

Renaissance Research Project

Objective: To gain in depth knowledge about a Renaissance figure using technology as a creative study tool. You and your group (groups of 3) will focus on **ONE** of the following historical figures from the Renaissance:

- o Leonardo da Vinci
- o Michelangelo Buonarroti
- o Niccolo Machiavelli
- o Johannes Gutenberg
- o William Shakespeare
- o Christine de Pizan

Directions:

- **Research:** Using the research frames provided, research your selected Renaissance figure. You must properly fill out at least 3 research frames focusing on your Renaissance figure's background, achievements, and impact on the Renaissance. You may use your textbook, notes, and other class materials to help you with your project, but your research must be original research. This means that your research frames must be filled out using sources other than those provided to you by your instructor.
- **Create:** Make a poster to develop a creative presentation to teach your classmates about your Renaissance figure.
- **Present:** You and your group will present your final product to your classmates. (4-6 minutes).

Share: All students will present their projects in groups. **(4-6 minutes!!!!)**

Grading: Groups will be graded on four criteria

1. Research Frames (3 Total)
2. Knowledge of Content
 - a. Background Information
 - b. Achievements
 - c. Impact
3. Cooperation and Teamwork
4. Overall Presentation