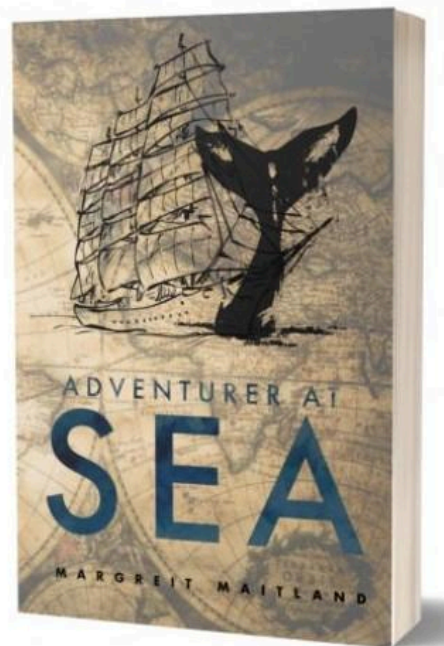
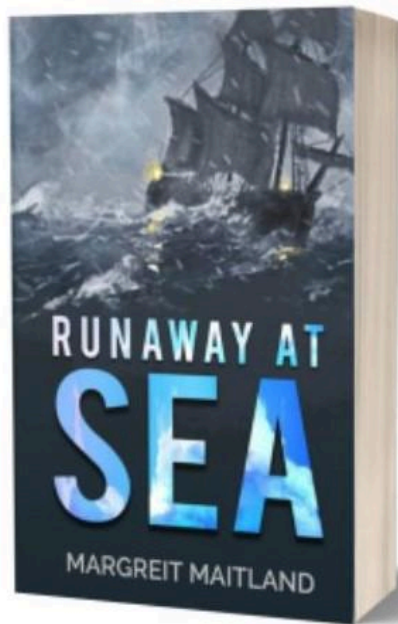


# Interdisciplinary Curriculum Guide

## For the “Runaway At Sea” Series

### 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)

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# *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 United Kingdom'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.

## Unit 4: Climate & Environmental Science

**Focus:** Jungle ecosystems, climate change, biodiversity, human impact

### Key Activities:

- **Jungle Then & Now:** Compare 1850s Rio jungle to today's deforestation data.
- **Wildlife Research Project:** Identify species native to South American jungles.
- **Climate Systems Web:** Explore how jungles affect ocean currents and weather.
- **Habitat Loss Discussion:** Analyze effects on animals, plants, and global systems.

## Unit 5: SEL & Ethics

**Focus:** Empathy, resilience, ethical decision-making, teamwork

### Key Activities:

- **Empathy Journals:** Write from Robert's POV during key emotional moments.
- **Resilience Timeline:** Identify turning points in character growth.
- **Shipboard Ethics Debate:** Discuss moral dilemmas faced by crew members.
- **Team Games of the Age of Sail:** Recreate historical games and invent new ones.

## Unit 6: Geography & Global Awareness

**Focus:** Oceans, ports, trade routes, geopolitical significance

### Key Activities:

- **Port Profiles:** Research Rio and Valparaiso's strategic importance.
- **Cape Horn Case Study:** Explore why it was—and still is—a dangerous crossing.
- **Ocean Currents Map:** Trace the ship's route using trade winds and currents.
- **Global Trade Simulation:** Role-play merchant decisions based on geography.

# ***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.

## **Unit 2: History & Civics**

**Focus:** Crimean War, British imperialism, global trade, medical reform

**Key Activities:**

- **Crimean War Timeline:** Map key battles and political alliances.
- **Florence Nightingale Case Study:** Analyze her impact on modern medicine.
- **East India Company Simulation:** Role-play trade negotiations and ethical dilemmas.
- **Gibraltar Debate:** Discuss strategic importance and sovereignty issues.

## **Unit 3: STEM & Maritime Navigation**

**Focus:** Naval engineering, ship repair, cannon mechanics, rope systems

**Key Activities:**

- **Cannon Crew Simulation:** Assign roles and simulate firing procedures.
- **Ship Repair Challenge:** Design a system for refitting a vessel mid-ocean.
- **Rope & Pulley Lab:** Build simple machines to understand ship rigging.
- **Anchor Engineering:** Explore the physics behind lowering and raising anchors.

## Unit 4: 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.

## Unit 5: SEL & Ethics

**Focus:** Cooperation, resilience, ethical decision-making, cultural respect

### Key Activities:

- **Crew Ethics Roundtable:** Debate moral choices aboard a naval vessel.
- **Resilience Reflection:** Write about Robert's growth through adversity.
- **Missionary History Discussion:** Explore cultural impact and ethical considerations.
- **Team-building Games:** Recreate South Pacific fishing or cooking traditions.

## Unit 6: Geography & Global Awareness

**Focus:** Trade routes, canal openings, strategic ports, cultural geography

### Key Activities:

- **World Map Journey:** Trace Robert's route using historical maps.
- **Canal Impact Analysis:** Compare trade before and after Suez/Panama openings.
- **Port Profile Project:** Research Valparaiso, Gibraltar, and South Pacific islands.
- **Strait Control Simulation:** Role-play geopolitical negotiations over key waterways.

# Writing-Focused Sample Units

## *Runaway at Sea Writing Unit: “Survival & Self-Discovery”*

**Grade Range:** 5–8

**Project Title:** *The Storm Within*

### **Objectives:**

- Use sensory detail to build tension and atmosphere.
- Develop a character arc that mirrors emotional growth.
- Incorporate historical setting authentically.

### **Activities:**

1. **Sensory Storm Prompt:** Write a scene where the protagonist faces a literal and emotional storm.
2. **Character Growth Timeline:** Outline key turning points in the character’s journey.
3. **Historical Fiction Mini-Story:** Students write a 1,000–2,000 word story set in the Age of Sail, using real ports and trade routes.
4. **Peer Review Workshop:** Focus on voice, pacing, and historical accuracy.

## *Adventurer at Sea Writing Unit: “War, Whales & Wonder”*

**Grade Range:** 7–10

**Project Title:** *Letters from the Edge*

### **Objectives:**

- Explore multiple points of view in historical fiction.
- Blend factual research with emotional storytelling.
- Reflect on ethical dilemmas through narrative.

### **Activities:**

1. **War Journal Entries:** Write three entries from Robert’s perspective during the Crimean War.
2. **POV Rewrite:** Choose a scene and retell it from Florence Nightingale’s or a whaler’s perspective.
3. **Ethical Dilemma Story:** Create a short story where the protagonist must choose between duty and morality.
4. **Historical Accuracy Checklist:** Students verify their story’s details using primary sources or teacher-provided materials.