Uncovering Egypt

Grade Level: 4 - 8
Time: 60 minutes

Program objectives:
- Students will learn basic components and procedures of an archaeological excavation and its lab work.
- Students will explore the time period and lifestyles of ancient Egypt.
- Students will identify and classify findings and form a hypothesis from the site evidence.

Program description:
Archaeology is a science that allows us to unlock the secrets of past civilizations. Participate in a hands-on demonstration of archaeological techniques as students explore a mock excavation site from Egypt and learn to identify a culture based on the artifacts discovered.

Major vocabulary and concepts:

- Amulet
- Ankh
- Archaeology
- Artifact
- Cartouche
- Classify
- Crook and Flail
- Djed Pillar
- Egypt
- Excavate
- Hieroglyphs
- Hypothesis
- Mummification
- Papyrus
- Pharaoh
- Pyramid
- Sarcophagus
- Scarab
- Scribe
- Symbol
- Wedjat

Suggested pre-visit activities:
- The ancient Egyptians believed that their Gods and Goddesses were responsible for everything that occurred in their daily lives. Imagine that you were one of the ancient Egyptian Gods or Goddesses. What God or Goddess would you prefer to be and what special abilities would you have?
- Pretend that you are an archeologist making an exciting new discovery of an artifact that was believed to be lost to history. Write a journal entry describing the artifact and its discovery. Make sure to record a clear description of the artifact itself for your research notes!
- Make a 3-dimensional model of a pyramid. Introduce the math topics of how to make a triangle and square to construct the pyramid. Draw or cut out pictures to represent examples of your favorite food, sport, TV show, clothing, pet, books, recreational activity, etc. Use the pictures to decorate your pyramid. Write a brief explanation of the significance of each picture and place it inside your pyramid.
- Use the hieroglyphic alphabet to write your name.
- Egyptians would often barter for goods they wanted or needed. Write a description of how your life would be different if you had to barter for video games, clothes, food, and other supplies. What would you use to barter with to make purchases?
Suggested post-visit activities:

- Shabti figures were an important part of an ancient Egyptian burial since they were believed to come to life in the afterlife and do your bidding. Write a story, poem or play about the experiences of a Shabti figure coming to life and the adventures and challenges that it faces.
- Draw a picture of yourself using the “Frontalism” technique that is used throughout ancient Egypt in one of your everyday activities, such as playing a sport, studying in school, playing a musical instrument, or doing a chore. Include as many details as possible to record your daily life. Share your picture with a classmate.
- Create a Venn diagram or chart that compares the ancient Egyptian method of making papyrus with today’s paper making process.
- Write a newspaper article about the recent discovery of an Egyptian tomb. Describe the excavation site, artifacts unearthed and the methods used to determine their time period. Include how the artifacts will provide clues to understanding the daily life of the Egyptian culture.
- Research one of the following Gods and Goddesses. Write a story about how they used their special abilities to solve a mystery.
  
<table>
<thead>
<tr>
<th>God/Goddess</th>
<th>Anubis</th>
<th>Amun</th>
<th>Bastet</th>
<th>Hathor</th>
<th>Horus</th>
<th>Isis</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ma’at</td>
<td>Osiris</td>
<td>Ra</td>
<td>Heket</td>
<td>Thoth</td>
<td>Seth</td>
<td></td>
</tr>
</tbody>
</table>

Academic standards:
Ohio Revised Academic Standards:
- History – grades 6, 7 and 8
- Government – grades 6 and 7

Related exhibits and features:
- *The Science of Mummies* exhibit in the Museum of Natural History & Science
- Omnimax® film: *Secrets of the Pharaohs*

Resources:
- *Gods and Pharaohs from Egyptian Mythology* by Geraldine Harris, 1993.