

Reading the Romans

Resource pack



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**ARTS COUNCIL
ENGLAND**



‘Reading the Romans’ at Arbeia Roman Fort & Museum, South Shields

Information for teachers / group leaders

This resource pack provides a selection of activities that you can use when participating in the self-led ‘Reading the Romans’ session at Arbeia Roman Fort & Museum. It also suggests post-visit activities.

The resources that you will be given for this activity include:

- A4 story books
- Glass oil flask
- Gaming die
- Necklace with pendant
- Writing tablet with stylus
- Coins
- Chatelaine / hygiene set
- Strigil
- Samian bowl
- Helmet
- A3 story book
- Hair pin
- Boots
- Ring
- Wooden boxes with herbs
- Earrings
- Wooden toy horse
- Mortaria
- Oil lamp
- Dagger and sheath
- Drinking cup
- Bracelet with bead
- Sponge stick
- Woollen cloak
- Leather purse
- Dragonesque brooch
- Wicker basket
- Indented beaker
- Ring mail

If you would like to pre-read the ‘Mystery in the Market: An Arbeia Adventure’ story, it can be downloaded for free from www.exploreyourmuseums.org.uk or www.learningrealm.org.uk.

You are very welcome to design your own activities to suit your group; please supply relevant resources.

If you wish to use the worksheets provided in the ‘Reading the Romans’ packs, please photocopy enough for your group prior to arriving at Arbeia.

The following replica objects are included in the 'Reading the Romans' resource box:

<p>Drinking cup</p> 	<p>Glass oil flask Used in the bath house. Fragile.</p> 	<p>Hair pin</p> 	<p>Bracelet with bead Replica of original from Arbeia</p> 
<p>Gaming die (four) The Romans played games</p> 	<p>Boots Please note: studs are sharp</p> 	<p>Sponge stick Roman toilet paper</p> 	<p>Necklace with pendant</p> 
<p>Ring Worn by both men and women</p> 	<p>Woollen cloak</p> 	<p>Writing tablet with stylus</p> 	<p>Wooden boxes with herbs Please be aware of allergies</p> 

Please ensure that all the objects are returned at the end of your activities and that any breakages are reported as soon as possible.

<p>Leather purse</p> 	<p>Coins Introduced to Britain by Romans</p> 	<p>Earrings</p> 	<p>Dragonesque brooch Celtic design used by Romans</p> 
<p>Wicker basket</p> 	<p>Chatelaine / hygiene set Used in the bath house</p> 	<p>Wooden toy horse</p> 	<p>Strigil Used in bath house</p> 
<p>Mortaria Used to grind food e.g. herbs</p> 	<p>Indented beaker Shaped for easier grip</p> 	<p>Decorated samian bowl</p> 	<p>Oil lamp</p> 
<p>Ring mail Very heavy - do not wear.</p> 	<p>Helmet Sharp spikes</p> 	<p>Dagger and sheath Dagger is blunt but dangerous</p> 	

School visit activity ideas

- 'Lost / found' poster
- Materials and memory game
- What is this?
- Drama
- Object report form (in worksheets section)

