## 🕵️‍♂️ Module 6: Social Sciences - Human Behavior, Society, and Systems

### *(Science – Psychology, Sociology, Civics, and Economics)*

### 🕵️‍♂️ Core Focus

**From individual minds to collective civilizations, this module explores how humans think, interact, and build society.**  
Students will investigate personal and group behavior, cultural influence, and the systems that shape resource sharing, governance, and cooperation.

### 🧠 Key Concepts & Learning Goals

| Theme | Topics |
| --- | --- |
| **1. Introduction to Social Science** | - What are the social sciences?- Psychology, sociology, economics, political science- Scientific thinking in the study of society |
| **2. Human Behavior** | - Brain, emotion, and cognition- Motivation, habit, and decision-making- Mental health awareness |
| **3. Group Dynamics** | - Peer influence, roles, conformity- Communication and conflict resolution- Identity and community |
| **4. Culture & Society** | - Norms, values, and belief systems- Cultural diversity and worldview- Media and cultural transmission |
| **5. Power & Governance** | - Authority, leadership, and decision-making- Types of governments- Democracy, rights, civic duties, and respect for human dignity |
| **6. Economics & Resources** | - Needs vs. wants- Scarcity, opportunity cost, and trade- Basic economic systems (market, command, mixed) |
| **7. Social Systems & Justice** | - Institutions (education, family, law)- Fairness, equity, and peaceful coexistence- Understanding bias while promoting liberty and mutual respect |
| **8. Ethics, Innovation & Impact** | - Technology and society- Ethical considerations in AI and design- Social consequences of innovation and the value of personal freedom |

### 🧪 Hands-On Activities

* **Social Norms Observation Log**
* **Decision-Making Game Simulation**
* **Create a Utopian Society Design Challenge**
* **Global Trade & Resource Game**
* **Debate on Emerging Tech Ethics**

### 🧩 STEAM Integration

* **Science**: Behavioral science, research methodology
* **Technology**: Impacts of media and automation
* **Engineering**: Design for equity and user empathy
* **Arts**: Cultural expression and social storytelling
* **Math**: Statistical reasoning, economic modeling

### 🌐 21st Century Skills Emphasized

* Empathy & Cultural Competency
* Ethical Reasoning
* Systems Citizenship
* Global Awareness
* **Respect for Individual Freedom and Dignity**