

History Explorers: Building Ancient Rome (Roblox Style!)

Materials Needed:

- Paper (plain and graph paper, if possible)
- Pencils, colored pencils, or markers
- Internet access (for research, with supervision)
- Optional: Building blocks (like LEGOs)

Introduction (10 mins): Your Historical Server Login!

Hey Explorer! You know how in Roblox, you can join different servers or worlds, explore amazing places, and even build your own creations? Well, today, we're logging into the 'Ancient Rome Server'! It existed thousands of years ago, long before computers, but the Romans were HUGE builders, just like many Roblox players. They built massive cities, roads, and incredible structures. What's the coolest thing you've ever built or explored in Roblox? Today, we'll see how the Romans built their world.

Activity 1: Roman World Tour & Research (20 mins)

Let's explore some famous Roman constructions! Using safe internet search (like Kiddle or school-approved sites), let's look up these places:

1. **The Colosseum:** What happened here? Does it remind you of any game arenas in Roblox?
2. **Roman Aqueducts:** How did they get water to the city? Imagine building something that long and important in a game!
3. **The Roman Forum:** This was like the city center or main 'lobby'. What kinds of buildings were there?

As you research, jot down one cool fact about each structure on your paper. Think: how were these built without modern tools? It took lots of planning, teamwork, and time – just like big Roblox projects!

Activity 2: Design Your Roman 'Obby' (25 mins)

You know 'obbies' (obstacle courses) in Roblox? Let's design one on paper inspired by Ancient Rome! Your obby should have at least 3 'stages' based on what you learned:

- Maybe Stage 1 is crossing a tricky aqueduct bridge.
- Stage 2 could be navigating the busy Roman Forum marketplace.
- Stage 3 could be escaping the Colosseum!

Use your drawing supplies to sketch out the obby. Label the parts that are inspired by Rome. Think about what kinds of challenges players would face (jumping puzzles, avoiding obstacles, maybe even a 'quiz' about Rome!). How is designing this like planning a build in Roblox?

Activity 3: Daily Life Avatar (15 mins)

Imagine you're a kid living in Ancient Rome – your 'avatar' back then. What would your daily life be like? Would you go to school? What games would you play (Hint: They didn't have Roblox, but they had games!)? Do a quick search for 'daily life child ancient rome'. Write or draw 3 things that would be different from your life today.

Wrap-up (5 mins): Logging Out

Great job exploring the 'Ancient Rome Server'! What was the most surprising thing you learned? Do you think Roman builders faced challenges similar to Roblox builders (like getting enough 'resources' or planning big structures)? Even though it was long ago, the Romans were creative and built amazing things, kind of like players do in games today!

Optional Extension: Use building blocks to create a model of one of the Roman structures you researched.