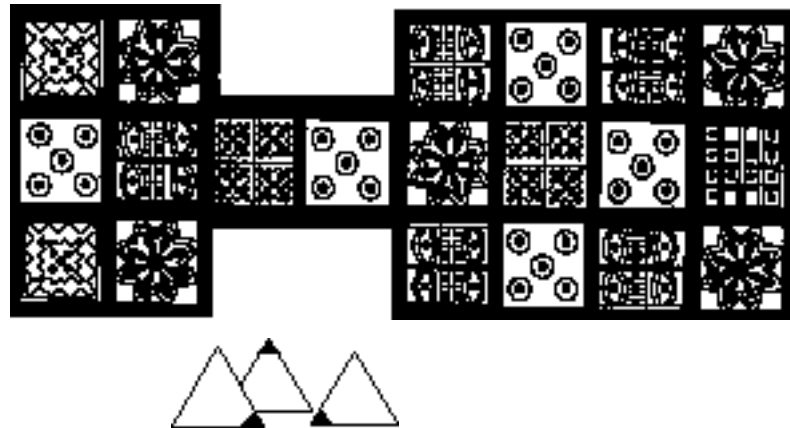


ANCIENT GAMES FOR MODERN MINDS



Written by
Sandy Yaras

TABLE OF CONTENTS

Teacher's Notes	1
------------------------------	---

Games

1. Royal Game of Ur	2
2. Senet	6
3. The Palm Tree Game	9
4. Pong Hau K'i.....	11
5. Pachisi	12
6. Nine Men's Morris.....	16
7. Ludus Latrunculorum	20

Activities

1. Cave Diorama	1
2. Signature Seals	5
3. Sarcophagus Kit	8
4. Shadow Puppets	12
5. Yoga i	15
6. Heightometer	16
7. Mosaic Art	22

ANCIENT GAMES

TEACHER'S NOTES:

THE GAMES

This book contains blackline masters of ancient games. Although there are game pieces provided, teachers may want to use other material more like the original.

GAME PIECES

Stones or tiles were often used as game pieces as well as shells and dry beans. The Palm Tree Game was played on a peg board.

DICE

In India 6 cowrie shells were also used as dice. The points were counted by the number of shells landing open side up. Wooden or ivory sticks were used in Egypt.

GAME BOARDS

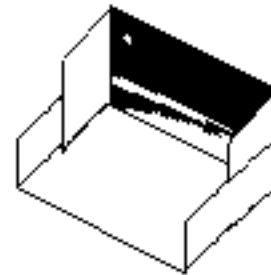
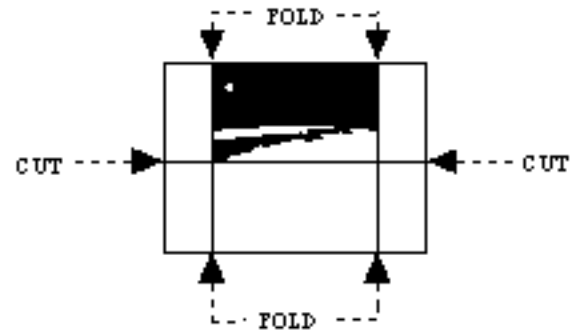
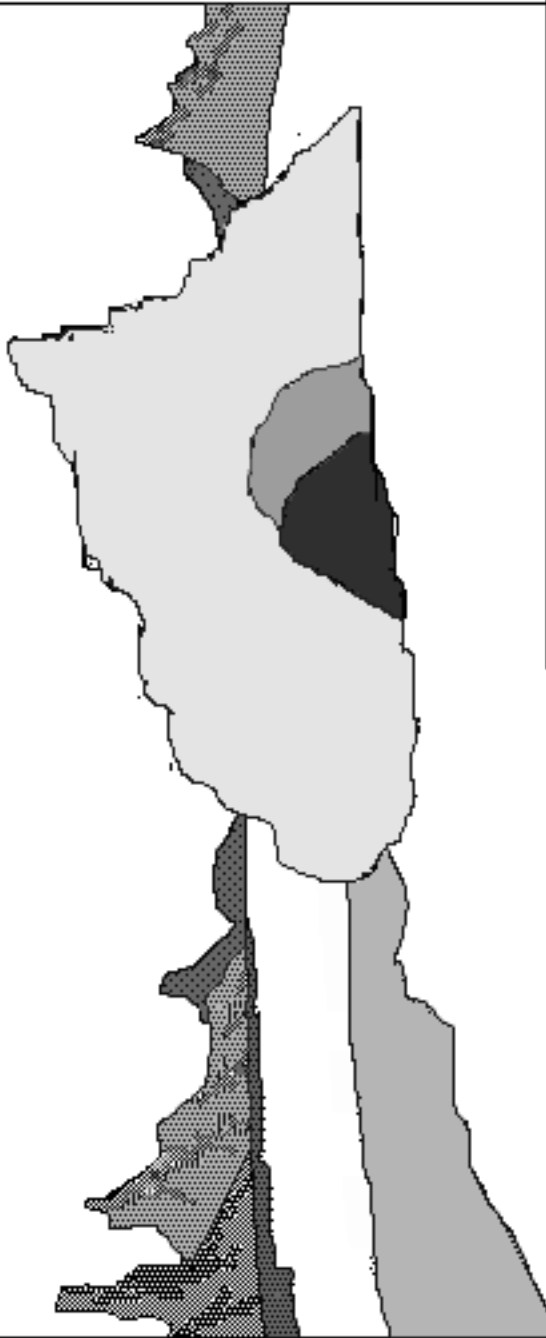
Game boards were carved in wood, tile, or just drawn in the sand. The game board for Pachisi is usually made of cloth.

THE ACTIVITIES

The activities are intended to give some sense of the culture of the people playing these games. They address some aspect of ancient life through art, religion, education, or entertainment.

ACTIVITY ONE

CAVEMAN DIORAMA



Cut and fold this paper as shown. Glue the flaps to make a base for your diorama. On another piece of paper, draw a scene from Neanderthal or Cro-Magnon life. Cut it out and glue it to this paper.

GAME ONE

ROYAL GAME OF UR

FROM MESOPOTAMIA

PROCEDURE:

The players use three triangular shaped dice. Throw the dice to begin play. The player with the highest points goes first. The triangle tips pointing up are counted for points.

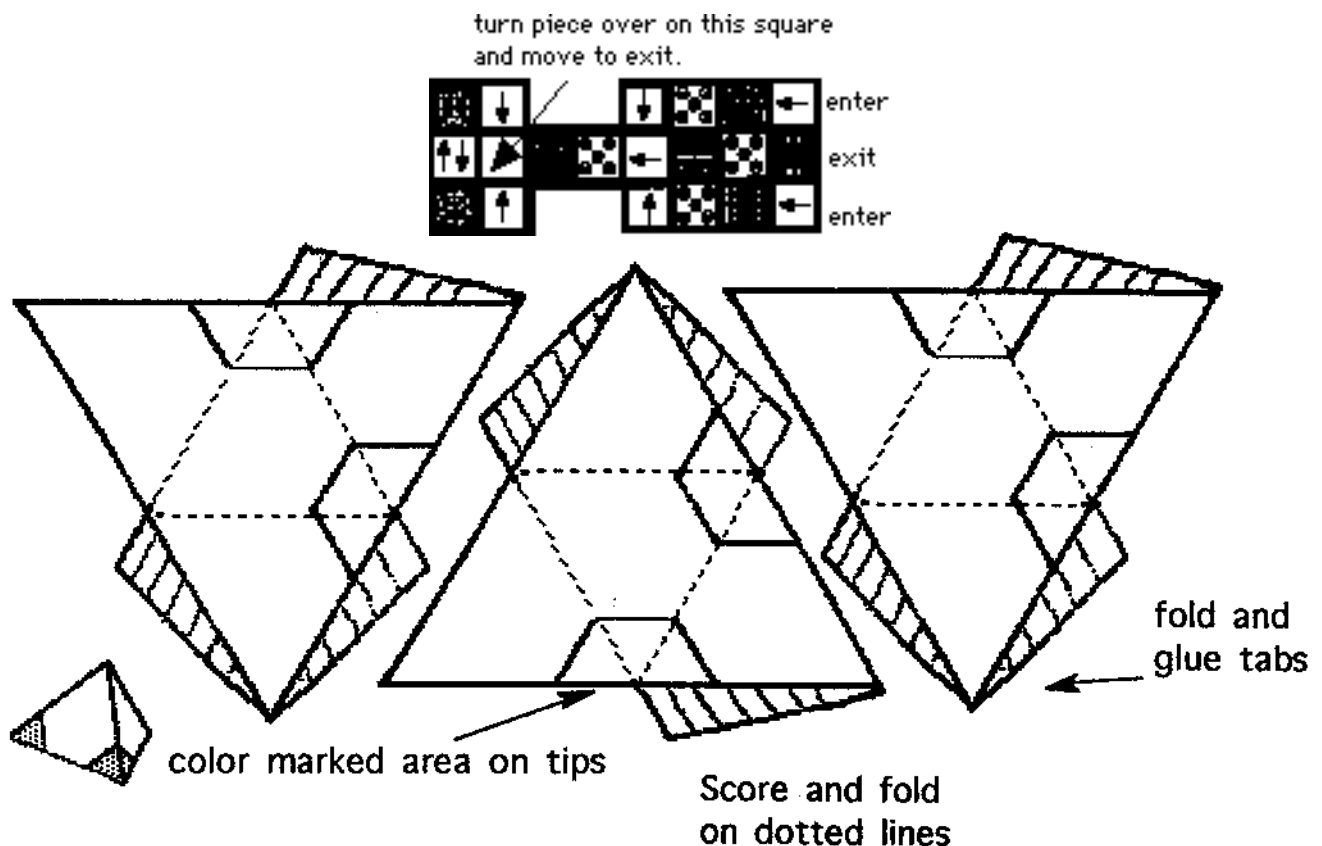
Two colored tips and one clear tip count as one point.

