

Ancient Greece: Gods and Goddesses

Aim: To gain historical perspective by placing growing knowledge into different contexts, understanding the connections between religious and social history by learning about Ancient Greek gods and goddesses and knowing what they represented to the people who worshipped them. I can find out about Ancient Greek gods and goddesses and am able to use this knowledge to plan my own Greek myth.	Success Criteria: I can research different Greek gods and say key facts about them. I can plan my own Greek myth, using gods, goddesses, monsters, and heroes.	Resources: Lesson Pack
	Key/New Words: Hercules, Hermes, Zeus, Poseidon, Ares, Aphrodite, Theseus, Achilles, Odysseus, Perseus, Jason, Minotaur, Gorgon, Hydra, Cyclops, Cerberus, Chimera.	Preparation: Greek God Activity Sheets, Greek God Factfile Templates, and Greek Myth Storyboard Templates as required Myth Story Dice - 1 set per table Orpheus and Eurydice - read by teacher

Prior Learning: It would be helpful if children had some knowledge of Greek or Roman gods.

Learning Sequence

	Ancient Greek Religion: Read the information about Ancient Greek religion on this and the following slide on the Lesson Presentation to provide background information about the Ancient Greek religious beliefs.	
	Greek Gods & Goddesses: Ask the children if they know the names of any Greek gods. Go through the information in the Lesson Presentation .	
	Fact Files: Children to complete Greek gods and goddesses information sheets using the Greek God Fact File Templates . <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> Use Greek God Activity Sheets. They should cut up the statements about the different gods and goddesses and stick to the matching god. </div> <div style="text-align: center;"> Children complete the Greek God Fact File Template. </div> <div style="text-align: center;"> Children complete the differentiated Greek God Fact File Template, with blank boxes and space to include additional gods. </div> </div> <p>Look for children who can recall the key facts about the gods and are able to present their knowledge with confidence.</p>	
	Orpheus and Eurydice: Read the story of Orpheus and Eurydice. Ask children to consider the events in the story and draw their attention to the following elements: the main character (hero), a quest, a challenge set by a god, a mythical beast.	
	Greek Myths: What stories have we learnt about the gods? Make a class list of some of the main myths the children know. Discuss what common features these myths share. Can we invent a new myth involving some of their Greek gods? Plan one together using Greek myth story dice .	
	Greek Myth Storyboard: Children to plan own Greek myth storyboard using the Greek Myth Storyboard Templates . What gods will you include? What will the problem be? Look for children who are able to include all the relevant features of a Greek myth in their story.	
	<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> Story board with 4 boxes. Children to use Greek story dice (for setting, god etc.) Shared writing with teacher or TA if needed. </div> <div style="text-align: center;"> Story board with six boxes. Children to use Greek story dice (for setting, god etc.) as needed. </div> <div style="text-align: center;"> Story board with eight boxes. Children to use Greek story dice (for setting, god etc.) as needed. </div> </div>	
	Use Greek myth dice to choose ideas for speedy story; choose children to say one line each of the story, ensuring it's quick and pacy!	

Taskit

- Playit:** Children can make and play Greek god [Top Trumps cards](#).
- Paintit:** Children can paint a traditional painting of their chosen god with any symbols that relate to them.
- Writeit:** The children could write or type up their storyboard ideas as extended writing of an actual myth.
- Extendit:** Continue into an English unit about Greek myths and legends.
- Sculptit:** Children can use clay/corrugated card/kitchen rolls to make a model of the Pantheon!