

Lesson: How Sweet it is!**Lesson #6****Teaching Thesis and Guiding Questions:**

What is the relationship between sugar and British Atlanticists?

How did British citizens respond when sugar was taxed?

Time Frame: one (60-minutes) lesson

Learning Objectives-**The student will**

- develop critical questions to explore artist techniques used in political cartoons and how these techniques affect a cartoon's message
- evaluate an author or artist's meaning by identifying his point of view
- determine the political mood of Great Britain in relationship to their consumption of sugar
- create original captions for each cartoon utilizing knowledge generated from lessons

Materials: Websites and some materials are accessible through www.portaportal.com

Guest Access: whysugar

Topic: Lesson #6 How Sweet it is!

Materials:

1. internet
2. projector
3. "It's No Laughing Matter" guide to political cartoons, one per student

Teacher Preparation:

A copy of the teaching guide for political cartoons is included in the portaportal site.

Activity: How Sweet it is!

1. Students will first view each cartoon as it is projected for the group to view.
2. Note responses and use them to generate a discussion regarding Britain's connection to sugar and the slave trade movement.
3. Provide each student with a copy of "It's No Laughing Matter" This guide, published by the Library of Congress gives concrete steps utilized to analyze political cartoons.
4. Discuss the guidelines for analyzing cartoons.
5. Practice using these guidelines as a large group for the first cartoon, "John Bull and his family leaving off the use of sugar."
6. Use the guidelines to analyze the second cartoon, "The gradual abolition off the slave trade, "in small groups.
7. Share ideas about the second cartoon.

Formative Assessment:

Provide students with small copies of each political cartoon shown in class. Students should write their own thought bubbles for these cartoons. These bubbles should show the relationship between the British and sugar.

Closure: Share cartoons and student generated thought bubbles.