

Activities

□ Activity 2: Beyond Roots II

If you used the 10-12 level of Moving Beyond the Page, you played a vocabulary card game to learn the meanings of common roots. A *root* is a section of a word that has a specific meaning. For example, the root "geo" means "earth," and the root "logy" means "science of." Knowing these meanings helps you understand that the word "geology" means "the science of earth," or the scientific study of the Earth.

Throughout this unit, you will use the Beyond Roots II cards and online quizzes to help you learn several roots and their meanings.

Before you begin, separate the Beyond Roots II card deck into individual sets (Set 1, Set 2, and Set 3). Set numbers are found on the upper left corner of the card. You will work with Set 1 in this activity.

First, look through the Set 1 cards. Note that each root-English card pair shares the same colored symbol (found on the bottom right of the card). During games, the matching symbols will help you confirm that a match is correct. Read over the games and their instructions at the following web link and then play one or more games – Memory, Root Recall, or Go Root! – using the Set 1 cards.

Once you have learned the Set 1 roots' meanings, go to the Online Roots Quizzes section of the webpage and click the link to take the Beyond Roots II, Set 1, A quiz.

Beyond Roots II

www.movingbeyondthepage.com/link/9931/

Scroll to the "How to Play" section for game instructions and the "Online Roots Quizzes" section for quiz links.

□ Activity 5: Beyond Roots II

You will continue using the Beyond Roots II Set 1 cards in this activity. You can play the basic or advanced Memory game by yourself or the Root Recall or Go Root! game with a partner.

If you scored below an 80% on the Set 1 A quiz that you took in Lesson 1, you can retake it to try to improve your score. Finally, take the Beyond Roots II, Set 1, B quiz. (Game instructions and quiz links can be found at the following web link.)

Beyond Roots II

www.movingbeyondthepage.com/link/9933/

Scroll to the "How to Play" section for game instructions and the "Online Roots Quizzes" section for quiz links.

□ Activity 3: Beyond Roots II

Look through the Beyond Roots II Set 2 cards and then play the Memory, Root Recall, and/or Go Root! games using the Set 2 cards. When you're ready, take the Beyond Roots II, Set 2, A quiz to test your knowledge. (Game instructions and quiz links can be found at the following web link.)

Beyond Roots II
<p>www.movingbeyondthepage.com/link/9934/</p> <p>Scroll to the "How to Play" section for game instructions and the "Online Roots Quizzes" section for quiz links.</p>

□ Activity 2: Beyond Roots II

Continue working with the Beyond Roots II Set 2 cards by playing one or more of the games. (If you want a challenge, play Go Root! with the Set 1 and Set 2 cards shuffled together.) If you scored below an 80% on the Set 2 A quiz, retake it to try to improve your score. When you are ready, take the Beyond Roots II, Set 2, B quiz. (Game instructions and quiz links can be found at the following web link.)

Beyond Roots II

www.movingbeyondthepage.com/link/9935/

Scroll to the "How to Play" section for game instructions and the "Online Roots Quizzes" section for quiz links.

□ Activity 2: Beyond Roots II

Look through the Beyond Roots II Set 3 cards and then play the Memory, Root Recall, and/or Go Root! games using the Set 3 cards. When you're ready, take the Beyond Roots II, Set 3, A quiz and then the Beyond Roots II, Set 3, B quiz. (Game instructions and quiz links can be found at the following web link.)

Beyond Roots II

www.movingbeyondthepage.com/link/9936/

Scroll to the "How to Play" section for game instructions and the "Online Roots Quizzes" section for quiz links.

Activity 2: Beyond Roots II

Combine two sets of Beyond Roots II cards or use all three sets, and then use the cards to review the roots and their meanings. Try playing Go Root! with all three set of cards mixed together.

Next, take the Beyond Roots II, All Sets, A quiz. In this quiz, you will answer questions based on roots found in all three sets of cards. Then take the Beyond Roots II, All Sets, B quiz. The words in this quiz each contain two or more of the roots you've studied.

(Game instructions and quiz links can be found at the following web link.)

Beyond Roots II
www.movingbeyondthepage.com/link/9937/
Scroll to the "How to Play" section for game instructions and the "Online Roots Quizzes" section for quiz links.

