## **CLIL COURSE MATERIALS**

## CLASSICAL MYTHOLOGY: THE OLYMPIAN GODS Lesson plans and mindmaps

Pilar Torres Carmona

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## Lesson plan Unit 1

<b>Topic:</b> Myth and Mythology.	<ul> <li>KEY SKILLS: Students will able</li> <li>To explain what a myth is and how myths work as metaphorical and moral explanation.</li> <li>To apply the new knowledge to their personal experiences.</li> </ul>
	TRANSFERABLE SKILLS: Communicative skills: Students will able  • to approach ancient cultures in an adequate way.
Subject: Classical Mythology. The Olympian Gods	• to interpret and understand the situations she/he will encounter in everyday contexts and beyond using classical mythology.
Level: 3 ESO	• to use the communicative resources specific to this subject (descriptions, comparisons, oppositions).  Methodological skills: Students will be able
Timing: 6 sessions	<ul> <li>To access and communicate information using different supports including ICT tools to learn.</li> <li>to scan and skim texts looking for relevant information.</li> <li>Personal skills: Students will be able</li> <li>To create, initiate, develop and assess individual or collective activities or projects with creativity, confidence, responsibility and critical thinking.</li> </ul>

**Aims:** To understand and explain what a myth is and its metaphorical character.

TEACHING OBJECTIVES	LEARNING OUTCOMES	COMUNICATION	CULTURE/CITIZENSHIP
A.CONTENT	A.CONTENT	■ Language of learning	Students will be able:
<ul> <li>Myth as explanation and "moral education".</li> <li>Myth opposite to philosophy/science.</li> <li>Myth as symbol and metaphor</li> <li>Influence of classical models (iconography) on our society.</li> </ul>	• To give a definition of myth	At this stage no specific vocabulary needed. Past tenses (revision).  Language for learning - Definitions: Some specific vocabulary. Terms and	<ul> <li>To understand that there are different ways to explain the world.</li> <li>To understand that there are ideologies underlying language and images.</li> <li>To understand the influence of ancient Greeks and Romans on our essentially visual Western society (iconography).</li> </ul>
B.COGNITION	B.COGNITION	vocabulary. Similarities and	• To apply the new acquired
<ul> <li>Terms and definitions.</li> <li>Mechanisms of the mythological discourse.</li> <li>Recognition and differentiation of patterns.</li> <li>Analysis of current situations from a "mythological" point of view.</li> <li>Evaluation and creation of cultural products (ads, publicity).</li> </ul>	mechanisms of the mythological discourse in contrast to the scientific discourse.  • To apply new knowledge to recognise models/patterns.  • To analyse, evaluate and	Space expressions.  Language through learning Language that comes out when completing tasks.	knowledge to their own personal experiences.

ASSESSMENT CRITERIA: Students should be able to apply the new acquired knowledge to new situations.

## Lesson plan Unit 2

<b>Topic:</b> Sources for Classical Mythology	<ul> <li>KEY SKILLS: Students will able</li> <li>to identify the most significant Greek and Roman authors and some of their works.</li> <li>to appreciate their importance in Western civilisation.</li> <li>to consider and respect literary and artistic productions.</li> </ul>
	TRANSFERABLE SKILLS: Communicative skills: Students will able
Subject: Classical Mythology. The Olympian Gods	<ul> <li>to approach ancient cultures in a comprehensive way.</li> <li>to understand, perceive and value critically different cultural and artistic forms of expression.</li> <li>to use the communicative resources specific to this subject.</li> <li>To apply her/his basic knowledge of the different cultural and artistic forms of expression to appreciate</li> </ul>
Level: 3 ESO	its intrinsic value.
Timing: 4 sessions	<ul> <li>Methodological skills: Students will be able</li> <li>To access and communicate information using different supports including ICT tools to learn.</li> <li>To scan and skim texts looking for relevant information.</li> <li>To transform information into knowledge in order to organize, relate, analyse, synthesise, make inferences and deductions at different levels of complexity.</li> <li>Personal skills: Students will be able</li> <li>To interpret and use the body of knowledge about facts and processes to predict consequences.</li> </ul>

Aims: To introduce ancient Greek and Roman literature and art as preservers of myths.