Three clear tips count as four points.

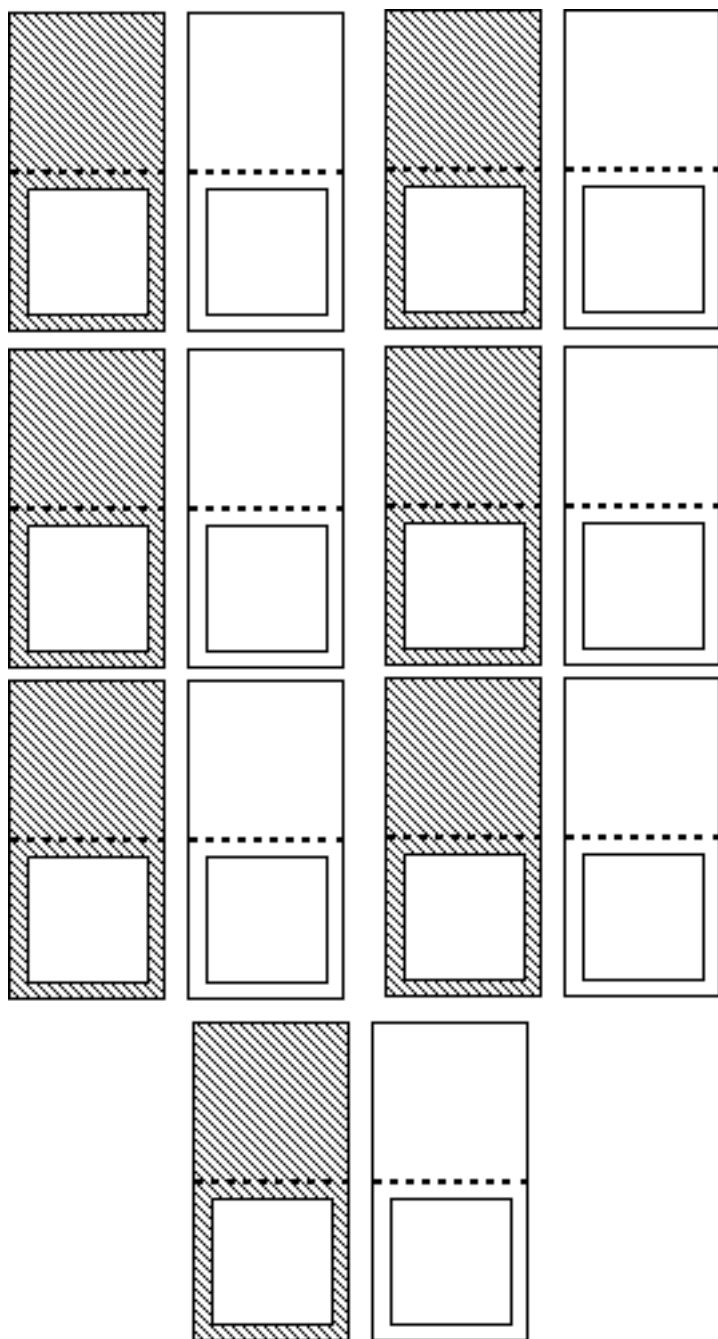
Three colored tips count as five points.

One colored tip and two clear tips have no points.

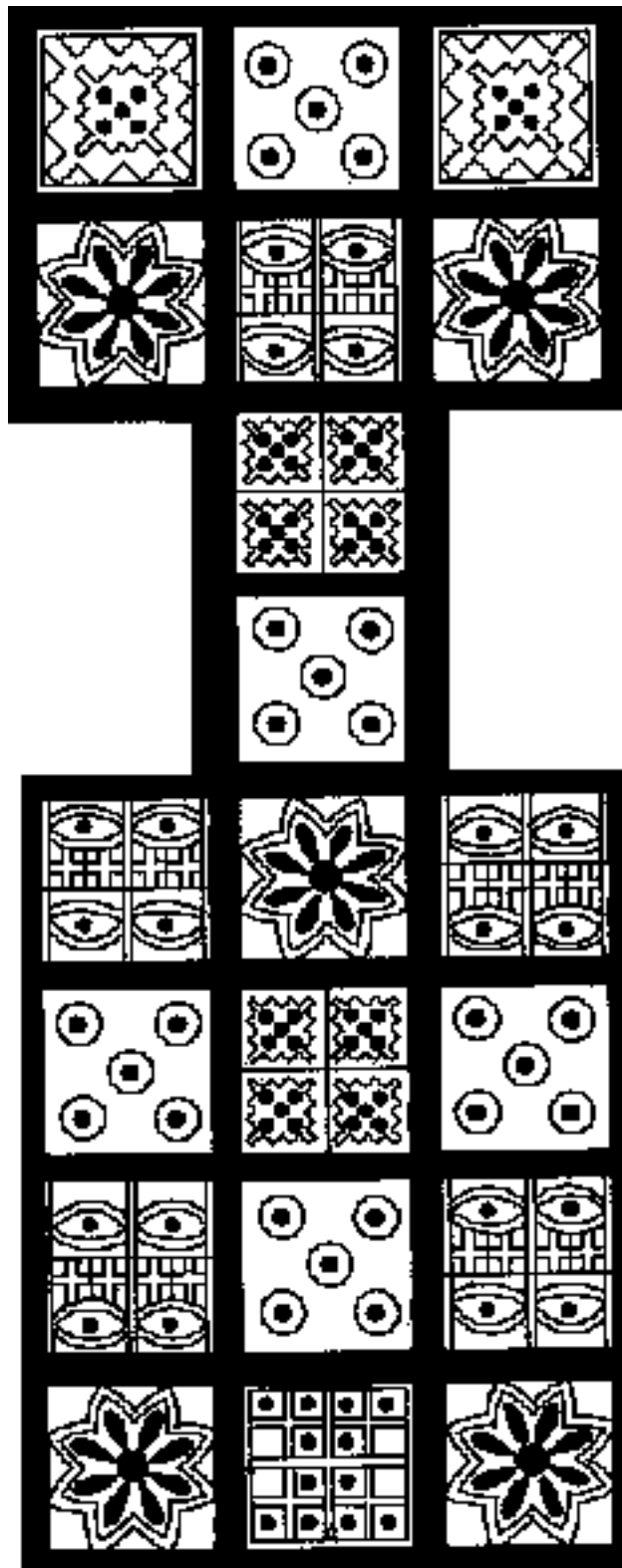
Pieces enter the board from either side at the starred squares. A one or a five is needed to enter the first piece. After that, pieces enter each time a player's piece lands on a starred square. The first piece starts either on square one or five. Pieces move along the side for the first four squares, to the center, up the center, go back to the sides for two squares, to the center, and cross the board and start back down. When a piece reaches the center on the return trip, it is turned over and moves down the center. A player can only move to the last square when the exact number is rolled. Once on the last square, a four must be rolled to remove the piece. Pieces can be stacked and one roll can move the stack off the board. When a piece lands on a square where an opponent's piece rests, the opponent's piece is sent back to the start. This can only be done with pieces with the same face showing. Upside-down pieces can only send back upside-down pieces.



ROYAL GAME OF UR

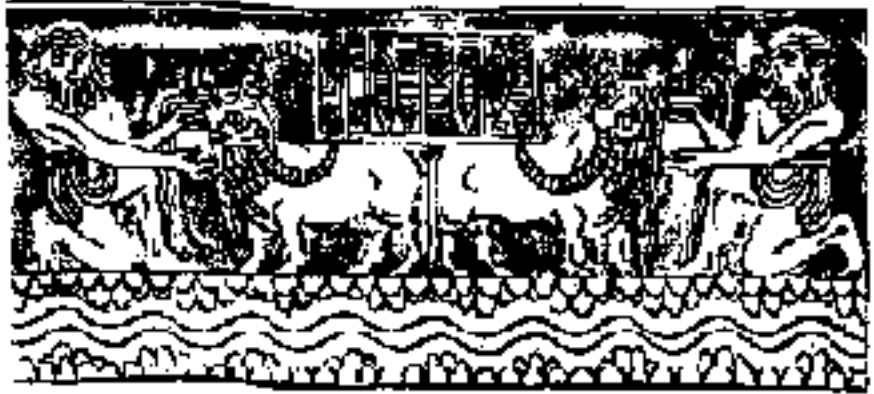


Cut out game pieces. Fold on dotted line and glue together.



ACTIVITY TWO

SIGNATURE SEALS

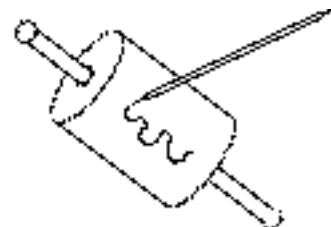
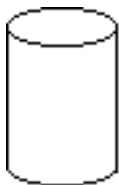


The sumerians used these seals to mark clay tablets with their symbol. In the space below, create a symbol to represent you. The symbol should be made up of pictures that have some meaning to you. They might show a hobby or something that you do well. They could characterize a physical trait or a sports activity. When you have completed your drawing, make your seal.

What does the symbol tell us about you? _____

Making a Seal:

Roll a piece of clay into a cylinder. Make a hole through the cylinder with the stick. Use the tooth pick to carve your design in the cylinder.



GAME TWO

SENET

FROM EGYPT

PROCEDURE:

Each player has 5 game pieces which are placed alternately in the top row. The sticks are tossed and the player with the highest number starts.

