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Curriculum Units by Fellows of the National Initiative

2012 Volume II: Storytelling: Fictional Narratives, Imaginary People, and the Reader's Real Life

Hungry for Knowledge: Using The Hunger Games to teach American Principles of Citizenship

Guide for Curriculum Unit 12.02.04, published September 2012

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The act of storytelling has served as a means of communicating family history, providing entertainment, and educating future generations for centuries. The use of civic and political storytelling to illustrate significant American concepts and social norms prevents newly gained knowledge from becoming lost. Through the use of this unit students will be provided with an opportunity to analyze fundamental civic and economic concepts through the use of a contemporary fictional work. Suzanne Collins, author of *The Hunger Games* does a commendable job at exposing the reader to the vulnerability of democratic values through themes of power, citizenship, media influence, and politics. Through the use of graphic organizers, classroom debates, and the creation of their own digital story students will acquire new knowledge and skills that will make them a more informed and active American citizen.

Key terms: The Hunger Games, civics and economics, citizenship, United States economy, government

(Developed for Civics and Economics, grade 8; recommended for Civic and Economics, grades 7-8; Government, grades 9-12; English, grades 7-12; and Gifted, grades 6-8)

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