

Key Knowledge:

Making Masks

Medusa was a mythological figure in the Ancient Greek times. She had the power to turn people into stone just by looking at them. She was also known as Gorgo and was one of the three monstrous gorgons, a Greek mythological creature.

Medusa was known for her green features and also for having snakes for hair. She usually has a very stern face.

Masks have been used from 7000BC for rituals, ceremonies or theatre.

In order to design a Medusa **mask** it will need to be considered what materials will be needed to produce the desired effect.

The **mask** will need to be drawn and labelled with the resources that are needed for the different parts of the **mask** as well as an explanation of why that material is being chosen. The **mask** could be made out of papier maché or by using a paper plate. The hair could be made out of tissue paper or pipe cleaners.

To make the **mask** it will need to be thought about how the different resources and parts are going to be **attached** which could either be done with glue or staples. All resources will then need to be gathered, shaped and then joined.

To evaluate the **mask** it will need to be thought about whether it fits its **intended purpose** and fulfills the success **criteria**, whether the **masks** appearance looks as desired as well as the **strengths** and weaknesses of the **mask** and how it could be improved in the future. The **mask** could also be evaluated during the making process and **ideas changed** because of this.

Temples

The **Parthenon** is a famous Greek temple dedicated to the Goddess Athena. Temples are a famous and important part of Greek culture, each temple served as a home to protect the God or Goddess that they were dedicated to. People would gather inside these temples to worship these Gods and Goddesses no matter their religion.

Key features of a Greek temple is large columns made out of white stone, intricate detail both inside on the ceilings and floors, and outside going around the tops of the building, a triangle roof and steps leading into the temple.

When designing a model temple it will need to be thought about the size of the model, whether it will be 3D or 2D with 3D features, as well as how the detail will be included. The model will need to be drawn and labelled and resources that will be needed planned.

The model will then need to be made, white clay could be used for the temple, using water to **attach** the stone columns to the roof and steps. A stencil and scalpel could then be used to add the detail and the steps of the temple. The temple building could also be drawn with white chalks or oil pastels and then tissue paper rolled and glued onto the drawing, giving a 3D effect to the columns and steps. The detail could then be added using sketching and drawing techniques. The choices here would be made by the person creating the model, depending on how they desire the temple to look and its **strengths** to be. The model could be evaluated and **ideas changed** from the design within the making process to improve and strengthen the temple.

The model would then be evaluated thinking about whether the right choice was made for it to be 2D or 3D, the appearance of the model as well as the **strengths** and **weaknesses** and how it could be improved next time.

The same design-make-evaluate process could be used to make Olympic wreaths, Olympic rings, Olympic medals or vases which all relate to the Ancient Greeks.

Key Vocabulary:

Attach	To join or fasten something to something else.
Change Ideas	To alter the design or structure of something after evaluating.
Criteria	Elements of a model that must be included in order for to be successful.
Engineer	A person who designs, builds or maintains, engines, machines or structures.
Intended Purpose	The reason for which something was made.
Mask	A covering for all or part of the face.
Parthenon	A temple in Athens dedicated to the Goddess Athena.
Stages	A step in the process of developing something. The three stages within DT are design, make and evaluate.
Strengths	The quality or state of being physically strong.
Weaknesses	The poorer qualities of a structure that could be improved in the future.

Key Skills:

- Children learn to select tools, materials and techniques from a wider range, depending on their characteristics, explaining their choices.
- Children develop their ability to evaluate their product against original design **criteria** e.g. how well it meets its **intended purpose**.
- Children begin to learn how to evaluate their products as they are developed, identifying **strengths** and possible changes they might make
- Children learn how to say what they would change to make their design even better.
- Children learn how to think about their ideas as they make progress and are willing to change things if this helps them to improve their work.
- Children learn to generate ideas for, and design an item with growing confidence, establishing a **criteria** for a successful product and considering its purpose and the user(s).

Diagrams and Key skills links within the Ancient Greeks

Medusa Masks



Greek Temple



Olympic Medals



Greek Vase



Olympic Wreath



