

DISCOVERING MYTHOLOGY

CHALLENGE KIT



This kit was created to assist you in completing the *Discovering Mythology* program.
Included are facts, stories, crafts, games, recipes and information.



E-Patches & Crests

A Division of 1497202 Alberta Ltd.

Written by: Pauline Woodhouse
Edited by: Lori St. Martin

1-877-335-8904

©2011 www.e-patchesandcrests.com

DISCOVERING MYTHOLOGY

CHALLENGE KIT

This kit was created to assist you or your group in completing the *Discovering Mythology* patch challenge. Kits are written to specifically meet the requirements for the challenge and help individuals earn the associated patch. All of the information has been researched for you and compiled into one place. Included are facts, stories, crafts, games, recipes and other educational information. These materials can be reproduced and distributed to the individuals completing the challenge. Any other use of this kit and materials contained in them is in direct violation of copyright laws.

After completing the kit, you can order the 3" crest / patch through e-patchesandcrests.com. You may place your order in one of the following ways:

ORDER ONLINE AND PAY BY CREDIT CARD OR PAYPAL

We accept secure online payments by Visa, Mastercard, AMEX or PayPal. Browse the site and add items to your shopping cart. Confirm your order by selecting "Credit Card" or "PayPal" and you will be taken to a secure credit card or PayPal page which will process your payment.

PHONE, EMAIL OR FAX

Phone in, email or fax your order and we'll let you know the amount owing and you can provide your credit card information. We accept Visa, Mastercard, AMEX or we can email you a PayPal payment request.

Toll Free: 1-877-335-8904

Local: 403.864-4825

Fax: 403.864-4830

Email: wecare@e-patchesandcrests.com

If you have any questions please contact us.

Copyright ©2012 by E-Patches & Crests. All rights reserved. Every effort has been made to trace the origins of the stories, games, crafts, activities and other resources in this package and to obtain clearance where necessary. If, despite this, any copyright has been infringed unwittingly, we apologize and ask to be informed in order that we may obtain the necessary permission.

DISCOVERING MYTHOLOGY

CHALLENGE KIT

TABLE OF CONTENTS

Detailed Outline.....	4
Patch Requirements.....	5
Fascinating Facts.....	6-8
Teaching Pages	9-26
Craft Pages.....	27-32
Recipes	33-36
Games and Activities.....	37-48
Puzzles	49-53
Colouring Pages.....	54-59
Helpful Web Sites.....	60
Credits	61
Bibliography	62
Feedback Form.....	63

Detailed Outline

Page 5 **PATCH REQUIREMENTS FOR DISCOVERING MYTHOLOGY** is the section of the booklet that details what needs to be accomplished in order to earn the patch.

Page 6-8 **FASCINATING FACTS** are facts that entertain or give insight about the subject matter that is being discussed.

Page 9-26 **TEACHING PAGES** contain information that can be used to teach the subject being discussed. In this case the topics are:

- Learn what it was like being a Greek
- Learn about the Olympians
- Learn about Greek Heroes
- Learn about Troy

Page 27-32 **CRAFT PAGES** detail ideas for crafts that pertain to the subject matter. Includes:

- Everyday Greek Crafts
- Mythological Crafts
- Hero Crafts
- Scrap Book Craft

Page 33-36 **RECIPE IDEAS** gives suggestions about what kind of food would go well with the theme. Some recipes included are:

- Greek Salad
- Riganatha
- Pagoto yia Paithia
- Spinach, Feta, and Tomato Omelet

Page 37-48 **GAMES AND ACTIVITIES** are pages filled with fun events for any Guiding group to do. The mythology games are:

- Hades on the Wall
- The Olympic Games
- Trojan Horse Box Battles
- Train to Become a Hero
- Who is That Monster?
- Spot the Differences
- Find Melissa and Eye Spy
- Memory Game

Page 49-53 **PUZZLE PAGES** test your mind's skill and endurance with:

- Word Search & Crossword

Page 54-59 **COLOURING PAGES** are filled with fun pages to colour.

Page 60 **HELPFUL WEB SITES** for additional information.

Page 61 **CREDITS** for additional information.

Page 62 **BIBLIOGRAPHY**

Page 63 **FEEDBACK FORM**

Patch Requirements

To earn the patch:

- 5-6 years of age need to complete 2 requirements from the list.
- 7-8 years of age need to complete 3 requirements from the list.
- 9-11 years of age need to complete 4 requirements from the list.
- 12-17 years of age need to complete 6 requirements from the list.

DISCOVERING MYTHOLOGY PATCH

1. Discover how the ancient Greeks lived
2. Take the time to learn about Greek Gods and Goddesses.
3. Write a story that involves a God or Goddess meeting a human in animal form.
4. Discover the truth about Herakles and his 12 labours.
5. Learn the mythological story of Troy.
6. Watch a mythology movie and compare it to the original Greek stories. For example you could watch Disney's movie *Hercules*® and compare to what you learned about Herakles. Other movies could be *Percy Jackson and the Lightning Thief*®, *Clash of the Titans*®, or *The Odyssey*®.
7. Play the Trojan Box Battle game.
8. Complete two events in the Mythology Olympic Games or complete the Train to be a Hero game.
9. Play the Hades on the Wall or Who's That Monster game.
10. Solve one puzzle from the puzzle section.
11. Complete 2 crafts.
12. Make the scrapbook craft.
13. Choose two recipes from the Recipe section and make them.
14. Make two of your own Greek dishes and serve them to friends, family, or your Guiding group.
15. Colour two pages from the Colouring section.

