

GREAT CITIES OF THE ANCIENT WORLD

World History
Geography



10 30-min. Programs
Grades 6-12
Teacher's Guide

The series provides a true flavor of everyday life—for rich and poor—in the ancient civilizations of Egypt, Greece, and Rome. Animated maps, stills of classic art, action-oriented historically accurate film clips from early movies combine with lovely footage of ruins and modern landscapes to unveil customs and daily life in worship, work, theater, dining, and leisure. For each civilization, over twenty of the landmark structures (Sphinx, Temple of Ramses, Acropolis, Agora, Colosseum) are dramatically “brought to life” by the superimposing of computer graphics over photographs of the present-day ruins to show them as they once appeared. The influence of each civilization on our present-day laws, language, art, and architecture is detailed. Ancient history comes alive with fascinating facts and stirring visuals, and students will appreciate the labor and achievements of the ancients, as well as the similarities and contrasts in daily existence then and now.

1. The Pyramids and Ancient Egypt — The Gift of the Nile. The Pyramids at Giza; construction: Cheops, Chefren, Mycerinos. Mummies and embalming. The Sphinx. The Step pyramid at Sakkara. Memphis, a thriving city 4000 years ago; its citizens' daily life, homes and diet. Meals and writing. Male-female relationships.

2. Cities of the Pharaohs — The temple at Luxor, construction and ceremonials. Ramses the Great. Karnak and its construction. Theban Gods. The Left Bank. The Temple of Hatshepht and Mentuhotep. The Colossi of Memnon. The Tomb of Tutankhamen, discovery and contents. Aswan and the Island of Philae. Abu Simbd. Cairo and the Coptic Quarter. Alexandria and the Great Lighthouse.

3. Ancient Athens — This program describes the early settlement and growth of ancient Athens through the use of animated maps, classic art, dramatic historic reenactment and footage of ruins and modern Greece. Computer-enhanced animation and graphics superimposed on the ruins of today show what the Acropolis, the Statue of Athena, the Parthenon and many other significant monuments looked like in the fifth century B.C. Greek customs, religion, theatre, daily activities and diet are com-

bined with stories of heroes, gods and goddesses to bring to life this colorful ancient civilization.

4. Ancient Greece — The temple of Poseidon at Cape Sounion. Greek triremes. Olympia and the Games. Mycenae; the palace. Santorini and the eruption. The oracle at Delphi.

5. Ancient Rome — Early expansion. The Forum and surrounding temples. The Palatine Hill and Imperial palaces. The public baths. The theater of Marcellus. Tranjan's market, an early shopping mall. Eating and drinking, wine, games. The Colosseum amphitheatre and the gladiatorial combats. Life in Roman tenements.

6. Pompeii — The house of the Faun. Earthquake, 62 A.D. Volcanic eruption, 79 A.D. Excavation of the Porta Marina, entrance to the city; the Basilica; the Temple of Apollo; the temple of Jupiter; the Baths and the Odeon Theater. House of the Vettii and Villa of the Mysteries. Pompeiian politics. Art and architecture.

7. Mexican Indian Civilizations: Olmecs to Aztecs — The Aztecs were the last of a long line of Mexican civilizations, but they were on the point of internal col-

lapse when Cortes arrived in the 16th century. Using modern computer techniques, this program re-creates how it might have looked at that time.

8. Mexican Indian Civilizations: The Maya — The pyramids and monumental cities built by the Yucatan people rivaled those of Egypt. Yet beneath their splendor, problems were escalating that would destroy them. This program re-creates, through modern media, how it may have looked and prospered at this time.

9. The Seven Wonders of the Ancient World — The Romans saw the Seven Wonders of the Ancient World as the crowning achievements of their predecessors in Egypt, Mesopotamia, and Greece. The wonders included: the Great Pyramid of Cheops, the Hanging Gardens of Babylon, the Statue of Zeus at Olympia, the Temple of Artemis, the Mausoleum at Halicarnassus, the Colossus of Rhodes, and the Lighthouse of Alexandria. Students will learn how and why they were built, and how they dazzled the Ancients.

10. Ancient Israel & Jerusalem — In this program, students will gain an appreciation for the ancient civilization of Israel and its capital, Jerusalem. From their



GREAT CITIES OF THE ANCIENT WORLD (Continued)

beginnings as wandering nomads led by Abraham, the Israelites evolved into a civilization when King David captured Jerusalem from other Semitic peoples. King Solomon, David's son, expanded the city and built the Temple, which was destroyed by the Babylonian emperor Nebuchadnezzar. Centuries later, it was rebuilt by Herod, the Great. Ultimately Jerusalem was again destroyed, this time by Rome, leaving only the Western Wall and the Gates to which the Jews of the Diaspora eventually returned.