Afrofuturism, Black Futures + Enclaves

Conclusion [Lesson 20 of 20]

Unit Overview

"From our public spaces to our classrooms, Kinfolk is making history more interactive and equitable one AR monument at a time." [Forbes]

In this unit, students will use the **Kinfolk app** to **experience the histories** of *David Ruggles*, *Seneca Village*, and the *Young Lords* in **augmented reality**. **Bring artwork featured in the Museum of Modern Art to your classroom** and/ or **living rooms** or **visit the exhibit in-person**. There is definitely room to do both with Common-Core aligned lessons. [Exhibit: *New York, New Publics*, February 19, 2023 – July 29, 2023].

But first, unpack the stories of Sun Ra, Parliament-Funkadelic, and Octavia Butler, some of the pioneers of the Afrofuturism movement. Study Black Futures lineage. Our design challenges call for a solution space spanning across time. By the end of the unit you will have imagined the past-the what if, but also remembered the future-the if only, ultimately creating your own history of a future enclave.

We know teaching demands can be overwhelming. Our curriculum is easy to include in your classroom because it can be:

1. self-paced

- Give students the calendar and they can work through the unit at their own pace.
- 2. OR guided by a teacher
 - There are 20 lessons available; each can be taught as part of or all of one 25-minute or more class period. Most lessons have a recommended extension activity.

Subject Area(s): English, history, art, advisory, elective, science, technology

Grade Level(s): 6-12, Unit Common Core State Standards:

CCSS ELA Anchor Standard R1, CCSS ELA Anchor Standard R2, CCSS ELA Anchor Standard R4, CCSS ELA Anchor Standard SL1, CCSS ELA Anchor Standard SL4

Lesson Duration: 25+minutes



How to Access and Experience the App

Download the Kinfolk app:

- 1. Go to: <u>https://www.verizon.com/learning/login?redirect=/learning/ar-vr-apps/Kinfolk/51</u>
- 2. Login to the Verizon Innovative Learning HQ portal.
 - Register for a FREE VILS Account if necessary.

Then, experience the app via mobile device, iPad Pro, etc.

Materials: Pacing

- <u>Teacher Survey</u>
- <u>Student Survey</u>

Objectives

Students will:

• reflect on the past unit and provide crucial feedback to the Kinfolk team.

Step-by-step classroom guide

1. Engage: 10 minutes

- Teacher Survey
- <u>Student Survey</u>

We are a growing app with a growing community. Getting feedback helps us get better. Please take 10 minutes to:

- Tell us what you think in the teacher survey.
- Have your students give us their feedback.

Join us @kinfolk_edu on Instagram. Share your own lessons with us at kinfolk_edu@shakers.tech.

