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Subject Area Correlation

	SOCIAL STUDIES	ENGLISH	SCIENCE	ART	MATH
The City-States of Greece	x			x	
The Beginnings of Democracy	x			x	
Trials and Time	x		x	x	
Alpha, Beta, Alphabet	x	x	x	x	x
It's Greek to Me	x	x			
Greek Gods and Goddesses	x	x		x	
Greek Myths	x	x		x	
Tragedy and Comedy	x	x		x	
Potted History	x		x	x	
Homes and Mosaics in Ancient Athens	x			x	
Fabulous Frescoes	x			x	
Writing in Ancient Rome	x	x		x	
Games of Ancient Rome	x			x	x
Living Latin	x	x			
Food in Old Rome	x		x		
Roman Proverbs and Sayings	x	x			
Roman Numerals	x				x
A Roman Calculator	x	x		x	x

How to Use This Book

This book, like the others in the *Hands-on Culture* series by J. Weston Walch, Publisher, has been designed to help middle school teachers integrate the study of a culture into the curriculum. Textbooks can teach students about the history and geography of an area, but to gain any real understanding, students must also be exposed to the art and traditions of a culture. *Hands-on Culture of Ancient Greece and Rome* provides 18 ready-to-use activities to help you do just that. Through the projects in this book, students will be exposed to the Greek alphabet, mosaics in ancient Athens, Roman food, the art of the fresco, Greek gods and goddesses, games played in old Rome, and more.

Most of the projects in this book work well either as individual projects or as group activities. You should read both the teacher notes and student pages completely before presenting the activity to students. When a project requires setting up a work station, as in the fresco and cooking projects, you may find it best to divide the class into groups and set up several work areas. You may also find a group approach helpful for some of the other projects. As students deal with such unfamiliar material as the Greek alphabet, they may find it less intimidating to work together to find solutions. Unfamiliar words are defined in the glossary at the back of this book.

By their nature, all these projects are interdisciplinary. All are appropriate for a social studies class. Most are appropriate for an art class. Some activities are also appropriate for other subject areas; the correlation chart on page v presents these links. Some activities could be done in several different classes. The Roman calculator activity on page 64 is a good example. The background for this activity could be given in a social studies class, the math content could be explained in math class, and the calculator could be made in art class. If you are teaching about Greece and Rome as part of an interdisciplinary team, each teacher can teach the activities appropriate to his or her domain.

All the projects have been structured so that the teacher presenting the activity does not need to know either the historical context for an activity or the procedure for doing the project. Full background details are provided where needed. You can share some or all of this information with students if you wish, but it is not necessary for student completion of the project. The step-by-step student instructions for the activities should need no other explanation. All activities have been tested with middle school and high school students.

To help demonstrate the process, you may find it helpful to keep one or two examples of student work for each activity. The next time you present the activity, show the student work as models. When encountering unfamiliar material, students like to have a general idea of what is expected of them. I hope that you and your students enjoy this book, and that it helps deepen your students' understanding and appreciation of the cultures of ancient Greece and Rome.

Note: In some activities, including those on democracy and trial by jury, the pronoun "he" is used throughout. This is because citizenship was limited to free males of Athenian descent. Therefore, members of the Assembly or of a jury were always—and exclusively—male.

Trials and Time



OBJECTIVES

Social Studies

- Students will learn about the Athenian development of the trial by jury.
- Students will learn how people in the ancient world kept track of time.

Science

- Students will understand how ancient peoples used available technology.

Art

- Students will create a *clepsydra*, or Greek water clock.

MATERIALS

Trials and Time handout

For each group:

two plastic bowls

permanent marker

box (or other support) that is taller
than the height of the bowls

masking tape

measuring cup

hammer and nail

stopwatch or clock with second
hand

BACKGROUND

The concept of trial by jury is one of ancient Greece's greatest legacies. The Athenian jury was a committee of people appointed to listen to both sides at a trial. Once the jury had given a decision, it could not be appealed; the decision was final. Each jury consisted of more than 200 men to ensure against intimidation and bribery. After 461 B.C., jurors were paid to compensate for loss of earnings. This meant that all citizens, rich and poor, could afford to be in the jury pool.

PROCEDURE

1. Distribute the handout. Divide students into groups of three or four. Students proceed as directed to build a water clock.
2. When all groups have completed their water clocks and have calibrated them individually, have groups compare their calibrations to see if all the water clocks are calibrated in the same way. Encourage student discussion of the limitations of this kind of timekeeper.

EXTENSION

Have students use the water clock to determine ounces, cups, and inches of time. How many minutes are shown by one inch on the water clock? If people still used water clocks, might we say "I'll be there in three inches"? Why or why not?



Trials and Time

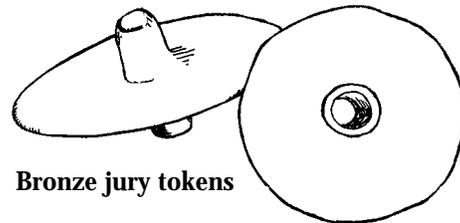


Beginning with the earliest civilizations, people have developed systems of laws. If it could be proved that someone had broken the law, he or she would be punished. In most early legal systems, a person accused of a crime was brought before a judge. The judge decided whether the person was guilty.

The Athenians developed a new system: **trial by jury**. In this system, any citizen who was accused of a crime was allowed to present his version of events to a group of other citizens. This group was the jury.

The jury system was based on a pool of volunteer jurors. Every year, all citizens over 30 were expected to volunteer for jury service. From then on, all names were chosen by lot. First, a panel of 6,000 jurors was chosen from all the volunteers. Each citizen selected as a juror was given a ticket with his name on it. If a juror actually served during a trial, he handed in his ticket when he entered the court. At the end of the trial, he was given back his ticket and was paid for his work as a juror.

For each trial, all jurors who were available and interested came to the court. A jury of at least 201 citizens was chosen. As each juror entered the court, he handed over his juror ticket and was given two bronze tokens. One of these tokens had a hole in the middle and one didn't. When the time came for the jury to vote, each juror chose one token. The token with the raised center meant a vote of innocent. The one with the hollow center meant a vote of guilty. Each juror covered the center of the token with his finger, so that no one could see how he was voting, and dropped the token into an urn. The votes were counted. If most of the tokens were solid, the accused was pronounced innocent. If most of them were hollow, he was found guilty.

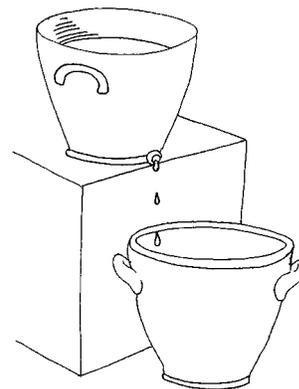


Bronze jury tokens

Some jurors were chosen to do certain tasks. One was named judge. One was appointed to count the votes at the end. And a third was put in charge of the water clock.

Then the trial could begin. The Athenian system had no professional judges, lawyers, or legal officials. The person on trial had to speak for himself. Some people hired speechwriters to prepare their speeches, but only the accused could present the speech in court.

The length of each speech was controlled by a *clepsydra*, or water clock. One juror watched the clock. A certain amount of time was allowed for each speech. When that time ran out, the speaker had to stop.



**Clepsydra
(Greek water clock)**

(continued)

