CLASSICAL MYTHOLOGY
COURSE NAME: CLASSICAL MYTHOLOGY

Core Conceptual Objectives
1. Students read, understand, and interpret Classical Mythology.
2. Students demonstrate an understanding of the perspectives of Classical Mythology as revealed through the myths, legends, sagas, and folklore of Greek and Rome as portrayed in literature, plastic arts, and architecture.
3. Students use their knowledge of Classical Mythology to acquire new information and reinforce previous learning.
4. Students develop a greater understanding of their own culture and language through the study of Classical Mythology.
5. Students use Classical Mythology both within and beyond the school setting.

FOREIGN LANGUAGE GOALS:
• To communicate (listen, read, and write about Classical Mythology)
• To acquire knowledge and understanding of the language and culture presented in Classical Mythology
• To connect with other disciplines and bodies of knowledge available only to students of Classical Mythology.
• To develop insight into the nature of language and culture, creating an awareness of his/her own culture and language.
• To participate in multilingual communities at home and around the world
• To become a life-long learner by using the content of Classical Mythology for personal enjoyment and enrichment.
• To become an active participant in a global society.

Key Concepts:
• Definitions of Myth, Legend, Saga, Folktale / Folklore
• Theories of Myth
• English words derived from deities’ names
• Epic Poetry, Tragedy, and other literary genres
• Anthropomorphism
• Art and Archaeology Terms
• Greek/Roman Religion
• Greek/Roman names for gods
• Greek/Roman heroes
• Creation Stories (cosmogonies/cosmologies)
• Flood Stories
• Underworld
• Ages of Man
• Creation of Man
• Power Struggles
• Trickster Tales
• Types of Myth
• Etiological Tales
• Homer / Hesiod
• Greek Tragedians
• Apollonius of Rhodes
• Virgil
• Ovid
• The Epic Cycle
• Other Roman and Greek Sources

Class Strategies:
1. Warm-up activities
2. Homework activities
3. Large group activities
4. Small group activities
5. Individual activities
6. Multimedia Lessons
7. Reading activities
8. Projects or demonstrations
9. Summative/Formative Assessments

Application Level Assessments:
1. Students demonstrate reading comprehension by answering simple questions in English about short passages of mythological literature.
2. Students identify the principal Greek or Roman deities or heroes by their names, deeds, and spheres of influence.
3. Students will connect their knowledge of Classical Mythology to other academic disciplines.
4. Students recognize in their reading of modern stories and literature and viewing of art and film the influence of Classical Mythology.
5. Students combine the tools of technology with their knowledge of Classical Myth to communicate with other students in a global community.
Mythology CCO 1: INTERPRETIVE

Students read, understand, and interpret Classical Mythology. (SFL1.1; SM 1.5, 2.1, 2.3; CA 2, CA 3, CA 4, CA 5, CA 6)

A. Facilitating Activities

   Knowledge/Comprehension

   1. Students will know the generic characteristics of different mythological literatures (myths, legends, sagas, and folklore).
   2. Students will maintain lists and charts of the Greek and Roman deities.
   3. Students will make flash cards of mythological terms.
   4. Students will make a family tree of the Olympian Deities.
   5. Students will investigate websites, newspapers, magazines and other media for mythological representations.
   6. Students will make a list of English words derived from the names of Greek and Roman deities.

   Analysis/Application

   1. Students will adopt the persona of a god or hero for a report or presentation.
   2. Students will create graphic organizers to highlight important events in a hero’s quest or a divinity’s life.
   3. Students will answer comprehension questions in class over assigned passages.
   4. Students will play one on one and small group quiz games to aid memorization.
   5. Students will identify common themes and patterns of myths and hero stories.

   Synthesis/Evaluation

   1. Students will write a biography of a god or hero.
   2. Students will read an unknown myth and identify its genre.
   3. Students will compare a Greco-Roman hero myth to one from another culture.
   4. Students will invent a hero or god (parentage, birth, domain, etc.)
B. Application Level Assessment

Students demonstrate reading comprehension by answering simple questions in English about short passages of mythological literature.

Student Task: Students will:

1. read a selection of a myth, saga, legend, or folktale
2. identify the genre of the selection
3. identify the main idea of the piece and compile a brief summary of the story’s intent.
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MYTHOLOGY CCO II: CULTURE

Students demonstrate an understanding of the perspectives of Classical Mythology as revealed through the myths, legends, sagas, and folklore of Greek and Rome as portrayed in literature, plastic arts, and architecture. (SFL 2.1, 2.2; SM 1.6, 1.9; FAS 1; SS6, SS7)

A. Facilitating Activities

Knowledge/Comprehension

1. Students will identify the features of Greek and Roman temples. R
2. Students will maintain lists and charts of the Greek and Roman deities.
3. Students will identify gods and heroes in ancient art.
4. Students will make a family tree of the Olympian Deities.
5. Students will make an illustration of a god or hero.
6. Students will find representations of gods and heroes in modern art. W
7. Students will identify significant features of Greco-Roman religion. RE

Analysis/Application

1. Students will adopt the persona of a god or hero for a report or presentation
2. Students will create graphic organizers to highlight important events in a hero’s quest or a divinity’s life.
3. Students will create a map or travel brochure highlighting shrines and locales important to a selected deity. T, R, W
4. Students will plan a sacrificial ceremony to a given deity.
5. Students will create an advertisement for a modern product using a god or hero as spokesperson. R, W

Synthesis/Evaluation

1. Students will write a biography of a god or hero.
2. Students will construct a model of a Greek or Roman temple. W
3. Students will compare a Greco-Roman hero myth to one from another culture. RE
4. Students will compare Greco-Roman depictions of gods and heroes to modern ones.
5. Students will appraise the role of gods in a modern world.
### B. Application Level Assessment

Students identify the principal Greek or Roman deities or heroes by their names, deeds, and spheres of influence.