1 white and 3 black = 1 point

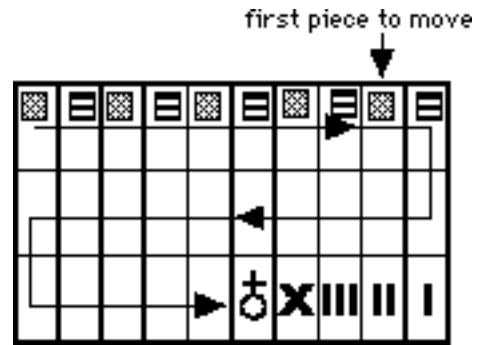
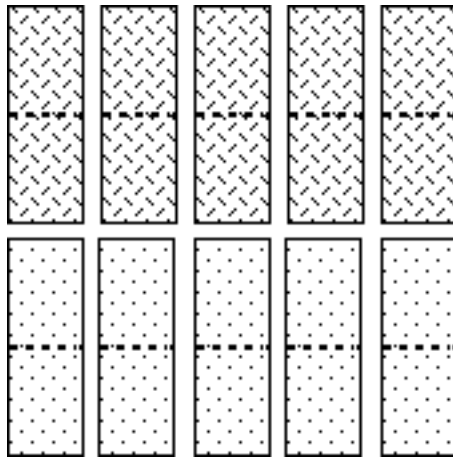
2 white and 2 black = 2 points

3 white and 1 black = 3 points

4 white = 4 points

4 black = 6 points

The beginning player tosses the sticks and moves his last piece that number of spaces. Pieces move to the numbered spaces at the end of the board and are removed by an exact throw. When landing on a space occupied by an opponent, the opponent's piece is sent back to the space just vacated. The numbered spaces are safe spaces. A piece can not be sent back. The ♀ space sends the piece back to the open space closest to the beginning. The first player to remove all pieces wins.



Cut out game pieces. Fold on dotted line and glue the sides together. Cut out the dice sticks. Fold and glue the sides together.



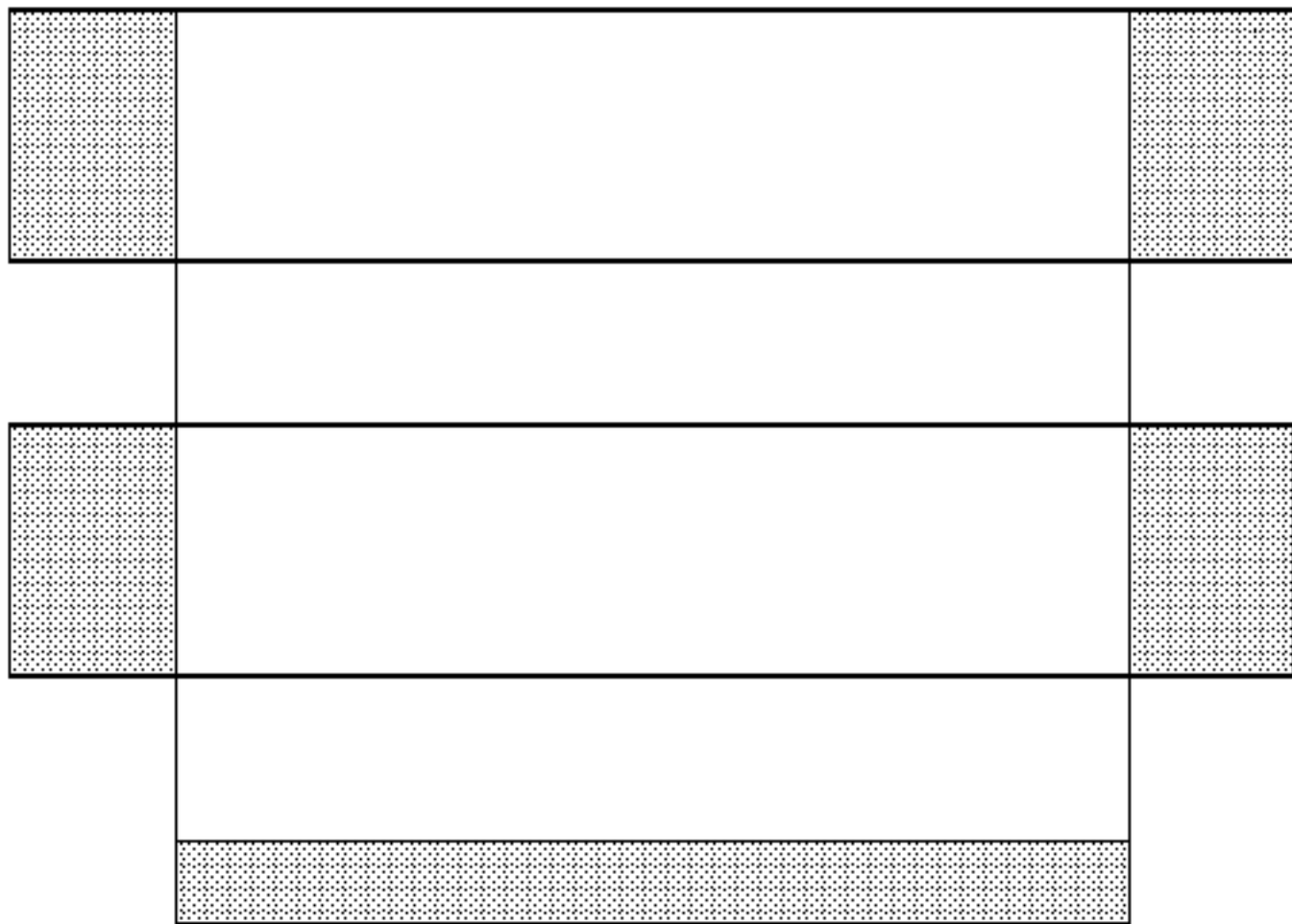
SENET

		I
		II
		III
		X
		♀

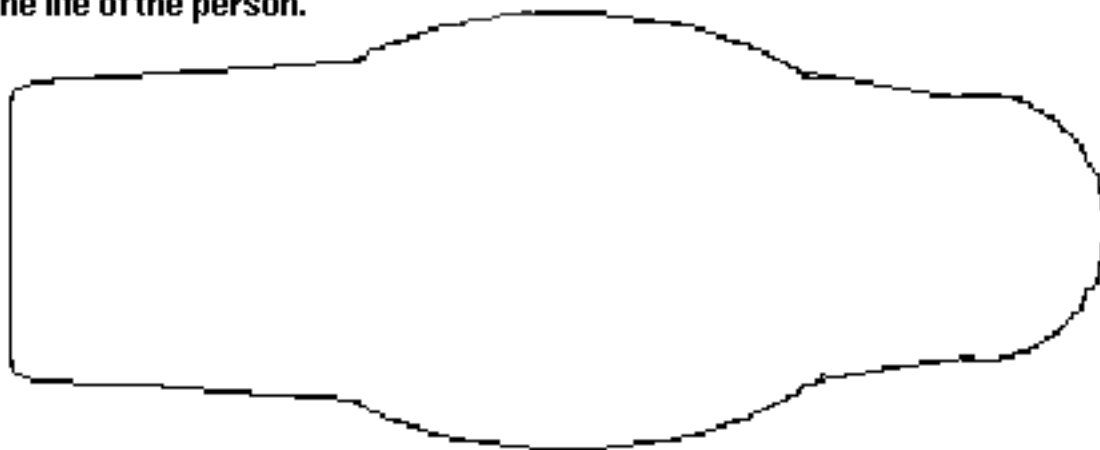
ACTIVITY THREE

SARCOPHAGUS KIT

Fold the box below to form the base of the sarcophagus.



Draw a picture of the deceased on the lid.
Decorate the sarcophagus with scenes
from the life of the person.



