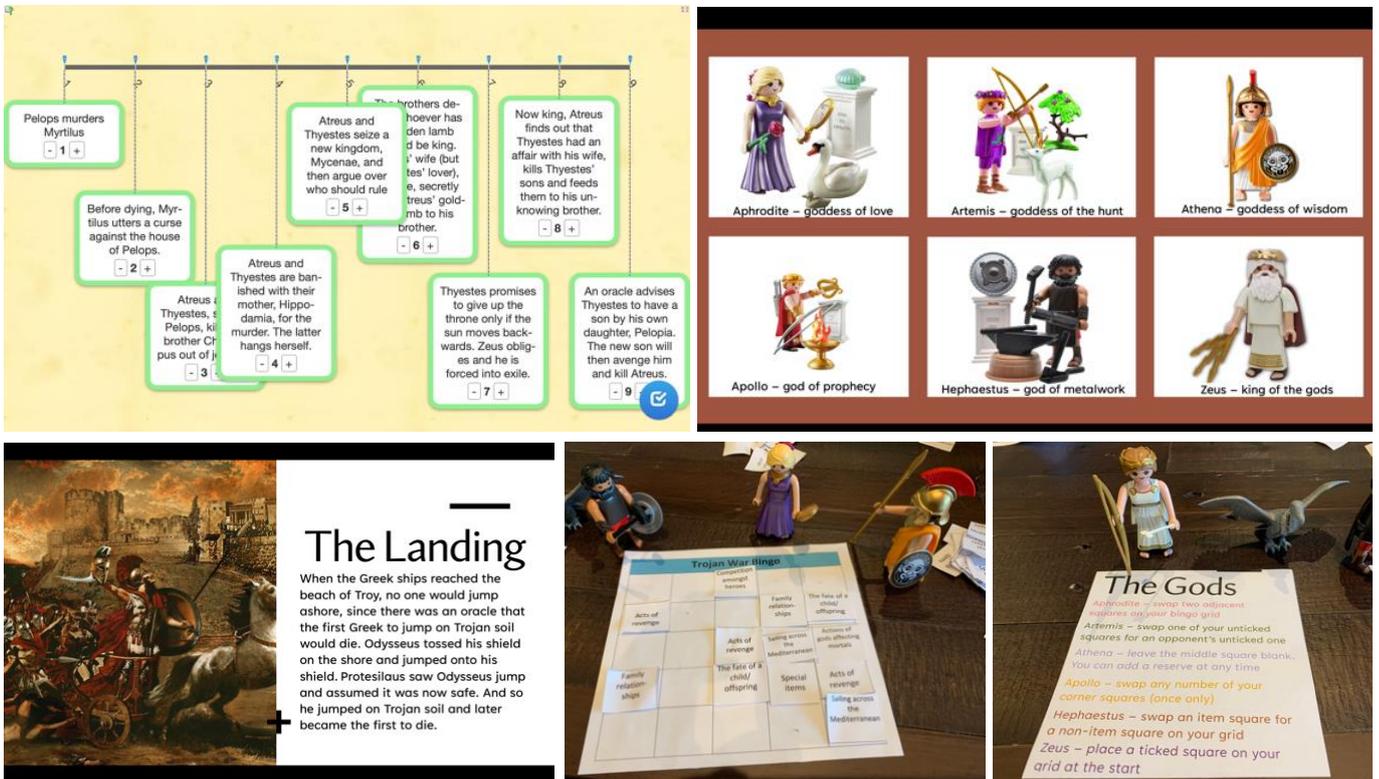


## Trojan War taster lesson



**Timeline of Events:**

1. Pelops murders Myrtilus.
2. Before dying, Myrtilus utters a curse against the house of Pelops.
3. Atreus and Thyestes are banished with their mother, Hippodamia, for the murder. The latter hangs herself.
4. Atreus and Thyestes seize a new kingdom, Mycenae, and then argue over who should rule.
5. The brothers decide whoever has the golden lamb is the king. Atreus' wife (but Thyestes' lover), who should rule, secretly gives the golden lamb to his brother.
6. Now king, Atreus finds out that Thyestes had an affair with his wife, kills Thyestes' sons and feeds them to his unknowing brother.
7. Thyestes promises to give up the throne only if the sun moves backwards. Zeus obliges and he is forced into exile.
8. An oracle advises Thyestes to have a son by his own daughter, Pelopia. The new son will then avenge him and kill Atreus.
- 9.

**Gods and Goddesses:**

- Aphrodite – goddess of love
- Artemis – goddess of the hunt
- Athena – goddess of wisdom
- Apollo – god of prophecy
- Hephaestus – god of metalwork
- Zeus – king of the gods

**The Landing**

When the Greek ships reached the beach of Troy, no one would jump ashore, since there was an oracle that the first Greek to jump on Trojan soil would die. Odysseus tossed his shield on the shore and jumped onto his shield. Proteus saw Odysseus jump and assumed it was now safe. And so he jumped on Trojan soil and later became the first to die.

**Trojan War Bingo**

Acts of revenge	Family relations	The fate of a child/offspring
Family relations	Acts of revenge	Special items
Acts of revenge	Acts of revenge	Acts of revenge

**The Gods**

- Aphrodite – swap two adjacent squares on your bingo grid
- Artemis – swap one of your unticked squares for an opponent's unticked one
- Athena – leave the middle square blank. You can add a reserve at any time
- Apollo – swap any number of your corner squares (once only)
- Hephaestus – swap an item square for a non-item square on your grid
- Zeus – place a ticked square on your grid at the start

This week I had the pleasure of introducing a new crop of Upper 5 pupils to the world of the ancient Greeks. I decided to focus on the events leading up to the Trojan War, and some iconic moments of the war itself. There were legendary heroes, such as Odysseus and Achilles. The gods were heavily involved (and culpable). There were also a fair few prophecies and curses kicking about, always coming true, of course.

We started by looking at four stories that led up to the war: the funeral of the most unfortunate Atreus; the marriage of Helen of Sparta; the golden apple of Eris; and the most savage curse on the family of Pelops. To access these, pupils had to arrange the events in the order they thought fitted the story, before slowly tying each story together into a complex web of tragedy. This stage of the lesson ended by highlighting recurring themes throughout.

Next, each pupil built their own bingo card and recruited some gods and goddesses to help out. The cards were made by attaching the themes they found in the previous stories in whatever order they saw fit. In the game that ensued, each god or goddess could help them rearrange their bingo card to making winning easier.

Finally, we explored the episodes of the Trojan War itself. Each time a pupil saw one of the themes on their card appear in a new story, they could remove them until they achieved a bingo. It was a fun and visual way of demonstrating the recurrence of various components

# High School & Sixth Form



that make up the best tragic stories. And, most importantly, in a single lesson we covered enough mythological tales to fill a short book.

Mr Joshua Crosby