

Objective

By the end of this lesson, the student will have a deeper understanding of ancient Egyptian culture through engaging outdoor games that promote teamwork, strategy, and creativity, all while having fun in the sun!

Materials and Prep

- No materials are required, just an outdoor space!
- Ensure the outdoor area is safe and spacious enough for running and playing.
- Familiarize yourself with basic facts about ancient Egypt to incorporate into the games.

Activities

1. Pharaoh's Quest:

Set up an obstacle course that represents a journey through ancient Egypt. Use natural elements like trees and bushes as obstacles. The student will navigate through the course while collecting "treasures" (small stones or leaves) to bring back to their "palace" (a designated area). This activity encourages physical activity and creativity.

2. Sphinx Riddles:

Hide clues around the outdoor area that lead to a final treasure (a small treat or toy). Each clue is a riddle related to ancient Egypt. The student must solve the riddles to find the next clue. This activity promotes problem-solving skills and critical thinking.

3. Hieroglyphic Relay:

In this team-based game, the student must work with a partner to create a message using "hieroglyphics" (drawings in the sand or on the ground). Each partner takes turns running to a designated spot to add to the message. This activity encourages teamwork and communication.

Talking Points

- "Did you know that ancient Egyptians believed in many gods? Each god had a special role, just like how we all have roles in our games!"
- "The pyramids were built as tombs for pharaohs. They were like giant treasure boxes! What do you think it would be like to be a pharaoh?"
- "Hieroglyphics were the written language of ancient Egypt. Imagine if we had to write messages using pictures instead of letters!"
- "The Nile River was super important to the Egyptians. It provided water for farming, which helped them grow food. What do you think their favorite food was?"
- "Teamwork was key in ancient Egypt, especially when building the pyramids. How can we work together in our games today?"