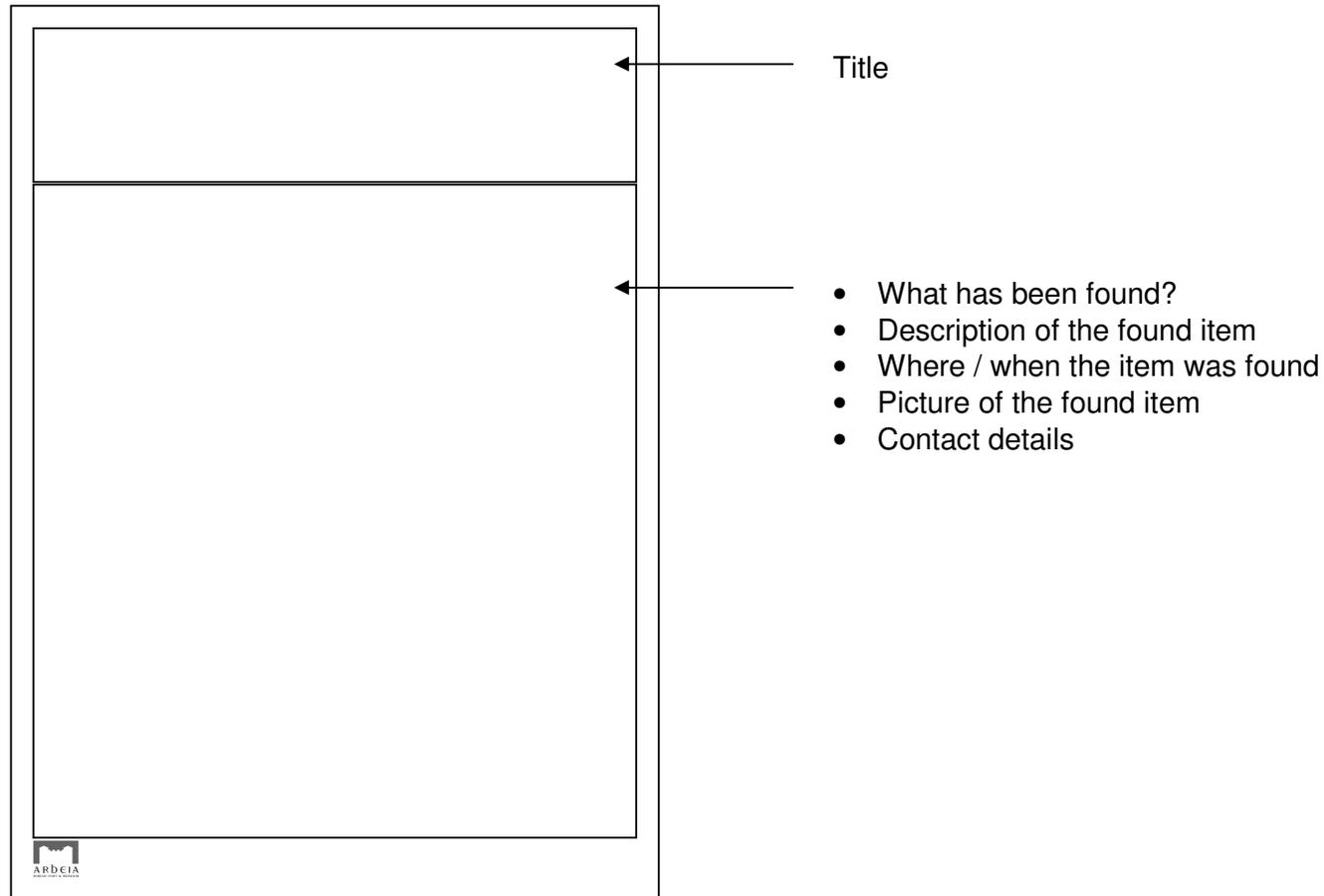


Poster

In the story Julia, Glenna, Vindex and Antonius decide to ask stall holders and shoppers about the mysterious stranger who dropped their purse. Ask your class what else the characters could have done to help reunite the purse with the owner, e.g. handed it in to a person of authority, created a poster etc.

Using the template on page 16, ask your class to create a poster informing people about the found item. What elements should be included on an informative poster? The children's posters could be displayed back at school.

A full size poster template can be found on page 16.



Materials and memory game

After reading 'Mystery at the Market', place all of the replica items on a table. Ask the children to stand in a circle around the table. One at a time, ask the children to select an object using the descriptions below:

1. A glass object
2. A wooden object
3. A metal object
4. A pottery object
5. A fabric object
6. A plastic object
7. A bone object
8. A decorated object
9. A colourful object
10. A bland / not colourful / undecorated object
11. An object made from only one material
12. An object made from two or more materials
13. A heavy object
14. A light object
15. An object that could rust
16. An object that could rot away over time
17. An object that would not rot away over time
18. A fragile object
19. A strong object
20. An object that could be worn
21. An object that could be a toy
22. An object that appears in the story
23. An object that doesn't appear in the story
24. An object that we still use today
25. An object that we don't use today
26. An object that smells
27. A piece of jewellery
28. An object that belonged to the Emperor
29. An object that makes a noise
30. A favourite object
31. A least favourite object
32. The prettiest object (in their opinion)
33. The ugliest object (in their opinion)
34. An object that could be used as a disguise
35. The object the Emperor gave away as a reward
36. An object a poor Roman would have owned
37. An object a rich Roman would have owned

What is this?

