

Lesson Plan

Year Group: **Y3-Y6** Subject: **Citizenship/Literacy/Maths**

Topic: **Egyptian attitudes to life and death** Learning Objective: **I can follow instructions**

Outcome/Purpose: **To be able to play an ancient Egyptian board game** Audience: **None!**

Curriculum links:

HISTORY:

Knowledge, Skills and Understanding

Knowledge and understanding of events, people and changes in the past.

2a. About characteristic features of the periods and societies studied, including the ideas, beliefs, attitudes and experiences of men, women and children in the past.

CITIZENSHIP

Developing good relationships and respecting the differences between people.

4. That their actions affect themselves and others, to care about other people's feelings and to try to see things from their points of view.

MATHS

Ma 3 Shape, space and measures

Understanding properties of shape

2d. Visualise 3-D shapes from 2-D drawings.

Curriculum links:

LITERACY

En 3 Writing

Knowledge, skills and understanding

Composition

1a. Choose form and content to suit a particular purpose [for example, notes to read or organise thinking, plans for action, poetry for pleasure].

1b. Broaden their vocabulary and use it in inventive ways.

1c. Use language and style that are appropriate to the reader.

Handwriting and presentation

5a. Write legibly in both joined and printed styles with increasing fluency and speed.

5b. Use different forms of handwriting for different purposes.

Language structure

7a. Word classes and the grammatical functions of words, including nouns, verbs, adjectives, adverbs, pronouns, prepositions, conjunctions, articles.

Artefact: Senet Game (modern version)

Artefact notes:

History

Senet is a game that has been played in Egypt for over 5,000 years. Tutankhamun's tomb contained a couple of senet game sets. Archaeologists even found a senet game drawn on an ancient Egyptian student's work tablet. Evidence from modern players, ancient art and writing gives us some idea of how senet was played by ancient Egyptians.

Aims of the game

The word senet means 'to pass' in ancient Egyptian. The strategy is to pass your opponent and get all your game pieces off the board first. Instead of dice, you throw sticks and make your move depending on how they fall. Some squares give you an advantage so you want to land on them. Some you can try to make your opponent land on as they slow them down.

Meaning

Egyptians first played Senet just as a game. After almost 2,000 years of playing Senet, ancient Egyptians gave it a special meaning.

The game began to symbolise the journey to the Afterlife. Victory in the game could be equal to a successful judgement before Osiris. Senet games became a common part of a good burial. Senet became so important, it was part of the Book of the Dead and people playing it were pictured in many tombs.



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Teaching/Learning:

1. Talk through 'vocabulary/glossary'.
2. Read and discuss the notes about the game (History, Aims of the game, Meaning).
3. Read the rules of Senet carefully.

Task:

Play the game! (2 players)

Success Criteria:

- *Read the rules carefully.
- *If you're stuck, go back and check!
- *Be patient with the other player.

Differentiation:

Less able:

Play in mixed ability pairs.

More able:

Explain to less able pupils how to play the game.

Plenary:

What did you enjoy about the game?

What did you find difficult?

Vocabulary/Glossary:

Senet: an ancient Egyptian board game, over 5000 years old.

strategy: planning and action or tactics.

archaeology: the study of people who lived in the past using the objects they left behind.

evidence: facts and observations that back up an idea.

the Book of the Dead: a collection of ancient wisdom to help the dead successfully reach the ancient Egyptian Afterlife.

Possible follow up activities:

LITERACY/CITIZENSHIP: Create your own board game. It could be a version of Senet or an interpretation of life in ancient Egypt. Perhaps you could create a dice that is not a cube with different rules for scoring. Maybe you could create it outside...