

Roman Architecture: Activity Four

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Date: December 1, 2004.

Grades: 6-8.

Main Theme: This lesson will teach students about the architectural style, influence on Roman society, and the reasons for the Roman Colosseum “games”.

Standard: 11: Understands major global trends from 1000BCE to 300 CE. Benchmark: Understands the concept and importance of "classical civilizations" (e.g., the enduring importance of ideas, institutions, and art forms that emerged in the classical periods; the significance of Greek or Hellenistic ideas and cultural styles in the history of the Mediterranean basin, Europe, Southwest Asia, and India). Found at: www.McRel.org .

Objectives:

1. Provided with questions to prompt their internet search, students will successfully answer questions about the architecture, societal influences, and the activities held at the Roman Colosseum.
2. Given costs per activity, team members will calculate the cost of hosting an event at the Colosseum, and will plan to host a day of games at the Colosseum, including costs.
3. Given pieces of poster board, each team will design a Roman themed shield that the Gladiators at their games will carry, and provide an explanation of what the Roman influence for their shield is.

Materials:

Poster Board

Markers

Tape

Pencils

Calculators (for checking answers)

Worksheets

Computers

Process:

The students will be told that as a final journey on their quest to plan the perfect welcome for the emperor, they decide to host a day of Roman games at the Colosseum. The students will be paired up, and as a team they will search the Internet and complete the background worksheet. Next, one member will plan the hosting of a day at the games, while the other plans a Roman shield illustrates at least 1 item of Roman significance on it. Finally, as a team they will present their groups plan and shield to the other groups.