Wrapping Up

You have completed your reading of the great Greek myths. You will most likely remember these stories for years to come, and over your lifetime you will see and read many retellings of these myths in books and on the screen.

Tomorrow you will begin your final project for this unit and, in a couple of days, will take your test. Continue to review vocabulary words, character cards, and the roots and meanings from the Beyond Roots II game.

Life Application

Continue to look for modern references to ancient myths and characters. You will be surprised how prevalent they are literature, media, and other aspects of culture.

Activity 4: Study for the Unit Test

Spend a few minutes today studying for your test. Review the vocabulary words, god and goddess cards, and the roots meanings you have been learning with the Beyond Roots II cards. You may also want to retake one or both All Sets quizzes to help you review.

The "Things to Know" section for each lesson can be found on the Unit Review Sheet, which is found near the front of hard-copy curriculum units or at the following web link.

Unit Review Sheet
www.movingbeyondthepage.com/link/9964/

 PART III ROOTS

Match each root word with its English meaning.

medi beyond

inter distant

trans among

retro middle

extra backwards

tele across

For each description, choose the word from the word box that fits best. Not all words are used.

hydrothermic	thermology	diaformed
bibliography	substructure	geophobia
hydrophobia	malformed	semistructure
bibliophile		


1. being afraid of water _____

2. someone who loves books _____

3. describes an object that is shaped badly _____

4. the foundation or section under a building _____


5. the science of heat _____

 PART IV MYTHS

1. List one common theme of mythology:

2. Which of the following is not a standard convention of a myth?

- | | |
|-----------|---------------------|
| a hero | a god or goddess |
| a problem | a realistic setting |

 PART V FAMOUS MYTHS

Provide a two to three sentence synopsis of two of the following myths.

Jason and the Argonauts, Oedipus, Hercules, Theseus, Perseus

Myth Title: _____

Synopsis: _____

Myth Title: _____

Synopsis: _____

Lesson 1: Ancient Greece

Activity 2: Beyond Roots II

Play one of the Beyond Roots II card games with your child or encourage him to play it with a sibling. Today he will explore the Set 1 cards, play games with them, and then take a short quiz on the roots' meanings.

During this unit, your child will take two quizzes for each set of cards — an A quiz on the roots' meaning and a B quiz where your child must apply his knowledge of root meanings. (There are also quizzes that combine all three sets.) After your child completes a quiz, you will receive an email with the quiz results. Note that your child can take the quizzes more than once.

NOTE: Some roots can have more than one meaning. The Beyond Roots II cards use the most common meanings.

Wrapping Up

Things to Review

Review the Beyond Roots II Set 1 roots and their meanings.

Lesson 2: The Gods and Goddesses

Activity 5: Beyond Roots II

Encourage your child to play more games with the Beyond Roots II Set 1 cards. If she scored below an 80% on the Set 1 A quiz, encourage your child to retake the quiz. When she's ready, ask her to take the Set 1 B quiz.

Wrapping Up

Things to Review

Review the god and goddess cards with your child. Over the course of the unit, your child should work on memorizing their names and descriptions.

Review Set 1 roots and their meanings. If your child scored below 80% on the Set 1 B quiz, encourage her to retake the quiz.

Lesson 4: Minor Gods, Nymphs, Satyrs, and Centaurs

Activity 3: Beyond Roots II

Your child will play games with the Beyond Roots II Set 2 cards today and then take a quiz to test her knowledge.

Wrapping Up

Things to Review

Spend some time today reviewing the god and goddess character cards.

Review the Set 2 roots and their meanings. If your child scored below 80% on the Set 2 A quiz, encourage her to retake the quiz.

Lesson 5: Mortal Descendants of Zeus

Activity 2: Beyond Roots II

Play one of the Beyond Roots II card games with your child or ask an older sibling to play with him. If he scored below an 80% on the Set 2 A quiz, encourage your child to retake the quiz. When he's ready, ask him to take the Set 2 B quiz.

Wrapping Up

Things to Review

Review the standard conventions of myths with your child.

Review the Beyond Roots Set 2 roots and their meanings. If your child scored below 80% on the Set 2 B quiz, encourage him to retake the quiz.

Lesson 6: Vainglorious Kings

Activity 2: Beyond Roots II

Your child will work with the Beyond Roots II Set 3 cards today and then will take both the Set 3 A quiz and the Set 3 B quiz.

