



Educational Program: “In the Garden with the Museum’s Animals”

*Material for optional student activities
before and after a visit to the Acropolis
Museum.*

During your school group’s visit to the Acropolis Museum, the students will become familiar with the relationship between people and animals in antiquity and today, as well as the way one can learn about this relationship using artefacts as a starting point and with the assistance of an archaeologist.

Some brief preparation with the students before their visit to the Museum can make the experience of this program even more fruitful. You can use the below activity, which is about the significance of felines in the art and life of the ancients, in order to excite the interest of students of all ages in what they may discover during their participation in the program.

After your visit to the Museum you can suggest to your students that they continue their critical and creative exploration of the same subject using the material below, thus reinforcing the benefits of the experience offered by this program.

Material for optional preparation in class:

Initiate the following activity in class, which is focused on felines, among the most popular animals in the myth and art of the ancients. The purpose of this activity is so that students of all ages can discover the variety of creatures that felines, especially the lion and panther, are connected with in art, through observation and the use of rational thought and imagination. In some cases, these connections have been understood by today's researchers but in other cases they remain difficult to interpret.

Share the following cards with photographs of the Museum's exhibits or details of exhibits, with your students and ask them to:

1. Identify what is depicted with the feline in each case
2. Imagine what relationship these creatures could have between them and the meaning they have in that particular work of art

You can divide your students into groups, assigning one card to each group. At the end, the different groups can discuss their views.

Learn about the cards:

1. Unknown young man attacking a lion. Decoration on the shoulder of a terracotta water pot (*hydria*). On the body of the same vessel are depicted women with *hydriai* at a spring. From the sanctuary of Nymphe, 530-510 BC.
2. Lion with another lion. Handle of bronze vessel for mixing wine and water (*krater*). From the sanctuary of Athena on the Acropolis, 6th century BC.
3. Lions devouring a type of deer. Handle of a bronze basin. From the sanctuary of Athena on the Acropolis, around 540 BC.
4. Lions in peaceful coexistence with a bull. Detail of a band with depictions of animals, part of the decoration of a large black-figure terracotta vessel for mixing wine and water (*lebes*). From the

sanctuary of Athena on the Acropolis, around 570-560 BC.

5. Panther in peaceful coexistence with a bird, surrounded by flowers (rosettes). Detail of the decoration of a black-figure drinking vessel (*skyphos*). From the sanctuary of Nymphe, 6th century BC.
6. The lion of Nemea fighting with Herakles. Part of a clay tablet with hanging holes. From the sanctuary of Athena on the Acropolis, around 500-490 BC.
7. Lion between eyes, possibly of an apotropaic character. Detail from a terracotta vessel for perfumed oil. From the sanctuary of Nymphe, 500-475 BC.
8. Lion head and flower (palmette). Corner spout for the outflow of rainwater, part of the marble roof of the Archaic Temple of Athena. From the sanctuary of Athena on the Acropolis, around 525-500 BC.

You can learn about the depictions of animals on the Museum's exhibits in the guide to the Acropolis Museum: D. Pandermalis, a.o. *Acropolis Museum, guide* (Athens 2016)

and in the information on the collection at the Museum's webpage:

<http://www.theacropolismuseum.gr/en/content/gallery-slopes-acropolis>

1.



5.



2.



6.



3.



7.



4.



8.



Optional material to take further advantage of the program experience

Suggest the following activities to kindergarten and year 1-2 students (ages 4-8):

- * Inside the Museum you saw many animals on beautiful objects, you heard and made up stories and created lovely gardens with animals to decorate your classroom
- * Where do animals appear on objects you use which surround you?
- * Place images of today's animals in a container.
- * Start a game! Each of you must draw two animals at random and make up a beautiful story about whatever they happened to pick! For your story you can take into consideration the characteristics of each animal and what you learned at the Museum!
- * You can try something else! Draw one animal each from the container, at random. Divide into groups and pretend to be the animal you picked in a playful live story about animals!
- * You can visit places other than the Acropolis Museum, talk with people who have different professions from archaeologists and learn more about animals and their relationship with people.

Optional material to take further advantage of the program experience

- Suggestion for year 3 to year 12 students (ages 8-18) I:

After your experience at the Acropolis Museum:

- * Work in groups.
- * With your group, choose an animal that makes an impression on you and focus on it.
- * Learn about its characteristics, its habits and its relationship with other animals.
- * If you want to, you can explore the history of its presence in the country it is from and its probable relationship with people in past ages.
- * If the animal of your choice still exists today, explore the role it plays in the lives of people today in Greece and/or elsewhere. Search for information on its possible importance in nutrition, art, the economy, commerce, clothing and other areas of people's lives.
- * You can also visit places other than the Acropolis Museum, talk with people who have different professions from archaeologists and learn more about the animal that interests you.
- * You can request the assistance of the Acropolis Museum's archaeologists by sending a message to learning@theacropolismuseum.gr
- * At the end of your work show the results of your research to the other groups. Together you can discuss the place of animals in people's lives.

We would be very pleased if you shared the results of your activities with us at:

learning@theacropolismuseum.gr/en

Optional material to take further advantage of the program experience

- Suggestion for year 3 to year 12 students (ages 8-18) 2:

After your experience at the Acropolis Museum:

- * Work all together. You can divide into groups and each group can undertake a very specific responsibility. For the final result the groups will have to work together.
- * Explore the significance that animals have today in the lives of people in your country.
- * Where will you search for sources of information?
- * In what areas of the lives of people in your area do you encounter animals and what animals are these?
- * Are the animals that people in your locale use today, only from that place?
- * You can also visit places other than the Acropolis Museum, talk with people who have different professions from archaeologists and learn more about the animals that interest you.
- * You can request the assistance of the Acropolis Museum's archaeologists by sending a message to learning@theacropolismuseum.gr

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