

# 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-quel which is available only as an eBook titled: “Bricks, Brothers and A Breakaway”.

Find more details at: [www.runawayatsea.com](http://www.runawayatsea.com) Contact: Margreit Maitland - [margreit@maitlandwriting.com](mailto: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**

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## **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?
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## **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.
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## **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.

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# ***Adventurer at Sea* Interdisciplinary Curriculum Guide**

**Adaptable Educational Plan for grades 3 and up**

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

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## **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.
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## **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.
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