

DISCOVERING MYTHOLOGY

CHALLENGE KIT



This kit was created to assist you in completing the *Discovering Mythology* program. Included are facts, stories, crafts, games, recipes and information.

e-patches[★] & crests[★]

Written by: Pauline Woodhouse
Edited by: Lori St. Martin

©2012 www.e-patchesandcrests.com
1-877-335-8904

Detailed Outline

Page 5 **PATCH REQUIREMENTS FOR DISCOVERING MYTHOLOGY** is the section of the booklet that details what needs to be accomplished in order to earn the patch.

Page 6-8 **FASCINATING FACTS** are facts that entertain or give insight about the subject matter that is being discussed.

Page 9-26 **TEACHING PAGES** contain information that can be used to teach the subject being discussed. In this case the topics are:

- Learn what it was like being a Greek
- Learn about the Olympians
- Learn about Greek Heroes
- Learn about Troy

Page 27-32 **CRAFT PAGES** detail ideas for crafts that pertain to the subject matter. Includes:

- Everyday Greek Crafts
- Mythological Crafts
- Hero Crafts
- Scrap Book Craft

Page 33-36 **RECIPE IDEAS** gives suggestions about what kind of food would go well with the theme. Some recipes included are:

- Greek Salad
- Riganatha
- Pagoto yia Paithia
- Spinach, Feta, and Tomato Omelet

Page 37-48 **GAMES AND ACTIVITIES** are pages filled with fun events for any Guiding group to do. The mythology games are:

- Hades on the Wall
- The Olympic Games
- Trojan Horse Box Battles
- Train to Become a Hero
- Who is That Monster?
- Spot the Differences
- Find Melissa and Eye Spy
- Memory Game

Page 49-53 **PUZZLE PAGES** test your mind's skill and endurance with:

- Word Search & Crossword

Page 54-59 **COLOURING PAGES** are filled with fun pages to colour.

Page 60 **HELPFUL WEB SITES** for additional information.

Page 61 **CREDITS** for additional information.

Page 62 **BIBLIOGRAPHY**

Page 63 **FEEDBACK FORM**

Page 64-65 **PATCH ORDER FORM** and Company Shipping Information

Patch Requirements

To earn the patch:

- Sparks (5-6 yrs) need to complete 2 requirements from the list.
- Brownies (7-8 yrs) need to complete 3 requirements from the list.
- Guides (9-11 yrs) need to complete 4 requirements from the list.
- Pathfinders (12-14 yrs) and Rangers (15-17 yrs) need to complete 6 requirements from the list.

DISCOVERING MYTHOLOGY PATCH

1. Discover how the ancient Greeks lived
2. Take the time to learn about Greek Gods and Goddesses.
3. Write a story that involves a God or Goddess meeting a human in animal form.
4. Discover the truth about Herakles and his 12 labours.
5. Learn the mythological story of Troy.
6. Watch a mythology movie and compare it to the original Greek stories. For example you could watch Disney's movie *Hercules*® and compare to what you learned about Herakles. Other movies could be *Percy Jackson and the Lightning Thief*®, *Clash of the Titans*®, or *The Odyssey*®.
7. Play the Trojan Box Battle game.
8. Complete two events in the Mythology Olympic Games or complete the Train to be a Hero game.
9. Play the Hades on the Wall or Who's That Monster game.
10. Solve one puzzle from the puzzle section.
11. Complete 2 crafts.
12. Make the scrapbook craft.
13. Choose two recipes from the Recipe section and make them.
14. Make two of your own Greek dishes and serve them to friends, family, or your Guiding group.
15. Colour two pages from the Colouring section.

Teachings

LEARN WHAT IT WAS LIKE TO BE A GREEK

WHERE THE ANCIENT GREEKS LIVED:

The territory of Greece is mountainous, and as a result, ancient Greece consisted of many smaller regions each with its own dialect, cultural peculiarities, and identity. Cities tended to be located in valleys between mountains, or on coastal plains, and dominated a certain area around them.



WHAT THE ANCIENT GREEKS BELIEVED IN:

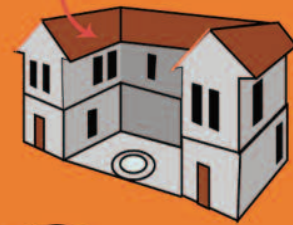
The ancient Greeks were a very religious people. They worshipped many gods whom they believed appeared in human form and yet were endowed with superhuman strength, ageless beauty, and who were all very tall. The gods could also appear to humans in their animal form so as not to be recognized.

