

Sam Loyd

Ancient Greece Activity Booklet

UK

TAGS: [Zeus](#) [Olympian gods](#) [Hercules](#) [Olympic Games](#)



General information	
<i>Title of the work</i>	Ancient Greece Activity Booklet
<i>Country of publication</i>	UK
<i>Publisher</i>	PrimaryResources. Co. Primary resources offers free lesson plans, activities and various resources for primary teachers
<i>Original language</i>	English
<i>Target and Age Group</i>	Primary school (5-11 year olds)
<i>Link (to resource)</i>	Direct link to the resource cannot be included for reasons of copyright, but may be found at: https://www.primaryresources.co.uk/history/history5b.htm Accessed on 5 August, 2020
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Additional information

Contents & Purpose This is a 10 pp. PDF booklet on ancient Greece. The activities include: a fill out table on the ancient and modern Olympics, a design your own Greek vase, ancient Greek numbers and exercises, creating a game, Greek prefixes and suffixes, Greek card game, explanation on Greek temples, an adapted myth of Hercules, Greek gods business card.

Further comments The activities presented in this booklet are varied and require creative thinking and imagination. They can accompany classroom lessons and provide further enrichment on the topic. These activities cover various aspect of the ancient Greek culture, sports, art, religion and myths.

The comparison between the Olympic Games require comparison skills and also connects the modern games to the ancient ones and allows the students to appreciate them.

The vase drawing allows the students to experience firsthand in Greek art and poetry and understand the difference between black and red figures.

The numbers requires mathematical thinking. The language practice requires language skills and the students can therefore appreciate the influence of ancient Greek on their own language.

Making your own game requires creative thinking and imagination. It requires familiarity with Greek terms and myths in order to prepare a fitting game. The students also learn on game which Greek children played and can sympathize with them. The card game requires similar skills as well as the design of a business card.

The temple activity provides some architectural explanations and creative activity in creating your won temple.

The myth requires reading comprehension, creative thinking and critical thinking and creative writing.

The variety of activities can teach us about the broad and various aspects of ancient Greece on which the students learn. Furthermore, the activities also focus on implementation of the theoretical knowledge the students learn and read in class. The emphasis is on creativity and art.