GAME THREE

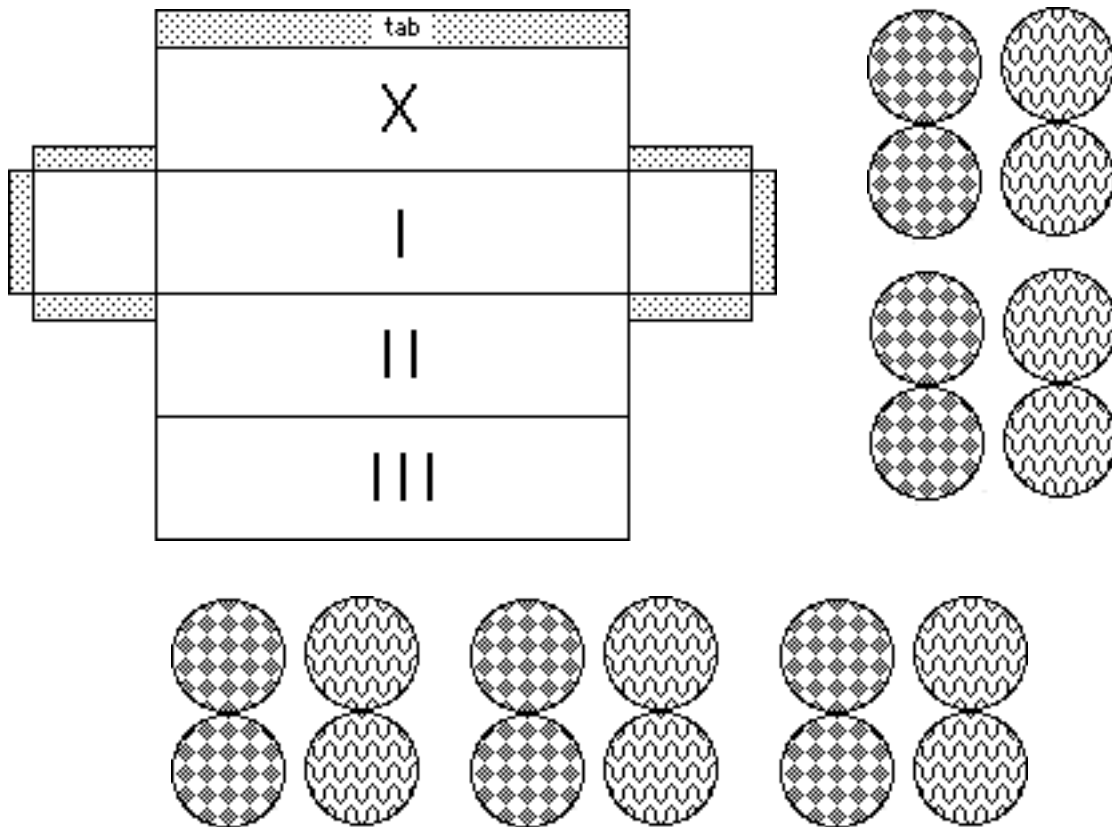
THE PALM TREE GAME

FROM EGYPT

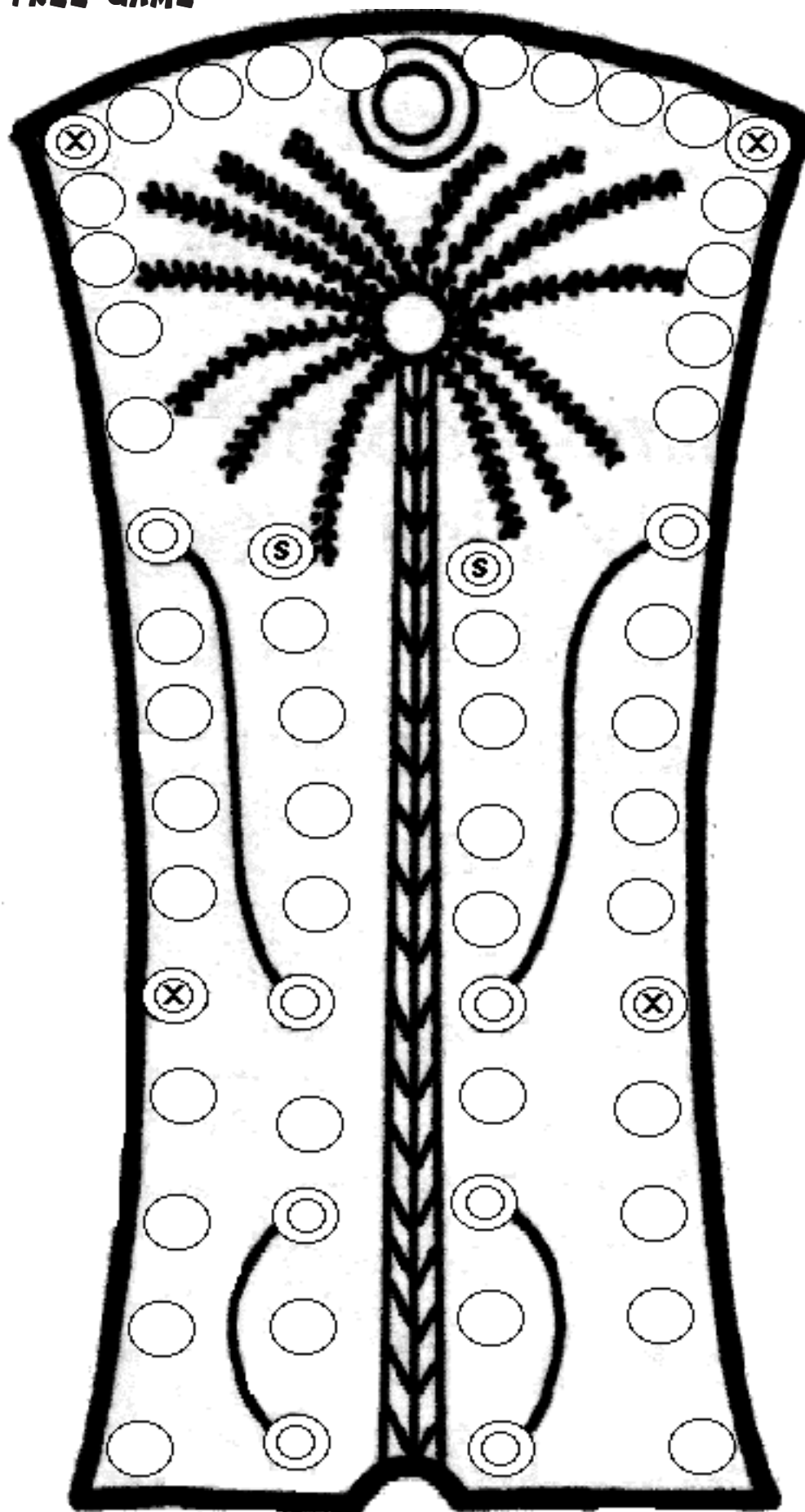
PROCEDURE:

Play starts from the spaces marked S. A player must roll a four (X) to enter a piece. Pieces move down the trunk of the tree and turn in the direction of the side of the board they are on. They move up the board and over to the other side, down that side and up the trunk of the tree. The player that gets his five pieces, in order, in the last five spaces wins. Exact throws are needed to move into those spaces. When a piece lands on a space with a double circle, the player gets another turn. Landing on a space with an X loses a turn. When landing on a space connected to another space with a line, the piece is moved to the other space either forward or backward. A piece can not be moved onto a space that is already occupied.

Cut out the die and fold into a rectangle. Glue the tabs to the sides. Cut out the game pieces. Fold and glue together.



THE PALM TREE GAME



GAME FOUR

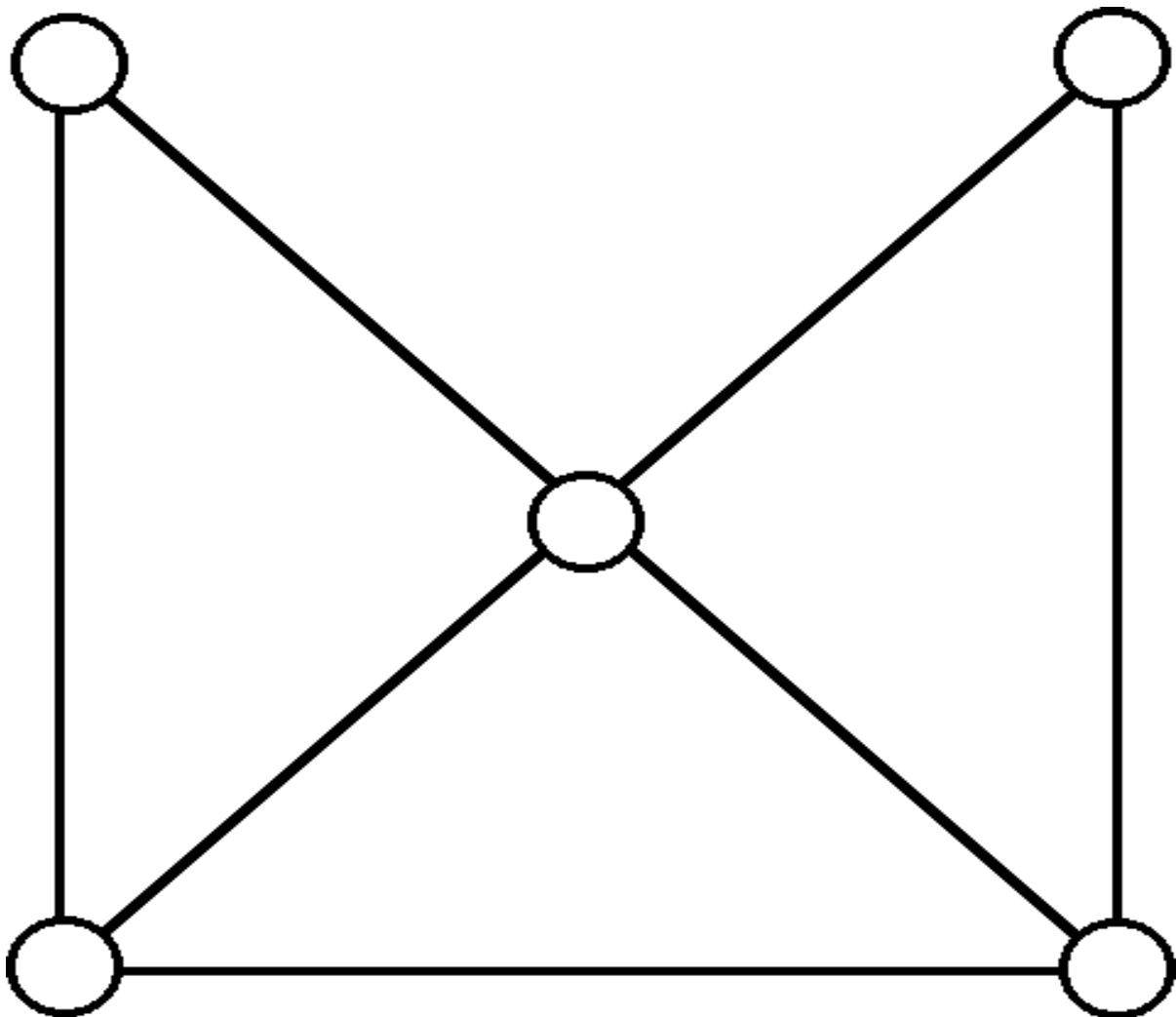
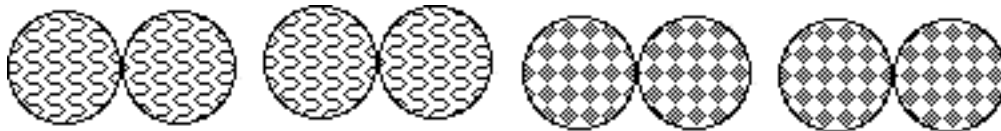
PONG HAU K'I

FROM CHINA

PROCEDURE:

Each player has two pieces. The pieces are placed on the board one at a time, alternately. The pieces are placed on the intersection of two lines. When all pieces are on the board, they can be moved, one at a time, to any free neighboring intersection. The object of the game is to block your opponent's pieces so no move is possible.

