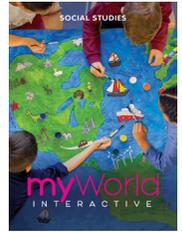


myWorld Interactive Social Studies ©2019

Savvas Learning Company
Grades K–5



myWorld Interactive is a K-5 social studies curriculum that encourages active inquiry while introducing civics, economics, geography, and history concepts. Students develop critical thinking, problem solving, and communicating skills for engaged civic life. The program includes strong ELA instruction to support social studies inquiry and new literacy standards. *myWorld Interactive* is both comprehensive and adaptable, so it fits a wide range of classrooms and schedules. It's the student-centered social studies curriculum that helps teachers achieve their instructional goals.

Learn More



► Inspire Active Learning

Project-Based Learning creates active inquiry experiences that develop skills for active, responsible citizenship. *myWorld Interactive* focuses on inquiry skills and key concepts that support your state standards and the College, Career, and Civic Life (C3) Framework for Social Studies.

► Inspire Literacy Engagement

Integrated ELA lessons helps students read text closely, analyze information, and construct well-defended arguments. Build vocabulary and language skills, support your reading block.

► Inspire Your Classroom

Multiple options and resources support culturally responsive teaching, differentiation, and delivery approaches.

Aligned to the College, Career, and Civic Life Framework and the Common Core Standards

Chapter 4 People Who Supply Our Goods and Services

The BIG Question How do people get what they need?

Sing About It! **What We Buy**
Preview the chapter **vocabulary** by singing the song to the tune of "Twinkle, Twinkle, Little Star."
We all **need** and **want** some things
For the uses that they bring.
All **producers** try and try
To make things we want to buy.
Workers make the **goods** so well
Add a price to make them sell.
Then they ship them to the store
For **consumers** to explore.
Choices like how much to pay
Take place at the stores each day.
A decision must be made,
Then the final bill gets paid.

JumpStart Activity
Look at where the family is shopping. If you think they are shopping for needs, raise one hand. If you think they are shopping for wants, raise two hands. Draw a picture of a need here.

Critical Thinking and Analysis Skills

Compare Points of View
Compare the two points of view. How do they differ? How are they similar? Write your answers in the space provided.

Think Time!
Write your answer to the question on your own paper. The teacher will ask you to share your answer with the class.

Compare Points of View
Write your answer to the question on your own paper. The teacher will ask you to share your answer with the class.

Student Interactive Worktext

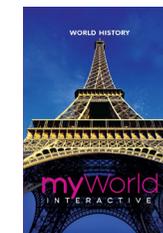
JumpStart Activity

With your class, create a rule for lining up in the front of the room. Then vote for two students to serve as leaders. Follow their instructions as you line up according to the rule you created. Describe your activity. How did you choose a rule? How did you elect your leaders?

JumpStart Activity

myWorld Interactive World History ©2019

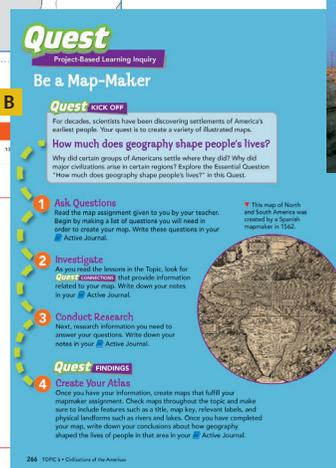
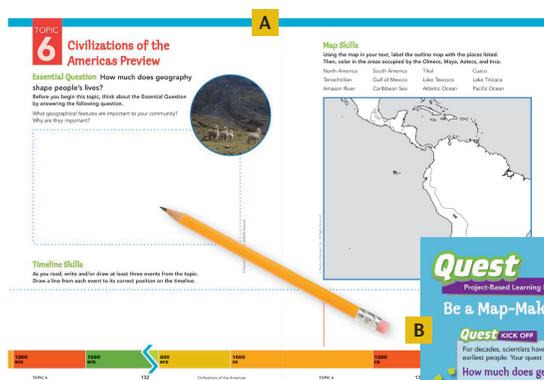
Savvas Learning Company
Grades 6–8



myWorld Interactive World History applies the latest research and technology to effectively engage students in social studies through civic involvement and literacy. Students will learn about their world while covering the core social studies standards. A highly flexible blend of print and digital materials maximizes student learning and classroom time.

myWorld Interactive World History encourages students from diverse populations to explore their world, expand their thinking, and engage with the College, Career, and Civic Life (C3) Framework. The curriculum is flexible and easily adapts to every classroom.

- ▶ **Inspire Active Learning**
Project-Based Learning creates rich inquiry experiences that develop skills for active and responsible citizenship.
- ▶ **Inspire Literacy Engagement**
Lessons help students read closely, analyze information, and communicate academic, well-defended ideas.
- ▶ **Inspire Flexible Classrooms**
Teaching Options and Resources provide access and equity for culturally responsive teaching, differentiation needs, delivery approaches, and time constraints.



