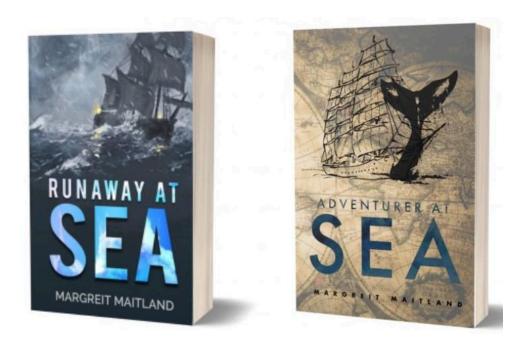
# **Interdisciplinary Curriculum Guide**

# For the "Runaway At Sea" Series SAMPLE PLAN

# Based on a true story

An adventure story filled with harrowing feats of survival set against an exciting historical background - For ages 9 & up



Including titles: "Runaway At Sea" and "Adventurer At Sea" with the companion pre-quell which is available only as an eBook titled: "Bricks, Brothers and A Breakaway".

Find more details at: www.runawayatsea.comContact: Margreit Maitland - margreit@maitlandwriting.com or by cell 516-330-9361

# Runaway at Sea Interdisciplinary Curriculum Guide

Adaptable Educational Plan for grades 3 and up

Themes: Resilience, Exploration, Justice, Identity, Navigation, Climate

### Unit 1: Literary Exploration & Creative Writing

Focus: Narrative structure, character development, sensory writing, historical fiction

#### **Key Activities:**

- Character Arc Tracker: Follow Robert's emotional growth and decision-making.
- Sensory Storm Scene: Write a vivid scene using sight, sound, smell, touch, and taste.
- Historical Fiction Workshop: Students write their own Age of Sail story using a structured outline.
- Theme Debate: Is Runaway at Sea more about survival or self-discovery?

## Unit 2: History & Civics

Focus: 19th-century migration, British monarchy, naval hierarchy, global trade

#### **Key Activities:**

- Migration Mapping: Chart reasons for emigration from England in 1849.
- Government Comparison Chart: UK monarchy vs. U.S. democracy vs. Roman Republic.
- Naval Command Roleplay: Simulate shipboard hierarchy and decision-making.
- Foreign Policy Timeline: Track UK's global influence from 1800–1900.



## Unit 3: STEM & Maritime Navigation

Focus: Wind, currents, engineering, navigation tools, ocean science

#### **Key Activities:**

- Sextant Simulation: Learn how sailors measured angles to navigate.
- Ship Design Challenge: Build a model vessel using classroom materials.
- Currents & Trade Routes Lab: Use maps and wind charts to simulate global travel.
- Navigation Vocabulary Builder: Define and apply terms like tack, wear, boxhaul.

# Adventurer at Sea Interdisciplinary Curriculum Guide

Adaptable Educational Plan for grades 3 and up

Themes: War & Peace, Exploration, Medicine, Cultural Exchange, Climate Change

# Unit 1: Literary Exploration & Creative Writing

Focus: Historical fiction, character development, narrative structure, point of view

#### **Key Activities:**

- **War Journal Project**: Students write journal entries from Robert's POV during the Crimean War, incorporating historical facts and emotional depth.
- POV Switch: Rewrite a scene from Florence Nightingale's perspective, emphasizing tone and voice.
- **Time Travel Narrative**: Students create a story where a modern teen is transported to 1854 and must survive aboard a naval vessel.
- Sensory Scene Challenge: Describe a whaling expedition using vivid sensory detail.

# **Y** Unit 2: Climate & Environmental Science

Focus: Whale migration, melting ice caps, ocean health, ecosystems

#### **Key Activities:**

- Whale Migration Mapping: Compare 1800s routes to modern patterns.
- Climate Change Debate: Discuss how melting glaciers affect trade and ecosystems.
- Ocean Health Report: Use whale food supply as an indicator of marine health.
- Bering Strait Case Study: Explore why this route was avoided historically and its viability today.