Put your class into pairs and distribute the labels supplied in the resource box (also listed below). Ask your class to read their labels. Afterwards, point at or hold up each object. The pair that thinks their label matches the object needs to put their hands up and read their label to the rest of the class. If more than one pair thinks that they have a match, the class must decide who is correct.

This activity could also be reversed; the leader reads the labels and the class must select the correct object.

<p>Drinking cup The Romans drank out of me.</p>	<p>Oil flask The Romans used me in the bathhouse; I carried their oil.</p>	<p>Hair pin A Roman woman would put me in her hair.</p>	<p>Bracelet A Roman would have worn me on their wrist.</p>	<p>Gaming dice The Romans would have played games with me.</p>	<p>Boots I protected feet. My spiky studs made sure that the Romans didn't fall over.</p>	<p>Sponge stick The Romans didn't have toilet paper so they used me. I was used by more than one person.</p>
<p>Necklace I was worn by a Roman woman. She wore me around her neck.</p>	<p>Ring Both Roman men and women wore me.</p>	<p>Woollen cloak I am a warm piece of clothing worn by a Roman man.</p>	<p>Writing tablet with stylus I helped the Romans to read and write.</p>	<p>Herbs I was eaten by the Romans. I made their food tasty.</p>	<p>Leather purse The Romans took me shopping. I held lots of clanking metal.</p>	<p>Coins The Romans brought me to Britain. I am made of metal.</p>
<p>Earrings I was worn by a Roman woman. I was hung from her ears.</p>	<p>Dragonesque brooch The Celts designed me, and the Romans wore me. I was worn on the outside of clothing.</p>	<p>Wicker basket I am made from wood and hold a lot of different things.</p>	<p>Chatelaine / hygiene set The Romans used me in the bathhouse. I plucked out hair, cleaned ears and removed dirt from nails.</p>	<p>Toy horse Roman children played with me. I am made of wood.</p>	<p>Strigil The Romans used me in the bathhouse. I scraped oil and dirt off their skin.</p>	<p>Mortaria The Romans used me for cooking. I have grit at the bottom of me to help grind up their food</p>
<p>Indented beaker The Romans drank out of me. I have dents so they could hold onto me.</p>	<p>Samian bowl I held Roman food. I am decorated.</p>	<p>Oil lamp The Romans used me to light their rooms.</p>	<p>Ring mail I protected Roman soldiers in battle. I am very heavy.</p>	<p>Helmet I protected Roman soldiers' heads in battle.</p>	<p>Dagger and sheath I was a weapon used by Roman soldiers.</p>	

Drama

Divide your class into 4 groups.

Read this paragraph to your group:

It was a warm and bright afternoon at Arbeia Roman Fort. The market place was bustling with shoppers hurrying to and fro. The smell of freshly cut rosemary and mint lingered in the air. Over the chatter and gossip, the faint rhythmic clanking sound of chain mail could be heard in the distance; the soldiers were out marching again. Everything about the market was as it always appeared; the traders and shoppers were going about their business, dogs were sniffing around the butcher's stall, jewellery was glistening in the summer sun but there was someone new to the market. This mysterious stranger was wandering around the stalls, not speaking to anyone, not looking at anyone. Ever so carefully, he reached into his bag and removed a magical oil lamp and placed it on the nearest stall. The lamp had given him everything he had ever dreamed of, now it was someone else's turn. Without looking back, the man walked away, never to be seen again.

