Southeast Asia Introduction/Review
Lesson Plan

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Introduction:

This lesson is designed for a World Cultures or Geography class taught at the 9-10th grade level. It focuses on an introduction/pretest to tap into the prior knowledge of the group, then using the same format to review the content learned at the end of the unit. The purpose is to demonstrate what students know and need to know, and to provide a technique for study and retention.

Objectives for the Review portion of this activity:

The content students should know and understand include:
- economic institutions specific to the Southeast Asia region
- core resources and products of each country* 
- levels of economic development in the region
- major religions and the pattern of diffusion*
- social structures specific to certain cultures of Southeast Asia
- specific family structures
- significant artistic forms and products
- ethnic diversity and patterns (major languages*)
- political institutions*
- colonial history*
- specific vocabulary, important people, places and events

*must be included in the GAME portion found under Procedures

The skills students should be able to do include:
- listing of specific facts
- categorization of terms provided
- recognition of patterns of diffusion
- evaluation of personal knowledge
- synthesis/analysis of accumulative knowledge

Materials:

- a pretest format (which can be a worksheet, or the board and chalk, or paper & markers)
- a set of magnetized, laminated cards (to play the review game)
- list of prescribed terms (again, not necessary for the procedure, only for the game)
- individual copies of the pretest format, blank except for the 11 countries of Southeast Asia filled in down the left-hand side.

Procedures:

1. Choose your pretest/review format (see attached)
Actually this activity can fit into many different formats depending on the design of your curriculum. Currently, we are using Phillip Schlechty’s backward design which helps direct teaching to learner outcomes. In addition, our Cultures curriculum is focused on developing six perspectives in each case study, or unit—geography, history, religion, politics, economy, and the arts. This categorization can rather easily be reduced to a simpler format called E-S-P, which was coined by Lily Mercier and me, to help students gain insight into a culture’s economic, social, and political institutions. Actually, it works pretty well in the teaching of most social studies courses.

2. On Day One of the Southeast Asia unit, use the format as a pretest, but remember that it can be used as a worksheet student use alone OR you can transfer the items to butcher block paper and try a relay OR again using the large paper and colored markers or the blackboard and colored chalk, you can have the students make a color splash, writing what they already know on the paper BUT categorized according to your designation (e.g. green=economy, red=politics, etc.).

3. Teach Southeast Asia using the text of your choice, but updating the students’ knowledge, in particular the political institutions by using Dr. Clark Neher’s text Southeast Asia: Crossroads of the World (see bibliography) either as a teacher resource or as a classroom set.

4. Provisioning for the Review Game:
   - Using the List of Terms provided, write one term from the List of Answers provided on each of the card (NOTE: some terms need to be written more than once). If using the blackboard, attach magnets to the back of each.
   - Put the cards in a box, scrambled and ready to use.
   - Make enough copies of the E-S-P sheet for each student.
   - Make up a large E-S-P (countries written down the left side) chart for your room, or make a transparency to be projected on your board (Note: Make sure your materials are durable enough, to withstand several classes).

5. At the end of the unit, in order to review and make their studying coherent and worthwhile, play the review game:
   - Hand out individual copies you have made of the worksheet, filling in all the answers they have learned (have them use pencil).
   - Divide the class in half (use a competitive style or not, whichever you choose).
   - Have one student at a time come forward and take a card, then put it in its appropriate place on the chart.
   - Have students copy down correct answers (highlighting those answers they did not know and possibly those you hint may be on the test—as you wish).

Hints: 1) For an easier version you could have them work in pairs OR use their notes OR use their texts
   2) For a harder version or an older class you can play the game with out cards on the E-S-P chart OR on the chart with all six perspectives listed (see attached)

3) If pressed for time to include this unit, you could turn this into a small research project using the Internet in class, if available (see www.seasite.niu.edu) or with texts or almanacs using visuals or actual words on the large classroom chart. The possibilities are there. Be creative and have fun!!

Summary:
At the end of the activity, remind your students that what they now have in their possession is a customized Study Guide of what each one needs to study in order to be prepared to score well on either a standardized objective test or an essay test (full of excellent supporting details that social studies teachers particularly like to see). After your test, you may wish to have them evaluate 1) their knowledge of Southeast Asia before the unit of study; 2) for the Review activity; and 3) after the test. You may also want them to evaluate the effectiveness of the activity itself, looking at 1) what they liked; 2) what they did not like or found difficult or embarrassing; and 3) any suggestions they might have for improvement.

References:
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