

TIME HUNTERS



TIME HUNTERS – Greek Warriors

Chris Blake

TASK 1: Prediction – Before Reading

Age 7-8

Materials: Book
Paper

Before reading this book, listen to your teacher read the story of the Trojan Horse.

As a group or class predict which of the characters, events and settings in the story will appear in the book 'Greek Warriors'.

Write your predictions on a large piece of paper and say why you have given these answers. Display this sheet on the wall.

Refer to this sheet as you read the book 'Greek Warriors'.

How many predictions did you guess correctly?

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TASK 2: Prediction – Before Reading

Age 8-9

Materials: Book
Paper
Internet access

Before reading this book, research the story of the Trojan Horse. If you're using the internet, look for the story on a website written especially for kids such as the one below:

<http://greece.mrdonn.org/trojanwar.html>

Either as a group or with a partner, predict which of the characters, events and settings will appear in the book 'Greek Warriors'.

Divide your paper into two columns. In the first column write which parts of the Trojan Horse story you think will appear in the book and in the second column write the reason why you think this.

Discuss your choices with the rest of your class.

Keep your sheet beside you as you read the story 'Greek Warriors' and tick off the items in your list as they appear.

How many predictions did you guess correctly? Did you miss out any important ones?

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TASK 3: Linked Pairs

Age 7-8

Materials: Book
Blank story cards
Pencils
Paper

This task will be completed as you read the book. You must work in pairs or small groups.

Read chapter 1 and make a note of all the linked facts you find about the main points of the story. Together, read through your notes. Do you all agree that you that your pairs of facts are linked?? Now transfer your information onto story cards

e.g. Isis misbehaved in the supermarket. The Manager thought it was Tom.

Repeat this process for each chapter as you read the book.

You need to ask your teacher to have these cards laminated.

Now you can use them to play a 'Pairs Game'!

Extension:

Put your pairs of cards in story order and use them to help you retell what happened.

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TASK 4: In the Supermarket

Age 7-9

Materials: Book
Paper

Read chapter 1 again.

Imagine you are in the supermarket watching Tom and everything that is happening.
Remember only Tom can see Isis!

Write a description of the scene from your point of view. What do you think is happening?
Does the boy (Tom) have magic powers? Is it a joke?

Before you start, brainstorm the type of vocabulary – verbs, adjectives and adverbs – that could be included in your description of what you are seeing.

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TASK 5: Trebuchet

Age 7-9

Materials: Book
Paper
Internet access
Construction materials

Read page 28 with your reading partner and make a list of everything you discover about the trebuchet.

The ones used by the Ancient Greeks were manpowered. Using the internet, find out some facts about this piece of siege equipment. Working together as a class, share your information and display in on the wall.

CHALLENGE!

You are going to work in pairs to construct a model of an Ancient Greek trebuchet. Your trebuchet needs to be able to fire a marble and hit a target which is two metres away!

Firstly, sketch out what you think it might look like. Now think about how you will construct it and, from the materials provided, select what you might need.

You also need to write a report on what you did. You may find it easier to do this in stages, as you complete each step. If you have access to a computer you could write the report using a publishing programme and could include some photos of the construction process.

Extension:

Your class could hold a trebuchet challenge afternoon and invite your parents in to take part!

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TASK 6: The Magic Ring

Age 8-9

Materials: Book
Paper

Read pages 29-30. Isis wears a magic ring in the shape of a beetle, with the hieroglyph of her namesake -- the goddess Isis, on it. When Isis says the magic words, her ring makes a whirring noise and words appear in the air as a riddle, to help her in her quest.

First, design a ring you could wear that has magical properties, just like the one Isis wears. Consider the shape of your ring and the picture or engraving on it.

Next, think of something you want to ask the ring to help you with and then write down the words you need to say to ask the ring for help.

Finally, consider the ring's reply. Make notes about what it tells you then use these notes to help you write the message as a poem.

Display your work on the wall.