Ask each child to create their own Roman or Celtic character. Get them to think about their imaginary:

Name	Gender	Age	Occupation	Mood
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Tell the group that they are all in the market place and discover the magical oil lamp. It grants them each a wish. How will they realise that the lamp is magical? Will the characters like each other? What do they each wish for? How does the story end?

Give your class enough time to develop a five minute play. Ask your class to act out their dramas to the rest of the group.

In-school activity ideas



News report

Discuss what appears on front pages of newspapers. Ask your class to write a newspaper article reporting the purse being found and the subsequent hunt for the owner, or the purse being reunited with the Emperor.
A full size 'Roman Reporter' template can be found on page 15.

The Roman Reporter

Head line and date

- Name of reporter
- News report including columns, sub-headings and quotes

Illustration

ARDEIA

Diary entry

'Mystery at the Market' describes an eventful day for five very different people. Ask your class to write a diary entry in the character of one of the following characters:

- Glenna - a slave to the rude Commanding Officer's wife.
- Vindex - a Celtic slave who builds houses.
- Antonius - a grumpy Roman soldier based at Arbeia.
- Julia - a Roman woman who sells bread in the market.
- Emperor Septimius Severus - ruler of the Roman Empire. He is visiting Arbeia and will be having a feast that evening.

What is it? - Part Two

Download the PowerPoint presentation of images. Show your class the images and see how much they can remember about the objects. A quiz sheet can be found on page 13.

The PowerPoint can be downloaded for free from www.exploreyourmuseums.org.uk or www.learningrealm.org.uk.

Creative writing

At the end of 'Mystery at the Market' Antonius decides to go to the bathhouse to relax. Ask your class to research Roman bathhouses and write a story about Antonius' treat.

Writing the Romans

Write a mystery story with your class, inspired by a visit to Arbeia. Download the 'Writing the Romans' pack from www.exploreyourmuseums.org.uk or www.learningrealm.org.uk.

Boxes of Delight

Tyne & Wear Archives & Museums offers a **free** loans scheme that allows schools to borrow museum objects for up to four weeks. A range of subjects, including the Romans, are included in the scheme.

Visit www.exploreyourmuseums.org.uk to find a full list of boxes available.

To reserve a box, please contact the Boxes of Delight team on 0191 277 2293 or e-mail boxesofdelight@twmuseums.org.uk.

Worksheets

Please photocopy worksheets prior to arriving at Arbeia Roman Fort

- What is this? Part Two: in-school
- Object report form
- Roman Reporter: in-school
- Lost / found poster



What is this?

Question One

What is this object?

- a. Strigil b. Toy horse c. Mortaria

Question Two

What was it used for?

- a. Scraping oil off the skin
b. Playing with
c. Crushing food

Question Three

What type of brooch is this?

- a. Snail-esque
b. Dragon-esque
c. Dog-esque

Question Four

Why are there spikes on the bottom of these boots?

- a. They are Roman football boots
b. The spikes were used as a weapon
c. They stopped soldiers from slipping when they were marching

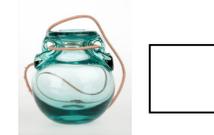
Question Five

Where would a Roman woman have worn this?

- a. In her hair
b. On her dress
c. On her cloak

Question Six

Which of these objects are named on the screen? (Tick the box)



Question Seven

What was this object used for?

Question Eight

Who would have worn this?

- a. Slave
b. Child
c. Soldier

Question Nine

What is this?

Oil pourer

Oil lamp

Oil flask

Object report form

Pick your favourite object and complete this worksheet

Name: _____

What material is your object made from?

What colour is your object?

Is there any decoration on your object?

Yes

No

If yes, what does it look like? Try to draw it here:

Do we still have an object like this today?

Yes

No

Draw your object in this box. Try to label your picture as much as you can:



The Roman Reporter

Empty rectangular box for a subtitle or introductory text.

Large empty rectangular box for the main body of the report.

Smaller empty rectangular box, likely for a conclusion or a specific detail.

