendants have been indicted as guilty of crimes against humanity and as uncivilized conquerors and rulers in the 13th and 14th centuries. Following the trial, students will analyze the allegations by making a claim and defending it with evidence from the trial and/or research they complete.

**Indian Ocean simulation:** Students will participate in a trading game to see what it takes to amass wealth, plus trade goods and technology while avoiding the major risks of the time.