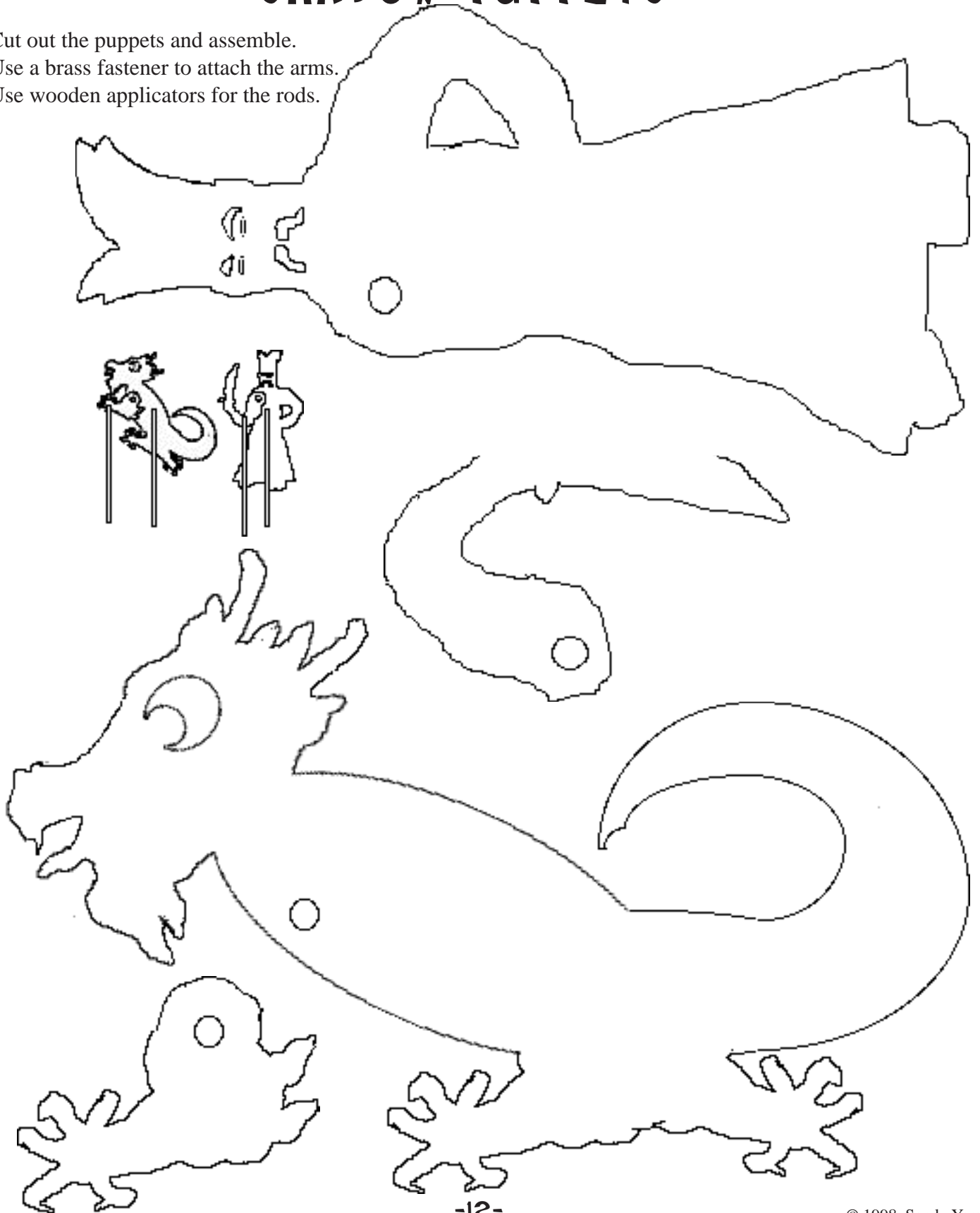
Cut out the game pieces. Fold and glue together.



ACTIVITY FOUR

SHADOW PUPPETS

Cut out the puppets and assemble.
Use a brass fastener to attach the arms.
Use wooden applicators for the rods.



GAME FIVE

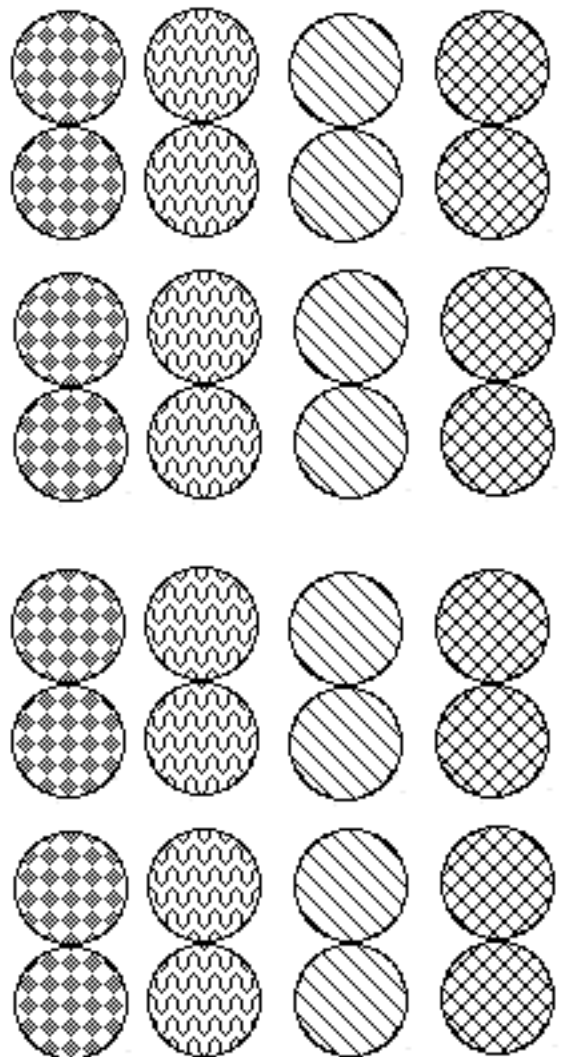
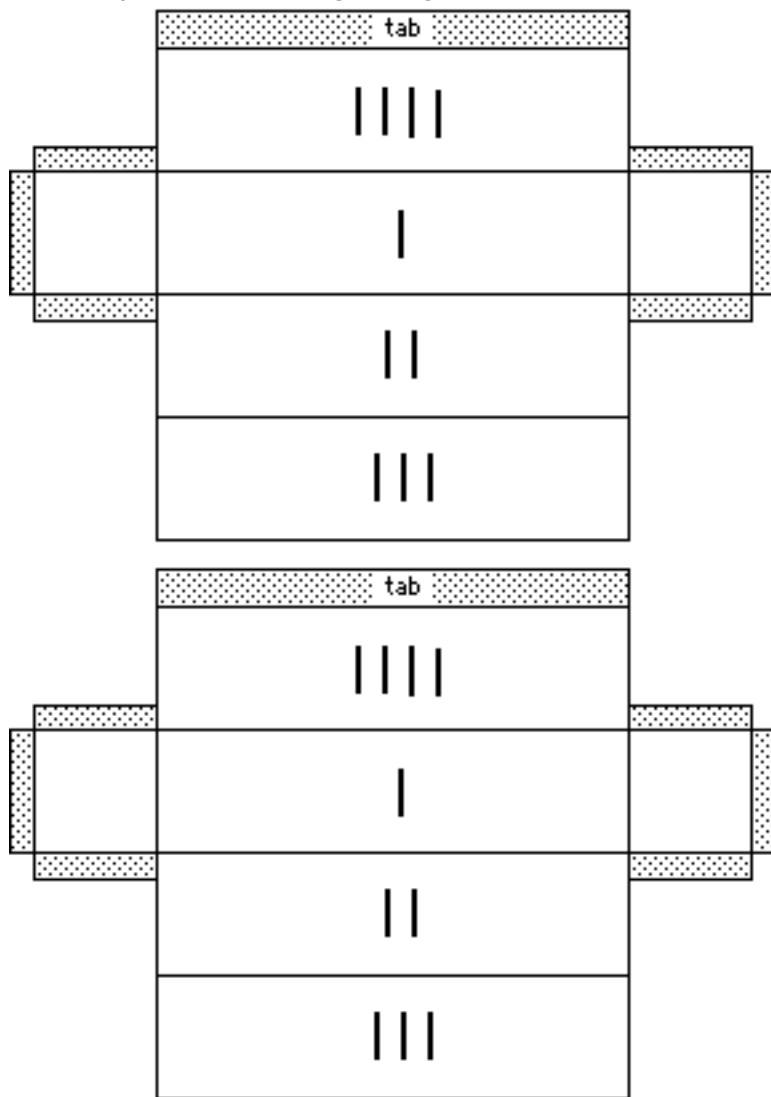
PACHISI