Learn More

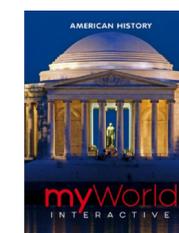


A The **Active Journal** encourages inquiry, writing, and application of concepts. Create self-motivated learners!

B Take students on a **Quest!** These long-term project-based learning opportunities, engage students in rich inquiry experiences that develop important analysis and citizenship skills.

C Shift to online anytime! **Digital Resources** offer amazing ways for students to delve into the Topic.

Also available...



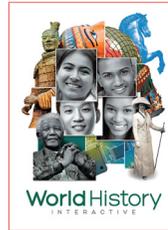
myWorld Interactive
American History
2019
Grades 6-8

Learn More



World History Interactive ©2022

Savvas Learning Company
Grades 9–12



Savvas' new *World History Interactive* brings history forward to the present. History is more than the “story” of our past—it’s the story of people, decisions, moments and inventions, which in turn shape the story of our present and future with a focus on inquiry and active learning, technology, and current events to help prepare students for college and career. New World History Interactive is a modern, inquiry-based social studies curriculum that promotes critical thinking, immersive experiences, and informed action. It leverages the C3 Framework to make world history experiential and culturally relevant for all students.

World History Interactive was created for teachers, by teachers. Key features include:

- ▶ **Connections to Today**
See the connective tissue between the past and present.
- ▶ **Listenwise Current Events**
Integrated current events for each topic, and a news story every day.
- ▶ **Project Imagine**
Project Imagine uses immersive experiences and diverse primary resources to tell the stories of ordinary people in the past.
- ▶ **Quest Inquiries**
Inquiry in every topic through project-based learning, civic discussions, and document-based questions.



Learn More



US History Interactive ©2022

Savvas Learning Company
Grades 9–12



US History is more than the “story” of our past. Its consequences can be felt today, and may impact our future. New US History Interactive is a modern, inquiry-based social studies curriculum that promotes critical thinking, immersive experiences, and informed action. It leverages the C3 Framework to make US History experiential and culturally relevant for all students.

US History Interactive was created for teachers, by teachers. Key features include:

- ▶ **Connections to Today**
Each topic contains a thematic connection to the past, and provides teaching suggestions to bring the past into today.

- ▶ **Listenwise Current Events**
Integrated current events for each topic, and a news story every day.
- ▶ **Project Imagine**
Project Imagine digital activities immerse students in the past through role play, decision-making activities, and more.
- ▶ **Quest Inquiries**
Take students on Quest through the content with topic inquiry assignments. Students will learn history while building real-world skills, such as developing a website.



Learn More



NEW

Magruder's American Government ©2023

Savvas Learning Company
Grades 9–12



For over 100 years, *Magruder's American Government* has been the premier high school textbook for American Government classrooms. In this innovative new edition from Savvas Learning Company, Magruder's American Government Interactive becomes the first high school program with a foundational textbook plus digital resources that are continuously updated. With each election cycle, each change of policy, and every passing year, Magruder's American Government Interactive will remain fresh, new, and current. Students can focus on our nation's founding principles and the core functions of government while actively debating policies that affect their lives.

- ▶ **Connections to Today**
See the connective tissue between the past and present.
- ▶ **Listenwise Current Events**
Integrated current events for each topic, and a news story every day.
- ▶ **Case Study Connections**
Students will become informed on current issues and the government's role, then take action by developing and sharing their views.
- ▶ **Inquiry Center**
Focus students on the duties of an active, informed citizenship. Use the Inquiry Center to help students find a project idea, then use the inquiry-based project materials so they can turn their projects into action.

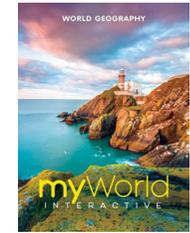


Learn More



myWorld Interactive World Geography ©2019

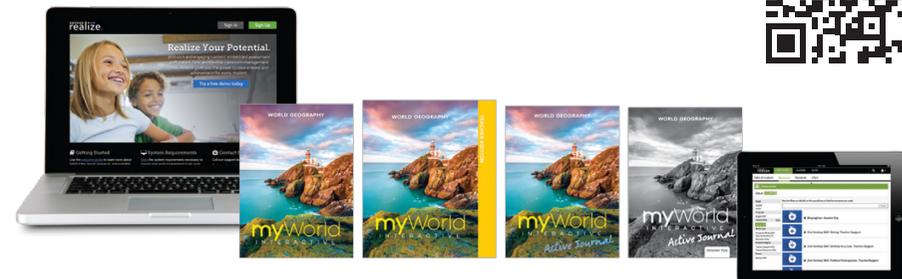
Savvas Learning Company
Grades 6–8



Inspire students to develop global competencies for active, informed citizenship. *myWorld Interactive* emphasizes project-based learning to explore the world's places, systems, and cultures. The program is available as World Geography Survey, or Eastern and Western Hemisphere editions. Each includes strong ELA/literacy connections and multiple teaching options. Lessons promote critical thinking, problem solving, evidence-based reasoning, and communications skills. *myWorld Interactive* is the student-centered world geography curriculum that helps you implement your state's standards and the College, Career, and Civic Life (C3) Framework for Social Studies.

