

**The Living Museum**

As part of our Renaissance and Age of Exploration unit, you will bring history alive by delving deep into the study of one important person during this time period then transform yourself into this famous personality in a Living Museum. There are two parts of this project:

* research paper
* oral presentation

Research component – You will be required to create a question or thesis to answer in a five-seven paragraph research report on the personality of your choice. This is **NOT a biography** paper, it is a research, so please be sure to answer your own question. See the rubric for the details.

**Living Character**

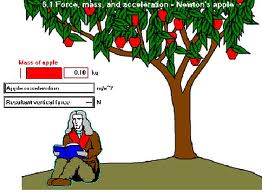
The second component of this assignment adds a bit of dramatic interpretation to your character. Basically, you will become the person of your research. You are to write and memorize a short speech (2-3 minutes) which will be recited and “performed” for the younger students of the school. Your speech should highlight the main events and contributions of your person in an interactive and engaging manner.

As part of this presentation you also need to:

* wear a costume
* bring props
* create a backdrop

To the best of your ability, you will be required to try and replicate a style of dress worn by the people of this time period of the Renaissance. The more props you incorporate into your costumes, the more believable and interesting you will become for the young students.

You are also required to create a backdrop to enhance your setting in the museum. This backdrop should include the name of your person and a pictorial representation of the area in which they spent a great deal of time (examples: a ship, a science lab, Florence, painting studio). That way the younger students will get the sense that they are there in that setting of your backdrop.

**Date of this presentation will be June 16, periods 1-3.**

**Grading:** Refer to Research report rubric and oral presentation rubric