FROM INDIA

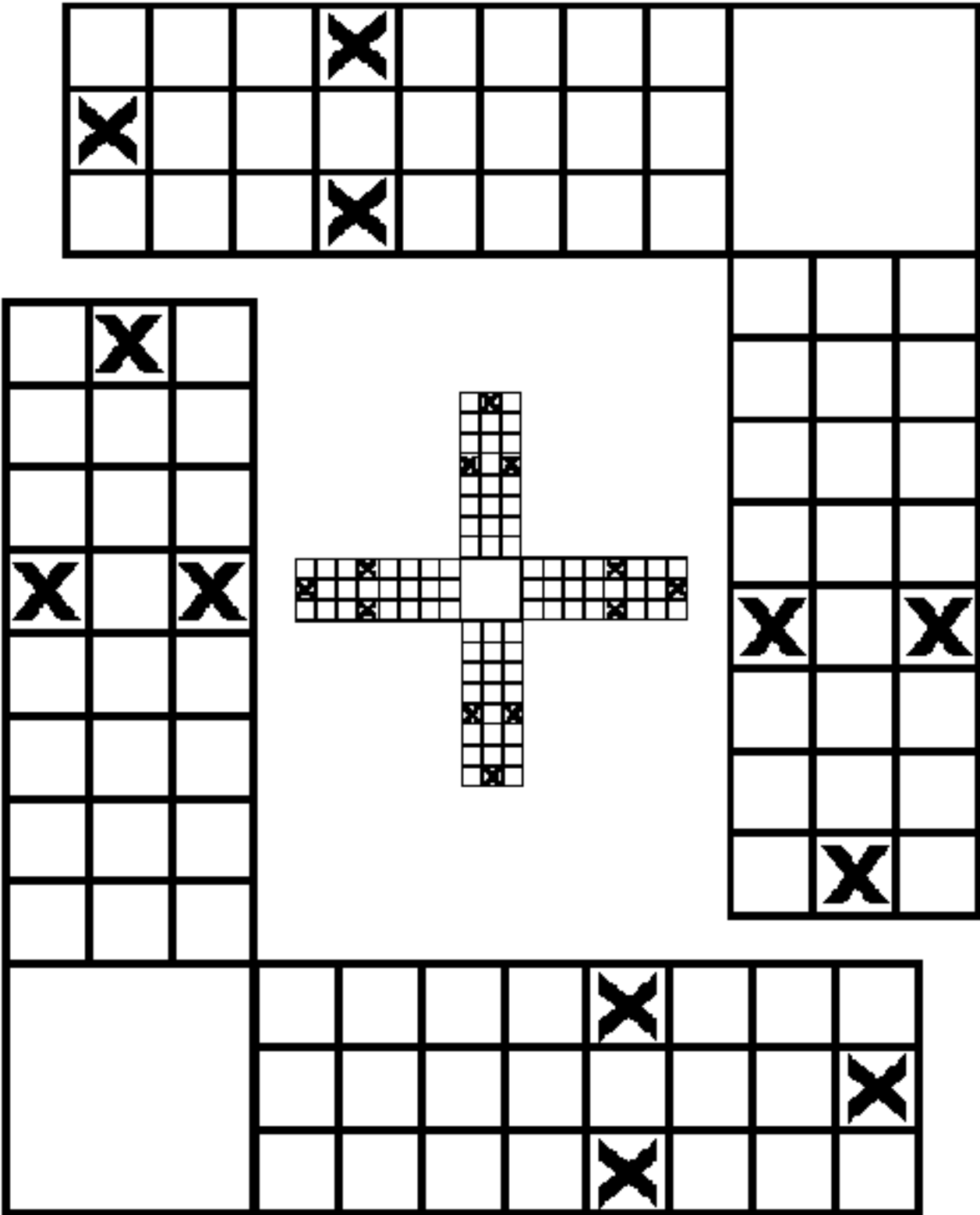
PROCEDURE:

The game is played by four players, each having four game pieces. A player starts from the center space at the top of his home column. His first piece may enter on any throw of the dice, but the other pieces can only enter on a throw of six. Pieces move down the center of the column then move counter-clockwise around the board. When reaching the home column, the pieces move up the center and exit at the top. Pieces can only reach the last space with an exact throw. The first player to remove all four pieces wins. If a piece lands on a space occupied by an opponent, the opponent's piece is sent back to the beginning. The player sending a piece back has another turn. Spaces marked with an X are safe spaces.

Cut out the dice and fold into a rectangle. Glue the tabs to the sides. Cut out the game pieces. Fold and glue together.



PACHISI

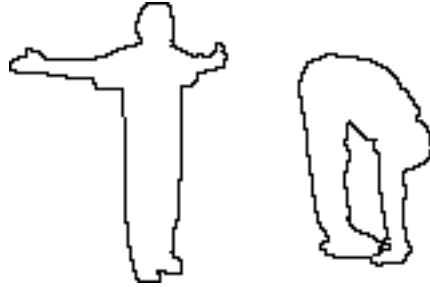


ACTIVITY FIVE

YOGA

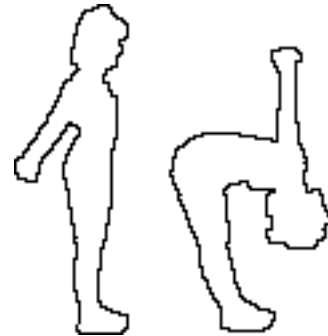
The Bend helps to release tension in the upper back and neck.

Breathe out through your nose. Lift your arms as you breathe in and move them out to the side. Breathe out and bend forward. Hold for a count of three as you let your hands and head hang. Lift your head and stand up while you breathe in. Repeat three more times.



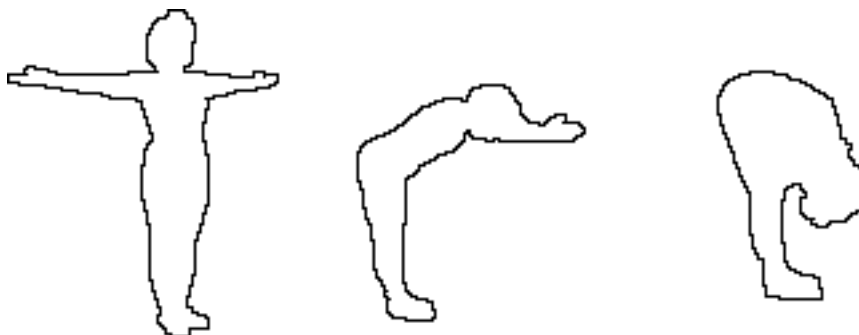
The Straight Arm Bend improves posture and limbers the upper back.

Straighten your arms behind your back as you clasp your hands. Breathe in. Bend forward and breathe out. Keep your arms straight. Return to a standing position as you breathe in. Repeat three more times.



The Sun Pose improves circulation and strengthens the legs.

Breathe in and raise your arms forward and circle up over your head and out to your side. Bend forward and breathe out. Reach down and hold your legs as far down as possible. Pull your upper body towards your legs. Hold for a count of three. Breathe in and bring your body to a standing position. Repeat three more times.



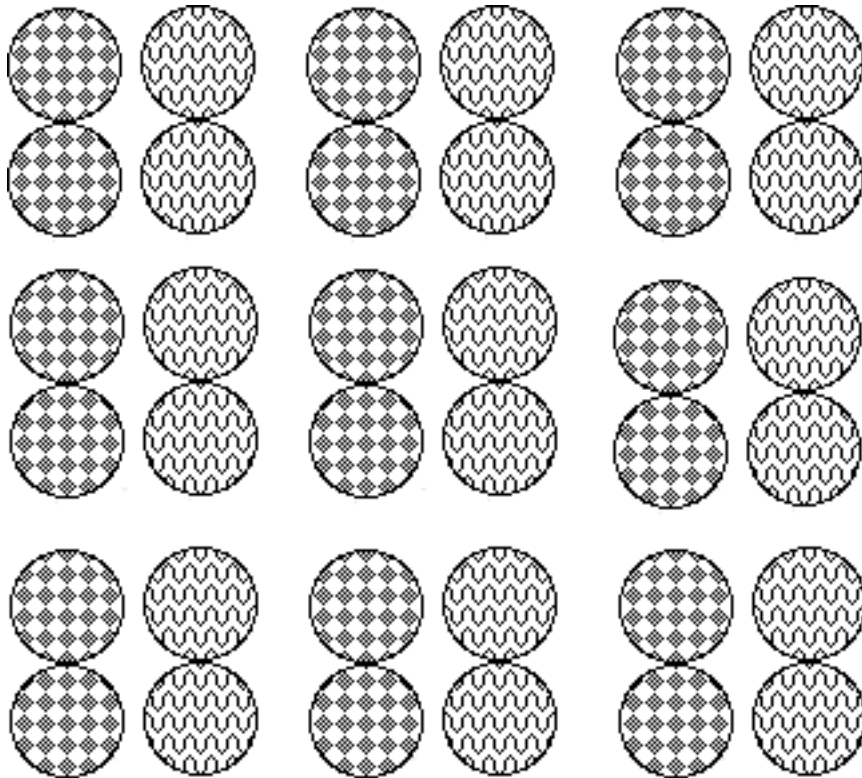
GAME SIX

NINE MEN'S MORRIS (MODERN NAME)