- ▶ **Inspire Active Learning**
Project-Based Learning immerses students in real-world inquiry that introduces geographical topics, ideas, and figures.
- ▶ **Inspire Literacy Engagement**
Integrated ELA lessons helps students read text closely, analyze information, and construct well-defended arguments.
- ▶ **Inspire Your Classroom**
Multiple options and resources support culturally responsive teaching, differentiation, and delivery approaches.

Learn More



NEW

Economics ©2022

Savvas Learning Company
Grades 9–12

Savvas Learning Company's *Economics 2022 program* helps students build an essential, life-long understanding of core economics principles, Savvas Economics features motivating, hands-on activities, interactive graphics, animations, and videos to help build relevant economic literacy. The program bridges time-tested best practices, curriculum standard expectations, and technology to help prepare students to be college and career ready. Savvas' Economics program uses a research tested four-part learning model to enhance teaching and understanding.

Learn More



► Connect

Students make learning personal as they connect to content through a story and activate their prior knowledge, personal experience, and perspective.

► Investigate

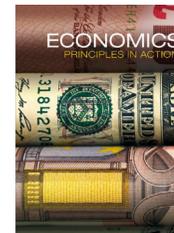
Students actively learn, investigate, and acquire key content knowledge through a variety of components both in print and digital.

► Synthesize

Students extend their understanding by applying what they just learned in a quick recap and "pull-it-all-together" exercise before they move on to the next lesson.

► Demonstrate

Students demonstrate their understanding through a variety of authentic, formative, and summative assessments.



Interactive features:

- ✎ Extend the learning, reinforce and provide new learning opportunities
- ✎ Reach students where they are, leverage technology for investigation and learning
- ✎ Include primary sources at point of use and provide scaffolded props to support ability to do in-depth analysis and supports key skill of analyzing sources

NEW

Civics Interactive ©2024

Savvas Learning Company
Grades 6–12

Civics Interactive was created to help today's learners develop important life skills and an innovative mindset they will need to address global changes and ways to actively participate in making a better world. To help students understand how Civics applies to their lives through a skills-based approach.



► Listenwise® Current Events provides a news story every day.

► Mini lessons that allow teachers to Teach their way with modular digital content that provides short, flexible, and interchangeable lessons.

► Each topic has a slide deck that allows the teacher to kick off the topic and walk through lesson activities.

Learn More



IMPACT Social Studies

McGraw-Hill
Grades K–5



With *IMPACT Social Studies*, students will gain building blocks for critical thinking and analysis as they use inquiry to learn about history, geography, economics and civics.

▶ **IMPACT Is Inquiry**

Curiosity is at the center of inquiry. Students who collaborate in inquiry-based learning experiences become deeper thinkers and stronger communicators.

▶ **IMPACT Builds Language**

IMPACT Social Studies ensures that the language learning in social studies is especially valuable for English Learners because it expands their language development in new directions as they engage with the content.

▶ **IMPACT Is Literacy**

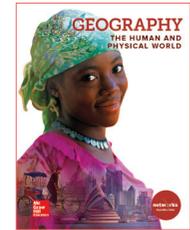
Literacy skills provide the foundation for inquiry. Students apply literacy tools—strategies for close reading, writing, and speaking and listening—to comprehend, critique, and synthesize social studies content.

Learn More



McGraw-Hill Networks

McGraw-Hill
Grades 6–12



McGraw Hill Networks is a multiple award-winning program for middle school and high school, bringing the people, issues, and events of yesterday to life for the students of today. It boasts the first truly integrated print and digital curriculum, with a full suite of teaching and learning tools to provide a flexible, customized learning experience.

- ▶ Rigorous, age-appropriate content highlights diverse perspectives, integrates primary sources, and makes relevant connection to bring subject to life.
- ▶ Inquiry activities ignite curiosity and facilitate critical thinking, teaching how to analyze sources, cite evidence, and take informed action.
- ▶ Customizable lesson plans and classroom management tools save time, while point-of-use differentiation strategies and authentic ELL support meet every student where they are.

- ▶ Stimulates collaboration, problem solving, debate, action, and draw connections to today by demonstrating relevancy.

Digital Resource: ConnectED

All Networks titles come with built-in revolutionary adaptive technology, LearnSmart® + Smartbook which determines precisely which learning objectives a student has grasped and provides personalized instruction, practice.

Smartbook® is an adaptive ebook that utilizes LearnSmart® technology to guide students through the interactive challenge format highlights content and helps each student identify content they know, don't know, and are most likely to forget.

Learn More