TEACHING OBJECTIVES	LEARNING OUTCOMES	COMUNICATION	CULTURE/CITIZENSHIP
A.CONTENT	A.CONTENT	■ Language of learning	Students will be able:
<ul> <li>Main sources for Classical Mythology:         <ul> <li>Literary sources: Homer, Hesiod, Aeschylus, Sophocles, Euripides, Virgil, Ovid</li> <li>Artistic sources:</li> </ul> </li> <li>Painting on ceramics, Murals, Sculpture, Mosaic</li> </ul>	Students will be able:  • to understand the importance of literature (writing) and art (images) in the transmission of classical mythology.  • to re-create the myth of the nine Muses as metaphor of (oral) poetry.	terms, vases' names, shapes, parts.  - Vocabulary related to representation (represent, depict, show)  - BC/AD  Language for learning  - Descriptions.  - Captions.  - Expression of possibility and uncertainty.  Impersonal phrases (it is said; it is believed)  Language through learning  - Language that comes out when completing tasks.	<ul> <li>To understand some etymologies: music, museum, crater, calyx, odyssey, drama</li> <li>To understand the influence of ancient Greeks and Romans on Western literature and art.</li> </ul>
B.COGNITION	B.COGNITION		
<ul> <li>Main authors' names, works and facts.</li> <li>Ancient Greek pottery: vases' names, shapes, use.</li> <li>Some mechanisms of ancient literature: orality vs. writing; music.</li> <li>Problems about the transmission of ancient literature and art.</li> </ul>	Students will be able:  • to remember the names of the most significant classical authors and to identify some of their works and life facts.  • to classify different artistic manifestations (esp. pottery).  • to analyse the role of memory in early forms of literature (orality).		

**ASSESSMENT CRITERIA:** Students should remember the main facts about ancient authors; recognise different forms of art; be aware of the importance of memory in ancient forms of literature and of writing and art in the preservation of myths.

<b>Topic:</b> The origin of the world and the gods (Hesiod's <i>Theogony</i> )	<ul> <li>KEY SKILLS: Students will able</li> <li>to order the main events from Chaos to Zeus.</li> <li>to draw the family tree of the Olympian gods.</li> <li>to understand the gods' main characteristics in opposition to humans.</li> </ul>
Subject: Classical Mythology. The Olympian Gods Level: 3 ESO Timing: 4 sessions	TRANSFERABLE SKILLS: Communicative skills: Students will able  • to approach ancient cultures in an adequate way.  • to understand, perceive and value critically different cultural and artistic forms of expression.  • to use the communicative resources specific to this subject.  • To apply her/his basic knowledge of the different cultural and artistic forms of expression to appreciate its intrinsic value.  Methodological skills: Students will be able  • To access and communicate information using different supports including ICT tools to learn.  • To scan and skim texts looking for relevant information.  • To transform information into knowledge in order to organize, relate, analyse, synthesise, make inferences and deductions at different levels of complexity.  Personal skills: Students will be able
	To interpret and use the body of knowledge about facts and processes to predict consequences.

Aims: To introduce ancient Greek cosmogony and the family of Olympian gods and their characteristics.

TEACHING OBJECTIVES	LEARNING OUTCOMES	COMUNICATION	CULTURE/CITIZENSHIP
A.CONTENT	A.CONTENT	■ Language of learning	Students will be able:
<ul> <li>The cosmogony according to Hesiod's <i>Theogony</i>.</li> <li>The family of the Olympian gods.</li> <li>Gods' characteristics (compared to humans): anthropomorphism; behaviour; reason for their immortality</li> </ul>	summary of the origin of the	- Gods' names; relationship/family terms; ■ Language for learning - Expression of generation and time; - Cause and effect; - Contrast; - Sequence of events. ■ Language through learning - Language that comes out when	<ul> <li>To understand some etymologies: chaos, chaotic, titanic, titanium, geo-, uranium, eroticism, erotic, aphrodisiac</li> <li>To understand the influence of ancient Greeks and Romans on Western art: the birth of Venus, Saturn devouring his children as topics in art history.</li> </ul>
B.COGNITION	B.COGNITION	completing tasks.	
<ul> <li>Main gods' names and relationships from Chaos to Zeus' divine children.</li> <li>Chain of events from Chaos to Zeus and family tree.</li> <li>Family model; behaviour patterns; sexism.</li> <li>What gods looked like and how they behaved and why?</li> </ul>	Students will be able:  • to remember the names of the most important Greek gods and to draw the family tree.  • to order chronologically the main events from Chaos to Zeus.  • to recognise some episodes in artistic representations.  • to analyse, evaluate and synthesise the main characteristics of the Greek gods and their relationship with humans.		

**ASSESSMENT CRITERIA:** Students should be able to order correctly the chain of events from Chaos to Zeus; to complete correctly gods' family tree; to identify some episodes in works of art and to evaluate the relationship between gods and mortals.





