
Appendix 4

LESSON INDEX

In the three sections that follow, the lessons in this book are indexed by subject areas, skills, and strategies. The terminology corresponds to that used in each lesson's heading. The lesson number precedes each title.

Subjects

Careers

- 5.1. Archaeology as a Career

Language Arts

- 1.1. Why is the Past Important?
- 1.2. Culture Everywhere
- 1.3. Observation and Inference
- 1.4. Archaeological Context
- 1.5. Chronology: The Time of My Life
- 1.6. Classification and Attributes
- 1.7. Scientific Inquiry
- 1.8. It's in the Garbage
- 2.1. Gridding a Site
- 2.3. Artifact Classification
- 2.4. Tree-Ring Dating
- 2.5. Archaeobotany
- 2.7. Experimental Archaeology: Making Cordage
- 2.11. Inference by Analogy
- 4.1. Shadows of North Carolina's Past
- 4.3. Name That Point!
- 4.4. Pottery Traditions
- 4.5. A Siouan Village
- 4.6. Language Families
- 4.7. North Carolina Place Names
- 5.2. Rock Art
- 5.4. Artifact Ethics
- 5.5. Site Robbers
- 5.6. A Guided Journey into the Past
- 5.7. Take Action, Save the Past

Mathematics

- 2.1. Gridding a Site
- 2.4. Tree-Ring Dating
- 2.5. Archaeobotany
- 2.6. Measuring Pots
- 2.7. Experimental Archaeology: Making Cordage

- 2.10. Archaeological Soils
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- 4.3. Name That Point!
- 4.6. Language Families

Music

- 5.6. A Guided Journey into the Past

Science

- 1.1. Why is the Past Important?
- 1.3. Observation and Inference
- 1.4. Archaeological Context
- 1.5. Chronology: The Time of My Life
- 1.6. Classification and Attributes
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- 5.3. Creating Your Own Rock Art
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5.7. Take Action, Save the Past

Social Studies

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- 1.2. Culture Everywhere
- 1.3. Observation and Inference
- 1.4. Archaeological Context
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- 1.7. Scientific Inquiry
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- 2.4. Tree-Ring Dating
- 2.7. Experimental Archaeology: Making Cordage
- 2.8. Mending Pottery
- 2.9. Looking at an Object
- 2.11. Inference by Analogy
- 3.1. The Pathfinders
- 3.2. The Forest People
- 3.3. The Pottery Makers

Skills

Analysis

- 1.2. Culture Everywhere
- 1.3. Observation and Inference
- 1.5. Chronology: The Time of My Life
- 1.6. Classification and Attributes
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Application

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- 3.4. The Village Farmers
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Visual Arts

- 2.7. Experimental Archaeology: Making Cordage
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- 5.3. Creating Your Own Rock Art

- 1.3. Observation and Inference
- 1.4. Archaeological Context
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Comprehension

- 1.2. Culture Everywhere
- 1.3. Observation and Inference
- 1.4. Archaeological Context
- 1.5. Chronology: The Time of My Life
- 1.6. Classification and Attributes
- 2.1. Gridding a Site
- 2.2. Stratigraphy and Cross-Dating
- 2.4. Tree-Ring Dating

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- 2.5. Archaeobotany
- 2.6. Measuring Pots
- 2.7. Experimental Archaeology: Making Cordage
- 4.1. Shadows of North Carolina's Past
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- 4.5. A Siouan Village
- 5.1. Archaeology as a Career
- 5.2. Rock Art

Evaluation

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Strategies

Analogy

- 1.5. Chronology: The Time of My Life
- 2.6. Measuring Pots
- 2.11. Inference by Analogy
- 4.4. Pottery Traditions
- 5.5. Site Robbers

Brainstorming

- 1.1. Why is the Past Important?
- 1.2. Culture Everywhere

Knowledge

- 1.1. Why is the Past Important?
- 1.2. Culture Everywhere
- 1.3. Observation and Inference
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Synthesis

- 1.4. Archaeological Context
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Categorize

- 1.2. Culture Everywhere

Classification

- 1.6. Classification and Attributes
- 1.7. Scientific Inquiry
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Communication

- 5.4. Artifact Ethics
- 5.5. Site Robbers
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Compare and Contrast

- 1.2. Culture Everywhere
- 1.6. Classification and Attributes
- 2.6. Measuring Pots
- 2.8. Mending Pottery
- 4.1. Shadows of North Carolina's Past
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Composing

- 5.4. Artifact Ethics
- 5.6. A Guided Journey into the Past

Computation

- 2.4. Tree-Ring Dating
- 2.6. Measuring Pots
- 2.7. Experimental Archaeology: Making Cordage
- 2.10. Archaeological Soils
- 4.2. Shifting Coastlines
- 4.6. Language Families

Debate

- 5.4. Artifact Ethics
- 5.7. Take Action, Save the Past

Decision Making

- 1.3. Observation and Inference
- 1.6. Classification and Attributes
- 4.5. A Siouan Village
- 5.4. Artifact Ethics
- 5.7. Take Action, Save the Past

Discussion

- 1.1. Why is the Past Important?
- 1.2. Culture Everywhere
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Drawing

- 5.2. Rock Art
- 5.3. Creating Your Own Rock Art
- 5.4. Artifact Ethics
- 5.6. A Guided Journey into the Past

Experiment

- 2.7. Experimental Archaeology: Making Cordage

Forecasting

- 1.5. Chronology: The Time of My Life
- 1.8. It's in the Garbage
- 2.4. Tree-Ring Dating
- 2.5. Archaeobotany

Game

- 1.4. Archaeological Context

Graphing

- 2.5. Archaeobotany
- 4.2. Shifting Coastlines

Guided Imagery

- 5.6. A Guided Journey into the Past

Interviewing

- 5.1. Archaeology as a Career
- 5.5. Site Robbers

Invention

- 2.7. Experimental Archaeology: Making Cordage

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- 4.4. Pottery Traditions
- 5.3. Creating Your Own Rock Art

Mapping

- 2.1. Gridding a Site
- 2.11. Inference by Analogy
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Observation

- 1.3. Observation and Inference
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Planning

- 5.7. Take Action, Save the Past

Problem Solving

- 1.3. Observation and Inference
- 1.4. Archaeological Context
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Reading

- 1.2. Culture Everywhere
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Research Skills

- 1.6. Classification and Attributes
- 1.7. Scientific Inquiry
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- 2.3. Artifact Classification
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Role Play

- 2.3. Artifact Classification
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Scientific Inquiry

- 1.3. Observation and Inference
- 1.6. Classification and Attributes
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- 1.8. It's in the Garbage
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Sequence

- 1.5. Chronology: The Time of My Life
- 1.8. It's in the Garbage
- 2.2. Stratigraphy and Cross-Dating
- 4.1. Shadows of North Carolina's Past

Using Scale

- 2.1. Gridding a Site
- 4.2. Shifting Coastlines

Values Clarification

- 5.4. Artifact Ethics
- 5.5. Site Robbers
- 5.7. Take Action, Save the Past

Visualization

- 2.8. Mending Pottery
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- 5.3. Creating Your Own Rock Art
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Writing

- 1.3. Observation and Inference
- 1.4. Archaeological Context
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