**Student Task:** Students will:

1. research major Olympian gods or legendary heroes
2. decide on the key features of each figure included.
3. produce an illustrated and annotated “trading card” for each

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**Teacher Notes:**

The World Wide Web, art history books, and other myth texts will be good sources for depictions of the gods, depictions of temples and architectural information, and other mythological literatures. The idea of this CCO is to get students to think about how the Greeks and Romans illustrated their myths, and how they worshipped their gods and heroes.
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MYTHOLOGY CCO III: CONNECTIONS

Students use their knowledge of Classical Mythology to acquire new information and reinforce previous learning. (SFL 3.1, 3.2; SM 1.2, 1.5; FA 3; HP 6; SC 8; SS6)

A. Facilitating Activities

Knowledge/Comprehension

1. Students will read passages about Classical Myth in other content areas, e.g., history, science, Language Arts, art, or math. W
2. Students will list key points in a myth, legend, saga, or folklore that pertain to other content areas.
3. Students will list mythological themes or figures found in other content areas.

Analysis/Application

1. Students will connect a Classical Mythology reading to another academic discipline.
2. Students will distinguish the differences between portrayals of gods and heroes in Greco-Roman myth to those in other content areas. RE
3. Students will illustrate terms and definitions of Classical Mythology used in other academic disciplines.
4. Students will watch films about Greek and Roman myths and discuss their accuracy. T

Synthesis/Evaluation

1. Students will collect references to Greek and Roman gods and heroes used in other disciplines. R
2. Students will assemble plots and themes of Greco-Roman myths in other disciplines, e.g., art, music, literature, film. R
3. Students will construct a display illustrating how myths, legends, sagas, and folklores are used in other academic disciplines.
4. Students will watch films about Greek and Roman myths and judge then evaluate how the myth is presented for a modern audience. T
**B. Application Level Assessment**

Students will connect their knowledge of Classical Mythology to other academic disciplines.

**Student Task:** Students will:

1. select English words derived from Greek and Roman gods.
2. gather instances of usage in other disciplines.
3. make a poster of words indicating what god the word is derived from, the instance of usage, and in what discipline the word was used.

**Teacher Notes:** Students can find words used in science, art, literature, health, etc. It may behoove the teacher to supply a list of common words for the students to use in this project. The World Wide Web should be used to acquire definitions and instances of usage.
### Classical Mythology
#### CCO III Scoring Guide

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MYTHOLOGY COO IV: COMPARISONS

Students develop a greater understanding of their own culture and language through the study of Classical Mythology. (SFL 4.1, 4.2; SM 1.10, 2.3, 3.2; CA 1; CA 7; FA 5)

A. Facilitating Activities

Knowledge / Comprehension

1. Students will find derivatives in materials from the world around them.
2. Students will find examples of Classical Mythology in the world around them.
3. Students will label a map of Greece and Rome highlighting the major sites mentioned in Classical Mythology.
4. Students will participate in a webquest focused on a interdisciplinary activity. T
5. Students will find myths, legends, and sagas from other cultures. RE

Analysis / Application

1. Students will compare the religious views portrayed in Classical Mythology to those of the moderns. RE
2. Students will compare various mythological versions of creation.
3. Students will compare the concept of the hero in Greco-Roman mythology to modern conceptions or another culture’s. RE
4. Students will create graphic organizers comparing gods and heroes in different myth systems.

Synthesis / Evaluation

1. Students will evaluate the differences between modern conceptions of heroes and the conceptions of the Greeks and Romans.
2. Students will assemble a list of English terms derived from Classical Mythology and use each in a sentence.
3. Students will develop a divinity or pantheon that reflects key elements of modern life.
4. Students will compare and contrast flood myths of different mythologies.
B. Application Level Assessment

Students recognize in their reading of modern stories and literature and viewing of art and film the influence of Classical Mythology.

Student Task: Students will

1. choose a reading or artwork from a selected list of modern works
2. compare and contrast their selection with a classical myth.
3. write a paper in English detailing similarities and differences.
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MYTHOLOGY CCO #5 COMMUNITIES

Students use Classical Mythology both within and beyond the school setting. (SFL 5.1, 5.2; SM 1.10, 2.1, 2.7, 4.8; CA 5)

A. Facilitating Activities

Knowledge / Comprehension

1. Students will read a Classical Myth.
2. Students will watch a movie based on Classical Myth. T
3. Students will visit websites dedicated to the study of Classical Myth. T
4. Students will publish and display materials related to Classical Myth.
5. Students will share information about Classical Myth they admire.

Application / Analysis

1. Students will identify the elements of a hero tale.
2. Students will classify a tale as myth, legend, saga, or folktale.
3. Students will compare cultures and perspectives demonstrated in movies and in art. RE

Synthesis/Evaluation

1. Students will create a biopic of a god or hero.
2. Students will write travel brochure for a god or hero’s shrine.
3. Students will evaluate a movie based on a Classical Myth. T
4. Students will compare Greco-Roman views of heroes to our own. RE
B. Application Level Assessment

Students combine the tools of technology with their knowledge of Classical Myth to communicate with other students in a global community.

Student Task: Students will

1. select a god or hero.
2. create a movie poster or trailer detailing one key event from the figure’s life.
3. publish or publicize their new “movie”.

**Classical Mythology**  
**CCO V ALA #1**

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