Wrapping Up

Things to Review

Review the vocabulary words with your child today and the character cards.

Review the Beyond Roots Set 3 roots and their meanings. If your child scored below 80% on either the Set 3 A or Set 3 B quiz, encourage her to retake the quiz.

Lesson 7: The Trojan war

Activity 2: Beyond Roots II

Your child should review the roots in all three sets of Beyond Roots II cards. Encourage him to combine the three decks and play Go Root! with a parent or sibling. When he is done, he should take the Beyond Roots II, All Sets, A quiz, which covers root meanings from all three sets of cards. He should then try the Beyond Roots II, All Sets, B quiz. Each of the words in this quiz contain two or more of the roots he's studied.

Wrapping Up

Things to Review

Encourage your child to begin to study for the unit test. He will take the test in a couple of days. Review vocabulary, god and goddess cards, and the roots and meanings found on the Beyond Roots II cards. If he scored below an 80% on either of the Beyond Roots II, All Sets quizzes, encourage him to retake it to help review for the unit test.

Answer Key

PART I GODS AND GODDESSES

Match the god or goddess with the correct description.

Aphrodite	King of the gods, god of the sky and storms
Zeus	The god of shepherds, merchants, thieves, and travelers, mischievous son of Zeus
Hades	The god of the Sun, music, light, and reason
Ares	The goddess of wisdom, favorite child of Zeus, sprang from his head
Hermes	The god of war, handsome but vain
Athena	Beautiful goddess of love, no father or mother but rose out of the sea
Hera	The god of the dead and underworld
Apollo	Jealous wife of Zeus and Queen of Mount Olympus

Part II Vocabulary

Here are the meanings of the vocabulary words to help you understand if your child has use them correctly. Sentences will vary.

- indomitable: incapable of being vanquished or conquered
- cavorted: to have pranced or bounded about
- draught: a magic potion to be drunk
- flitting: moving about rapidly
- furrows: shallow trenches made when plowing

PART III ROOTS

Match each root word with its English meaning.

medi	beyond
inter	distant
trans	among
retro	middle
extra	backwards
tele	across

For each description, choose the word from the word box that fits best. Not all words are used.

1. being afraid of water (hydrophobia)
2. someone who loves books (bibliophile)
3. describes an object that is shaped badly (malformed)
4. the foundation or section under a building (substructure)
5. the science of heat (thermology)

Part IV Myths

1. List one common theme of mythology. (Possible answers: good is rewarded and evil is punished, you can't change your destiny, explanations of natural phenomena)
2. Which of the following is not a standard convention of a myth? (a realistic setting)

Part V Famous Myths

Your child should have summarize two of the following myths:

- Jason and the Argonauts: Jason's uncle had stolen the throne from Jason's father. Jason was raised in the wilderness and set out to claim his rightful throne. On his journey he met Hera, disguised as a crone, and carried her across the river. The king
- sent Jason on the almost impossible task of finding the Golden Fleece and taking it from King Aetes. Jason gathers a group of men and they set sail. Medea, the king's daughter, falls in love with Jason and helps him escape with the Golden Fleece to regain the throne.
- Oedipus: Oedipus was doomed to kill his father and marry his mother. His father wanted him killed, but he was rescued by a shepherd and raised by another king and queen. When Oedipus is grown, the oracle tells him of his destiny so he flees to protect his parents, not realizing they were not his real parents. On his journey he ends up unknowingly killing his biological
- father and marrying his wife, the queen, his biological mother.
- Hercules: Hercules was a superhero for the Greeks. He was the strongest man that ever lived. He had to pay penance for terrible deeds he committed, so he had to perform ten labors that involved courage and strength. He successfully accomplished his labors, rose up to Olympus, protected the gods, and ruled with them.
- Theseus: Theseus defeated the evil Minotaur in a labyrinth so that the Athenians no longer had to sacrifice their youth to Crete.
- Perseus: Perseus' mother was wed to Zeus, and when the king wanted to marry her, Perseus was set on protecting her. The king sent Perseus on the impossible mission of bringing him Medusa's head, which Perseus captured and showed to the king, killing him. Perseus also slew a sea monster to save Princess Andromeda.