

# Talk about it

SECTION

5

## Listen to your conscience

**Objective:** To use some drama strategies to explore stories or issues.

**What you need:** Copies of *Greek Myths*.

**Cross-curricular links:** Drama, PSHE.

### What to do

- Use this activity after reading 'Orpheus and Eurydice', 'Daedalus and Icarus' and 'Theseus and the Minotaur'.
- Point out that in many of the myths, the hero faces an important decision. Refer to the beginning of 'Daedalus and Icarus', when Daedalus is on the roof of the temple.
- Divide the class into two groups: Group A represents Daedalus' good side, and Group B his bad side. One side opposes the other in his mind, as he struggles with jealousy. Ask Group A to think of short comments to say to stop Daedalus pushing Talos. Ask Group B to think of remarks to encourage him.
- Arrange the two groups into parallel lines

facing each other. Take the role of Daedalus and walk down the 'conscience alley' between the lines, nodding to children to prompt them to speak their lines. At the end of the alley, having listened to your conscience (their voices), make your decision.

- Let children take turns playing Daedalus and repeat the exercise. Does every Daedalus reach the same decision?
- Use other situations, for example: *Should Theseus leave Ariadne on the island? Should Orpheus check that Eurydice is following?*
- Create shorter conscience alleys so more children can listen to their conscience.

### Differentiation

**For older/more confident learners:** Ask the children to plan a conscience-alley situation for Pandora.

**For younger/less confident learners:** Provide sample comments and let the children speak with a partner.

## Quite a story!

**Objective:** To tell stories effectively and convey detailed information coherently for listeners.

**What you need:** Copies of *Greek Myths*, photocopiable page 23, writing materials.

**Cross-curricular link:** Geography.

### What to do

- After reading 'Theseus and the Minotaur', set the scene. Rumours have spread in Athens about the amazing return of Theseus and the youths and maidens. People want to hear what happened. Theseus, the youths and maidens are attending a palace reception so they can tell their story.
- Establish the important events in the story: the stormy journey; the first night in Crete; help from Ariadne; being thrown into the Labyrinth; Theseus killing the Minotaur; being let out by Ariadne; the journey home.
- Help the children to decide which character

to play: Theseus, a youth or a maiden. Explain that, as storytellers, they must organise their facts, describe their feelings and include details (perhaps with information or memories known only to them).

- Give out photocopiable page 23 for the children to make notes and sketches to recall what happened. Emphasise that they will be *telling*, not reading their stories, so they will use these cue cards only as prompts.
- When they feel ready, let the children practise their storytelling on partners. Then organise storytelling groups, so everyone experiences speaking to a group.

### Differentiation

**For older/more confident learners:** Ask the children to tell their story as King Minos.

**For younger/less confident learners:** Reduce the number of cards and suggest the children make pictorial and one-word prompts.