

Tennessee Grade 6 Pacing Guide

UNIT	CHAPTER	DAYS/ UNIT Range	DAYS/ CHPT Core	EXTRA DAYS Optional	PACING GUIDE NOTES	
SEMESTER 1: August through December complete first 5 units.						
1 Foundations of Human Civilization c. 10,000-3500 BCE	1 Understanding History Begins with Time	10 to 13	3	2	Extra days allow more time for DBQ skills development.	
	2 Early Human Societies and the Agricultural Revolution		4	2	Extra days allow time for a more in-depth Agricultural Revolution writing assignment.	
	3 Characteristics of Civilizations		3	2	Extra days allow more time for map skills development.	
2 Ancient Mesopotamia c. 3500-1700 BCE	4 Mesopotamia—Land Between Two Rivers	13 to 14	3	2	Extra days allow more time for map skills development.	
	5 Mesopotamia's Growth and Achievements		10	2	Chapter Pacing (days): 3-4 growth and achievements of Sumer; 2 Mesopotamian religion and Sumerian life; 2-3 Akkadian and Babylonian empires and Code of Hammurabi; 3 review and museum brochure project. Extra days allow more time for project, primary source, and other activities.	
3 Ancient Egypt c. 3000-700 BCE	6 Geography of Ancient Egypt	18 to 24	3	2	Extra days allow more time for map skills development.	
	7 Growth and Achievements of Ancient Egypt		15	5	Chapter Pacing (days): 1 overview of Egyptian kingdoms; 4-5 Egyptian society and daily life; 4-5 Egyptian achievements and religion; 1-2 Queen Hatshepsut; 1 relationship with Nubia; 2-3 Tutankhamun's Tomb, rule of Ramses the Great; 2-3 review and museum project. Extra days allow more time for writing, project, primary source, and other activities.	
4 Ancient Israel c. 2000-500 BCE	8 Geographic Features of Ancient Israel	14 to 17	3	2	Extra days allow more time for map skills development.	
	9 History of Ancient Israel		5	2	Extra days allow more time for writing and other activities.	
	10 The Kingdom of Israel		6	2	Extra days allow more time for primary source and project activities.	
5 Ancient India c. 2500-400 BCE	11 Geographic Features of India	15 to 22	3	2	Extra days allow more time for map skills and primary source activities.	
	12 Growth and Achievements of Ancient India		12	5	Chapter Pacing (days): 2-3 Harappan civilization; 3-4 Aryan civilization and caste system; 2-3 religions; 3-4 Mauryan empire; 2-3 review and museum project. Extra days allow more time for writing, project, and other activities.	
END OF FIRST SEMESTER		# DAYS:	up to 90	70	up to 20	Teacher may select which chapters to include additional days. Not every chapter can be extended and still stay within the total instruction days available.

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SEMESTER 2: January through May complete last 3 units.					
6 Ancient China c. 2500 BCE-200 CE	13 Geographical Features of China	15 to 20	4	2	Extra days allow more time for map skills development and primary source activities.
	14 Growth and Achievements of Ancient China		11	7	Chapter Pacing (days): 1-2 earliest civilizations; 2-3 Zhou Dynasty, Mandate of Heaven; 1-2 Confucianism; 2-3 Qin Dynasty (Legalism, Great Wall); 2-3 Han Dynasty and achievements; 1-2 Silk Road; 2-3 review and museum project. Extra days allow more time for primary source, timeline, and project activities.
7 Ancient Greece c. 800-300 BCE	15 Ancient Greece—A Land Tied to the Sea	22 to 30	3	2	Extra days allow more time for map skills development.
	16 The City-States of Athens and Sparta		6	2	Extra days allow more time for city-state comparison project and coverage of government concepts.
	17 Ancient Greece at War		6	2	Extra days allow time for more in-depth Alexander the Great project.
	18 Elements of Greek Culture		7	4	Chapter Pacing (days): 1-2 religion; 2-3 literature; 2 philosophers; 1-2 architecture; 1-2 review and additional activities. Extra days allow more time for primary source, art, and other activities.
8 Ancient Rome c. 500 BCE-500 CE	19 Rome's Boot-Shaped Peninsula	23 to 30	3	1	Extra day allow more time for map skills development.
	20 The Roman Republic		4	2	Extra days allow more time for coverage of government concepts.
	21 The Roman Republic Becomes an Empire		7	4	Chapter Pacing (days): 1-2 rise of empire; 3-4 Julius and Augustus Caesar; 2-3 building innovations; 1-2 review and other activities. Extra days allow more time for research, literacy, and other activities.
	22 Religion in Ancient Rome		4	2	Extra days allow more time for map skills and primary source activities.
	23 The Fall of the Western Roman Empire		5	2	Extra days allow more time for map skills and museum project activities.
END OF SECOND SEMESTER		# DAYS: up to 80	60	up to 20	Teacher may select which chapters to extend and which not to extend in order to stay within total instruction days available.
TCA Civics Project		5	5		Guiding Question: How can Tennessee citizens affect decisions by government?
End of Year Review and Test Prep		5	5		Recap and review, and complete any culminating projects.
COMPLETE SCHOOL YEAR PLAN		# DAYS: up to 180	140	up to 40	Teacher may select which chapters to include additional days. Not every chapter can be extended and still stay within the total instruction days available.
SUMMARY: Days per chapter range provides flexible scheduling when required					