



YALE NATIONAL INITIATIVE

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Curriculum Units by Fellows of the National Initiative
2024 Volume I: Landscape, Art, and Ecology

Manufacturer's Mist: How the Anthropocene is Filled with Dead Men's Souls

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In this curriculum unit, students will grow their understanding of climate change, the effect humans have had and continue to have on the environment, and begin to understand how and where they can act. This learning will take place against the backdrop of a digital game where the aesthetic is landscape paintings depicting the evolution of said climate crisis via industrialization. The purpose of this unit is to help students feel connected to their environment in a way that, even though they may be culpable (yes, even at their young age), makes them feel capable of fighting for a more sustainable way of living. Ultimately, students will create a point and click game of their own to showcase what they have learned in terms of climate change culprits and sustainability options in an effort to challenge their cohorts and present solutions to climate problems.

(Developed for Digital Literacy, grades 3-5; recommended for Visual Art, Literacy, and Digital Literacy, grades 3-12)

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