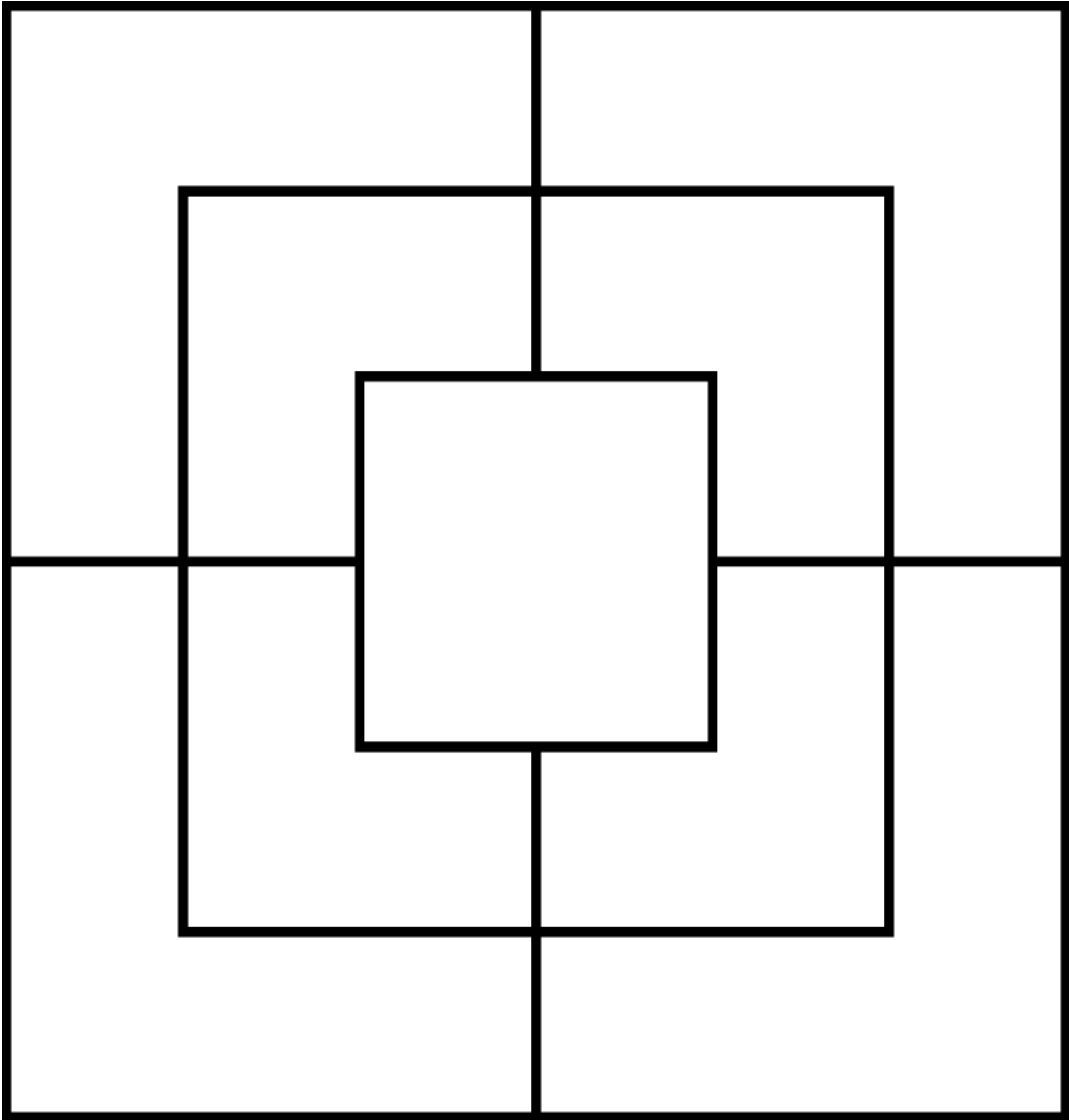
FROM TROY

PROCEDURE:

Each player has nine pieces. The pieces are placed on the board one at a time, alternately. The pieces are placed on the intersection of two lines. When all pieces are on the board, the pieces can be moved, one at a time, to any free neighboring intersection. The object of the game is to be the first player to place three pieces in a row.



NINE MEN'S MORRIS



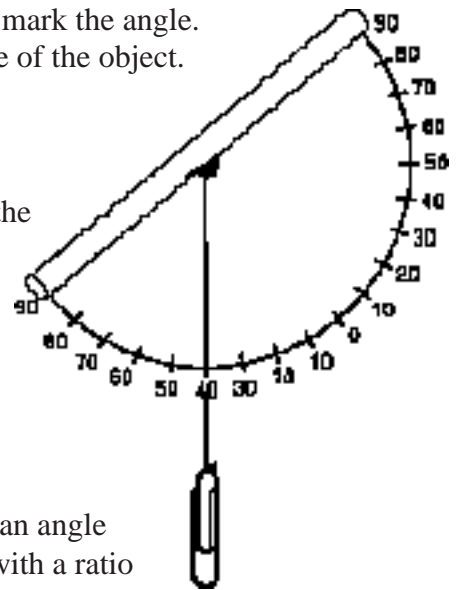
ACTIVITY SIX

HEIGHTOMETER

The Greek mathematician Pythagoras demonstrated the relationship between the sides of a right triangle. That relationship holds true in similar triangles. Using this knowledge, we can determine the height of buildings and other tall objects.

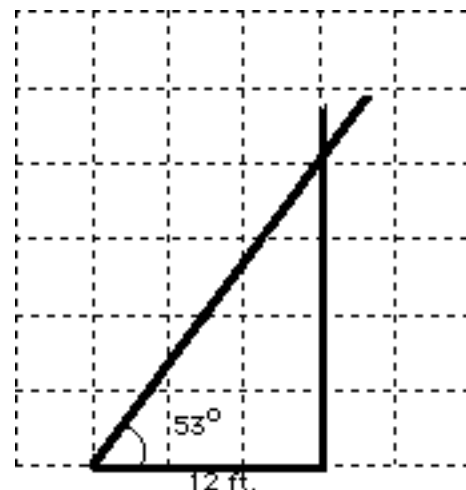
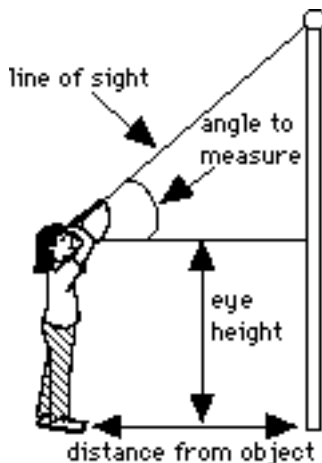
PROCEDURE:

1. Construct a device to measure an angle. Use a straw to view the top of the object. We will need to attach something to indicate the angle. This will look like a protractor, but will have a different scale. The angle marking starts in the center at 0 and goes to 90 at each end. This will hang under the straw and a weighted piece of string will mark the angle.
2. Measure the distance from where you are standing to the base of the object.
3. Measure the distance from the ground to your eyes.
4. Look through the straw and sight the top of the object.
5. Note the angle indicated by the string.
6. On a piece of graph paper, construct a similar triangle using the same angle as measured. The hypotenuse will intersect the height at the correct spot in ratio to the drawing.
7. Measure the height and add the distance of the ground to your eyes. That is the height of the object.



EXAMPLE:

Jean measure a distance of 12 feet from the flag pole and notes an angle of 53 degrees viewing the top. She construct a similar triangle with a ratio of 1 centimeter = 4 feet. The base will be 3 centimeters long. The height is drawn in, but no length is given. Using a protractor, she measures an angle of 53 degrees and draws a line connecting the base and height. The height measures 4 centimeters. This will convert to 16 ft. (4 X 4 ft.). She adds 4.5 ft., the distance from the ground to her eyes, and gets 20.5 ft. as the height of the flag pole.



ACTIVITY SIX

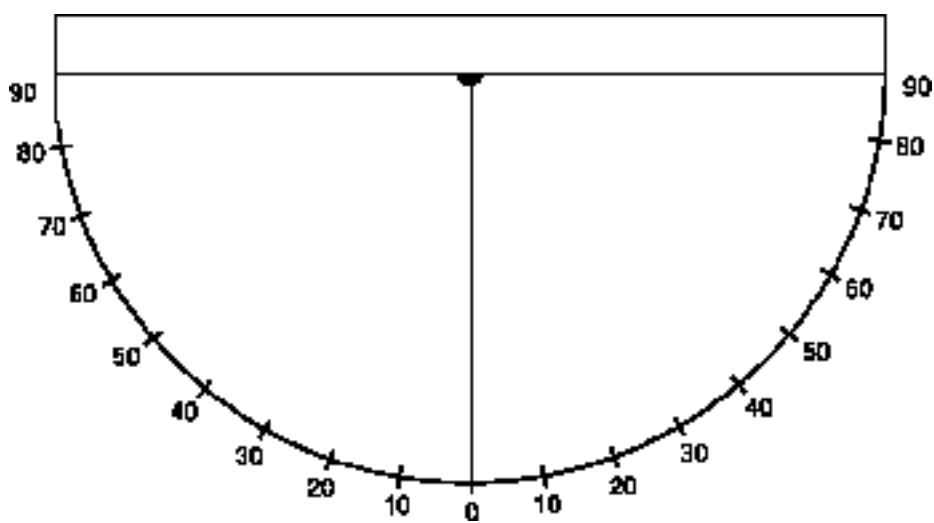
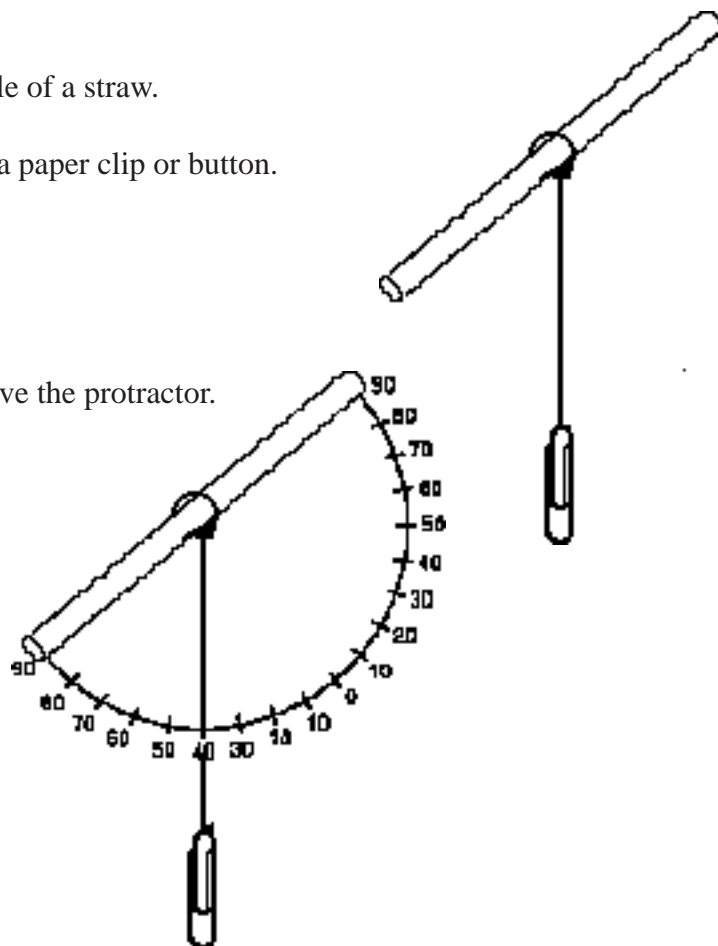
HEIGHTOMETER

Tie a piece of string around the middle of a straw.

Weight the bottom of the string with a paper clip or button.

Cut out the protractor.

Tape or glue the straw to the flap above the protractor.



