

Ancient Egypt Detectives

ASHMOLEAN

Key Stage: 2

National Curriculum
Subject Area/s:
History, geography, potential
for cross-curricular work

Length of session:
1 hour and 30 minutes

Max group size: 30 pupils
plus 3 supporting adults



Session outline

In this interactive session pupils use evidence in the Egypt Galleries to discover more about life and beliefs in Ancient Egypt .

Activity 1: What can we learn from archaeological evidence?

- How did the early Ancient Egyptians live? What did they eat? What would they have needed in their daily life? Pupils search for clues in the gallery, to discover how the Ancient Egyptians looked, lived and worked.

Activity 2: Three Powerful Egyptians.

- Pupils take on the role of detectives to explore Ancient Egyptian sculpture, buildings and objects to find out more about these people's life and beliefs.
- Pupils will handle original artefacts to discover more about life in Ancient Egypt.

Activity 3: Who's Who? Detective Game

- Pupils will use evidence boxes to figure out which powerful Egyptian's belongings they have in their box.

Activity 4: Draw and review.

What new discoveries have we made today about life in Ancient Egypt? What skills have we used to help us find out more?

Learning Outcomes

- Appreciation that Ancient Egyptians were real people
- Knowledge and understanding of how archaeologists use clues left behind by ancient people to discover more about their lives and beliefs including the afterlife.
- Reflection on similarities and differences between life in Ancient Egypt and today in England.
- Awareness of the skills developed by craftspeople in Ancient Egypt
- Improved observation, speaking and reasoning skills



For more information and to book:

Education Department
Ashmolean Museum
Beaumont Street
Oxford OX1 2PH
T. 01865 278015
E. education.service@ashmus.ox.ac.uk

Pre visit activities

- Make your name in a cartouche written in hieroglyphs. You could wear it as a name badge when you visit.
- Make a jigsaw showing Egypt in Africa.
- Design and make Egyptian gods and goddesses 'Top Trumps' cards.
- Create a mind map of 'Everything you know about Ancient Egypt'
- Choose 5 objects you would like an archaeologist to discover in a thousand years' time. If this were the only evidence they had about you, what might they think?

Post visit activities

- Write and present a mini documentary about the similarities / differences between us and the Ancient Egyptians.
- Create a glossy magazine showing the latest trends in clothes, hairstyles and jewellery for the fashion conscious Ancient Egyptian person.
- Find out more about Egyptian games, music and dancing. You could create your own Egyptian performance.
- Read and discuss the story of Taharqa, an Ancient Egyptian pharaoh.
- Draw like an Egyptian. Research Egyptian artistic styles and create a tomb painting to show an aspect of life in Ancient Egypt.
- Research, design (and cook!) an Egyptian menu.

Resources

The following resources are available to download on our website:

www.ashmolean.org/learning-resources

- Various images from the Ashmolean Ancient Egyptian collections
- A selection of trails and activity sheets
- Information sheet: Taharqa ancient Egyptian pharaoh in 690 - 664BC

Other useful websites:

- Pitt Rivers Museum: www.prm.ox.ac.uk/AnimalMummification
- British Museum: www.ancientegypt.co.uk
- Egypt Centre: www.swan.ac.uk/egypt/



The mummy of Djeddjehutyiewefankh, an Egyptian priest, who was buried at Deir el-Bahri in around 700BC. He was buried in a set of three nested coffins which are on display in Gallery 24 'Life and death in Ancient Egypt'. Here he lies in his inner coffin.