



Origins of Technology: A quest

Searching for the beginnings of Technology: A search in ancient Greece

Background scenario of classroom visit

Some suggestions for after the completion of the visit to Noisis and the attendance of the Game based tour at the Exhibition of Ancient Greek Technology:

a) Have a class discussion. Some ideas for questions-reasons:

- 1) What impressed you most about the visit?
- 2) How much did you already know before and which one did you hear for the first time now?
- 3) Which exhibit did you like / impress the most and why?
- 4) What was your opinion about Technology in ancient Greece before and after the visit?
- 5) How did the game look to you?
- 6) Which puzzle made it more difficult for you and why?
- 7) What did you like and what did you not like about the game / tour?

- b) To undertake projects individually or in sub-groups to learn more about someone or something they liked best (eg Archimedes, Hero, trireme, etc)
- c) To undertake to make in a model something of what they saw, e.g. baton hideout, aeolosphere, sundial, etc.
- d) To make a short video on the relationship between today's technology and that of the ancient Greeks
- e) To organize an action-event at the school towards the end of the year on the subject of Ancient Greek Technology, where all the above will be presented and this knowledge will be disseminated to the other students of the school.

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