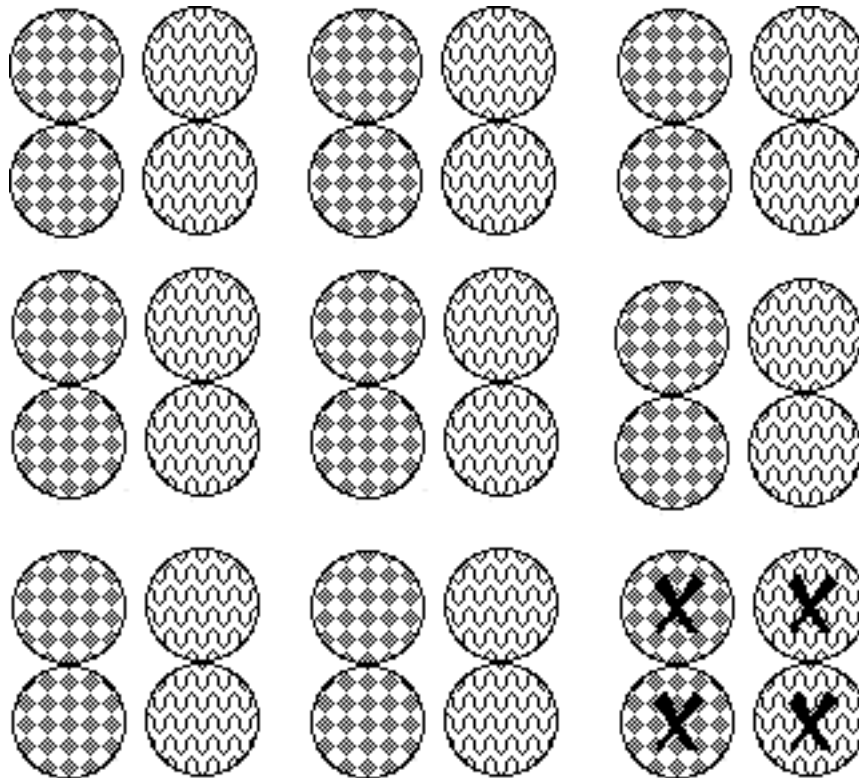
GAME SEVEN

LUDUS LATRUNCULORUM

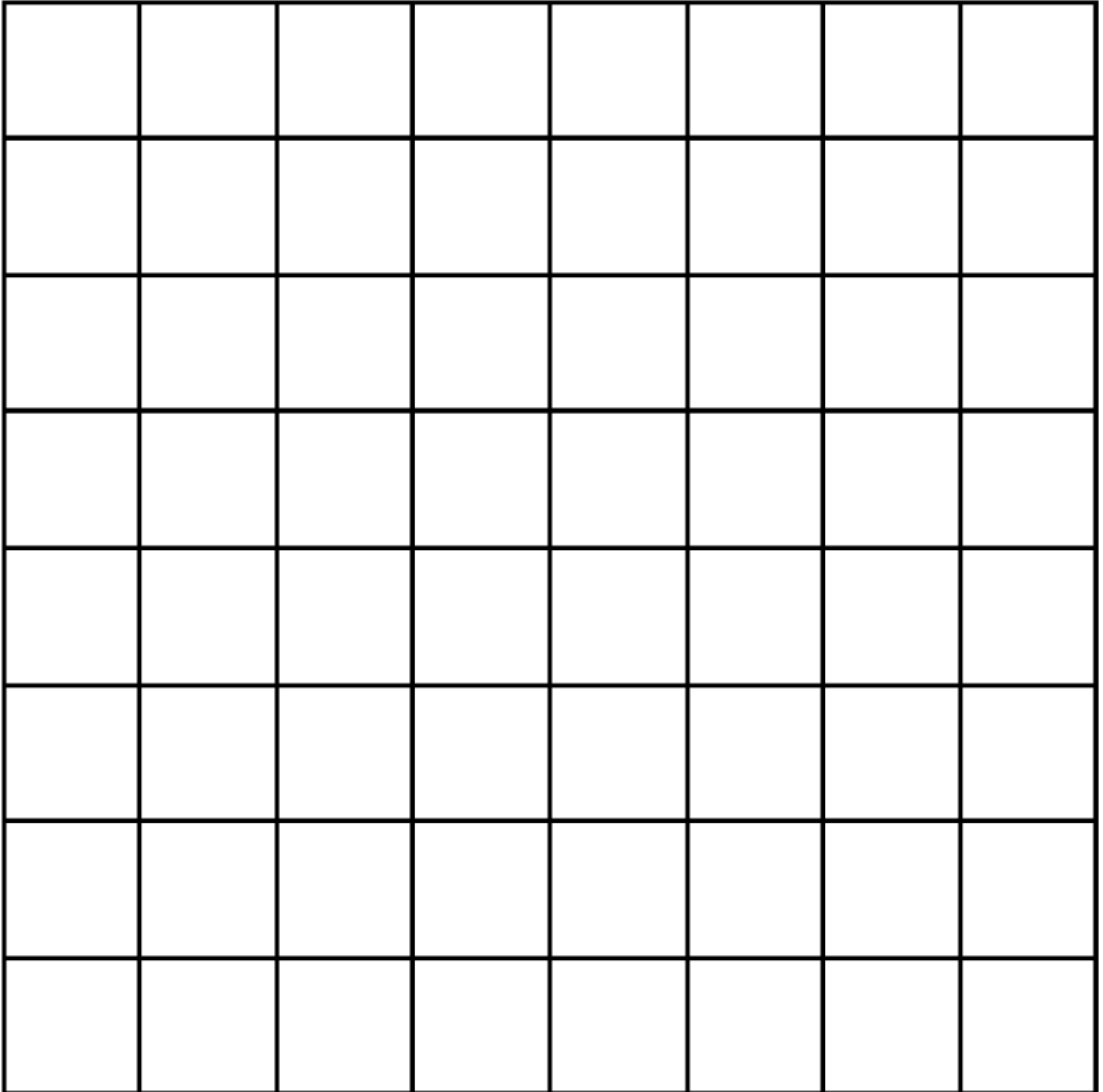
FROM ROME

PROCEDURE:

The game is played on an eight by eight square board. The pieces are lined up in a row at the top and bottom of the board. The piece with the x is called the DUX. It is placed in the next row on any space the player chooses. Pieces move one spaces at a time in rows and columns. Pieces are removed from the board when they are trapped between two of the opponent's pieces. A piece can move between two opponent's pieces without being removed. The DUX moves the same way, but it can also jump over opponent's pieces in rows and columns. It must land on an empty space and the piece jumped is not removed. This allows the DUX to set up a trap. Play continues until one player has lost all pieces or neither player can move. The player with the most pieces at the end of the game wins.



LŪDUS LATRŪNCŪLORŪM

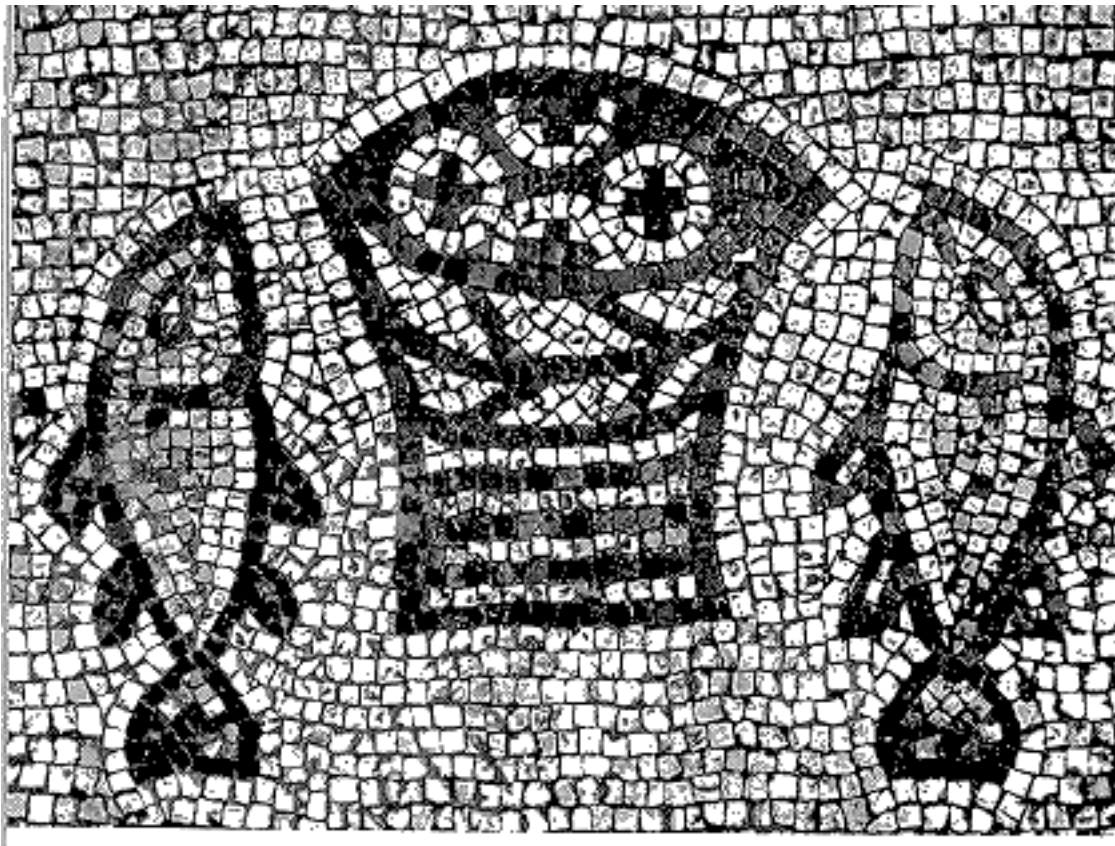


ACTIVITY SEVEN

MOSAIC ART

Mosaic art uses small tiles called tesserae to compose a picture. These tiles are made of natural stone, terra-cotta, or glass. The handmade tesserae are fixed on cement or mastic. To make your own mosaic, draw a picture on a piece of cardboard. Cut out pieces of colored paper and glue them in place to form the picture. Other material can be used to make your mosaic. You could use dry beans, buttons, aquarium colored gravel, or linoleum tile.

Look at the picture below to see how a mosaic is made. Use it as a guide in creating your mosaic.





www.angelfire.com/biz/activeclassroom

239 South Wilton Place
Los Angeles, CA 90004
(323) 634-0848