Another of their beliefs was that the world was flat and had an edge. Picture the world as a dinner plate. This plate image they called Ge. There was a stream of water running around the Earth called Oceanos. Oceanos was there to hold the Earth in its dinner plate shape. The Greeks believed the sky was a dome over the dinner plate; they called this dome Ouranos. At the very top of the dome, but still inside it was Olympus, the place where the god's lived. There was also a dome underneath the Earth called the Underworld. Just like the sky dome, the Underworld had a plane of existence where the dome peaked called Tartaros. Tartaros is where the bad gods get sent to.



ANCIENT GREEK DIARY: A DAY FROM MELISSA'S LIFE

gynaecium - girls' part of the house



Somewhere in an Ancient Greek household....



I am Melissa. This is Homer, my favourite dog. Every day we wake up early.



Nice hair and a hairband are a must. My nanny sees to that.



I help mother in the field. She uses a sickle to cut the wheat. Farming is a hard job.



I write using a stylus and wax tablets. I study Greek myths and poetry.



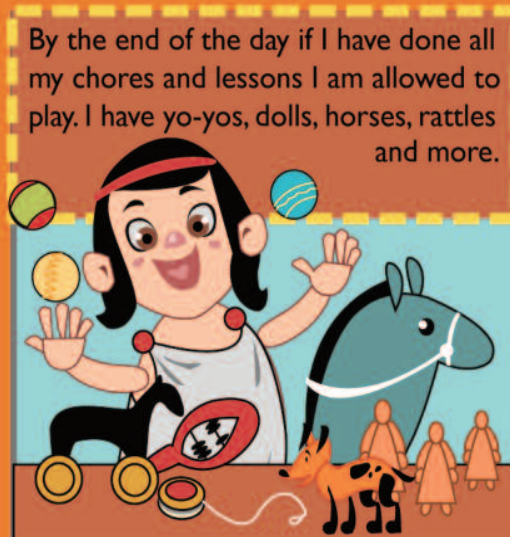
I eat soup and bread. Greeks like vegetables and fruit, but not meat.



I have to sweep, spin, weave, make clothes....



Girls go out of the house to visit other girls. My friends and I chat and drink spring water out of skyphoi, ceramic cups. We like to go to the courtyard.



By the end of the day if I have done all my chores and lessons I am allowed to play. I have yo-yos, dolls, horses, rattles and more.

TRAIN TO BECOME A HERO

In this game the runner is the heroine in training. The objective is to run through an obstacle course, defeat the evil monster in wait and rescue the damsel in distress. This training session will put the heroine's dexterity, speed, and wits to the test.

The first obstacle is a series of hoola hoops lying on the ground in pairs of two, but a bit staggered. The participant has to run through the hoops placing only one foot in a hoop at a time, much like the tire race shown in football training sessions.

After she has gone through the hoola hoops then she has to crawl under a tarp held barely above the ground.

Once this feat has been accomplished the heroine must test her dexterity by walking on a board without falling off either side.

Next she takes up a dart and hurls it at a balloon tied to a wooden board. The balloons will have faces drawn on them to make them a mythological monster. If the dart flies true and the monster is slain.

Then the heroine picks up a spoon and her damsel in distress (a decorated hardboiled egg) and places her on the spoon. Taking great care not to harm the gentle lady, the heroine in training must bring her back to the starting line and become a true heroine.

WHO IS THAT MONSTER?

The objective of this game is to get the most points by guessing who that monster is. You can play as a single or in teams.

Print the cards provided on pages 36 and 37. Shuffle the cards and have one person in the group select a card. Then, without showing anyone else the card, act out who that monster is. The rest of the group tries to guess what mythological creature you are. Whoever guesses right gets a point then someone else draws a card. The game ends when the first person or team gets ten points.

THE MONSTERS ARE:

NAME	PRONUNCIATION	DESCRIPTION
CENTAUR	{sen-tawr}	A wise creature with the upper body of a man and the lower body of a horse. They are known for their knowledge of lore and great archery skills.
CERBERUS	{sur'-bur-uhs}	Hades' three headed dog that guards the door into the underworld.
CHIMERA	{ki-meer-us}	A magical creature with the body and head of a lion, a tail of a snake, and a second head, that of a goat.
CYCLOPES	{sy'-klahps}	A one-eyed monster that is taller and broader than a regular sized man.
GRIFFIN	{grif'-in}	The griffin has the head, shoulders, wings, and feet of a large bird and the hind legs and tail of a lion.



CENTAUR



CERBERUS



CHIMERA



CYCLOPES



GRIFFIN



HARPY



HYDRA



MEDUSA / GORGON



MINOTAUR