Fascinating Facts

GREEK TIME LINE AND IMPORTANT EVENTS

BRONZE AGE

3000 - 1100 BC

- Trojan War

DARK AGE

1100 - 800 BC

- Development of the Greek Alphabet

ARCHAIC AGE

800 - 480 BC

- First Olympic Games
- Greeks started using money instead of cows as currency

CLASSICAL AGE

480 - 326 BC

- Aristotle is born (Aristotle's works are still being taught today in most Universities)
- Alexander the Great is born

HELLENISTIC AGE

326 - 30 BC

- Romans take over Greece

ROMAN ERA

30 BC – 600 AD

- Crucifixion of Jesus and the origin of Christianity

MYTHOLOGY

Myth in ancient Greek society means story. Today myth refers to a story that is not true. There are four categories of myths: Divine myths, Legends, Folk Tales, and Fables.

1. DIVINE MYTHS

Explains how a culture defines the spirit world. These stories deal with the big questions, like why am I alive?

The god Prometheus {proh-mee'-thee-uhs} and his brother Epimetheus {ep-ee-mee'-thee-us}, were given the task of creating man. Prometheus shaped man out of mud and Athena breathed life into his clay figure. He then assigned Epimetheus the task of giving the creatures of the earth their various qualities, such as strength, cunning, fur, wings, etc. Unfortunately, by the time he got to man Epimetheus had given all the good qualities out and there were none left for man. So Prometheus decided to make man stand upright as the gods did and gave them fire.

Prometheus was a trickster god who loved man more than the Olympians. So when Zeus decreed that man must present a portion of each animal they sacrificed to the gods Prometheus decided to trick Zeus. During a feast he created two piles out of the carcass, one with the bones wrapped in juicy fat, the other with the good meat hidden in the hide. He then bade Zeus to pick. Zeus knew of the trick and willingly chose the bones. Acting outraged, he took fire away from man. Prometheus felt bad for the humans; without fire human life became misery. Deciding that he needed to put things right, Prometheus lit a torch from the sun and brought it back again to man. Zeus was enraged that man had fire once again. He decided to punish both man and Prometheus.



Zeus had Hephaestus create a mortal and give her a beautiful voice. Aphrodite gave the creation a goddesses' face and figure. Zeus then had Hermes give the mortal a deceptive heart and a lying tongue. This creation was called Pandora, the first woman. Zeus gave her a final gift, a jar which Pandora was forbidden to open. He then sent Pandora down to Epimetheus who was staying amongst the men.

Prometheus had warned Epimetheus not to accept gifts from Zeus but Pandora's beauty was too great and he allowed her to stay. Eventually overcome by curiosity, Pandora opened the jar and out flew all manner of evils, sorrows, plagues, and misfortunes. Afraid, Pandora closed the jar, trapping hope inside.

Zeus was angry at Prometheus for three things: being tricked on sacrifices, stealing fire for man, and for refusing to tell Zeus which of Zeus's children would dethrone him. Zeus had his servants, Force and Violence, seize Prometheus, take him to the Caucasus Mountains, and chain him to a rock with unbreakable adamantite chains. Every day a giant eagle would come and tear out his liver then fly away, leaving Prometheus to heal and

antagonize over what was to come the next day. Zeus gave Prometheus two ways out of this torment. One was that he could tell Zeus who the mother of the child that would dethrone him was and the other was that he meets two conditions: First, an immortal must volunteer to die for Prometheus. Second, that a mortal must kill the eagle and unchain him. Eventually, Chiron {ky'-rahn} the Centaur agreed to die for him and Herakles killed the eagle and unbound him.

2. LEGENDS

Are stories that don't focus on the supernatural. The focus is on the human characters and the deeds done in their time. Today we would consider legends as history, although greatly exaggerated. The twelve quests of Herakles is a good example of a legend to the ancient Greeks. Today we would consider the tales of Robin Hood or King Arthur to be legends.

3. FOLK TALES

These are stories for the average person. They are full of adventure where the good guy always wins. Folk tales existed to make the poor feel good and important. In today's society folk tales could easily be fantasy novels. Some folk tales are also called fairy tales. A common folk tale of today would be Jack and the Beanstalk.

4. FABLE

A fable is a story that teaches a moral lesson.

THE KID AND THE WOLF

A kid, returning without protection from the pasture, was pursued by a Wolf. Seeing he could not escape, he turned round, and said: "I know, friend Wolf, that I must be your prey, but before I die I would ask of you one favor you will play me a tune to which I may dance." The Wolf complied, and while he was piping and the Kid was dancing, some hounds hearing the sound ran up and began chasing the Wolf. Turning to the Kid, he said, "It is just what I deserve; for I, who am only a butcher, should not have turned piper to please you."

~An excerpt out of Aesop's Fables

The moral of the story:

In time of dire need, clever thinking is key or outwit your enemy to save your skin.