

ΔΗΜΟΚΡΙΤΕΙΟ ΠΑΝΕΠΙΣΤΗΜΙΟ ΘΡΑΚΗΣ DEMOCRITUS UNIVERSITY OF THRACE

Helping Active Lives through Targeting Healthy Youth



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Teaching ancient and traditional physical activity Greek games in a primary school classroom with the method of Artfulthinking

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Most popular ancient Greek games compared to traditional games of nowadays

- We have to accept that it's about having a continuing heritage from generation to generation through time.
- In many occasions this is more than obvious since even the names of the games are alike.

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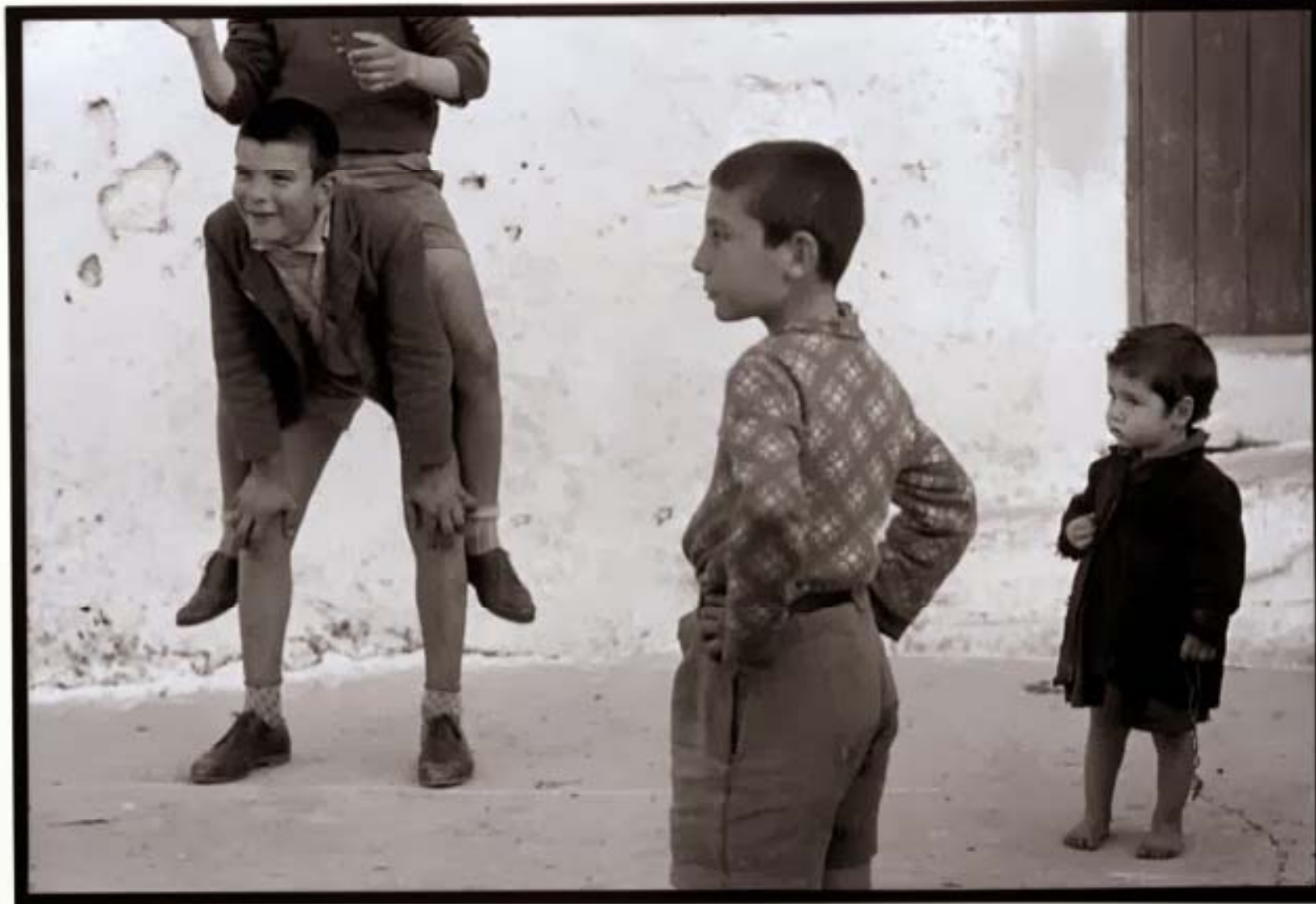




Hefedrismos -
Hippas

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Moskintha (varelakia nowadays)



Varelakia





Krikilasia

Cherki



What is Artfulthinking?

Art

What is Art?

Thinking

How do they link?

Artfulthinking routines are short flexible easy and engaging strategies (questions, think-about) that use looking, listening and talking about art so as to promote critical thinking. The more we think about something the better...

Artful thinking techniques come from a famous family.

You know Harvard University?
They are developed by Project Zero, a renowned educational research group at Harvard University in order to help students develop critical thinking skills in a non-threatening and engaging atmosphere.

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Questions that are used in the lesson:

- Look at the artwork for a moment.
- *What do you see?*
- *What do you think about what you see?*
- *What do you wonder about it?*
- *Why do you say that?*
- *What would happen if...?*
- *For what reason does this happen?*
- *What would change if...?*

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What kind of thinking routines does this method encourage?

This routine helps us make careful observations and develop our own ideas and interpretations based on what we see. By separating the two questions, What do you see? and What do you think about what you see?, the routine helps us distinguish between observations and interpretations. By encouraging us to wonder and ask questions, the routine stimulates curiosity and helps us reach for new connections.

The educational method of Artfulthinking in teaching Sports History

- Artfulthinking seems to be a very stimulating approach to teach through discovering all these similarities between games
- as well as evoking a number of critical thoughts concerning cultural and historical aspects.
- Students of primary school find it interesting to realize the evolutionary relationship of ancient and traditional physical activity games in Greece

The lesson

- We make three groups of students
- We use 3 pieces of art, in order to approach the theme of our lesson
- We present physical games in five categories and we select three, group games, skill games, ball games.

First step / I see

- each group has to look and write down what they notice.

• Second step / I think

- each group writes down some of their major thoughts and justify them according to their observations.

• Third step / I wonder

- they attend to a short lecture on ancient and traditional games. Each group is given extra sources in order to find similarities and relationships between games.

At the end

students are called to proceed to the creative writing of their own story on different eras and children playing games.

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Assessment

- Assessment for the method derives from the leaflet students have to attend to, all through the lesson by comparing, reflecting and wondering about several matters on the topic and the educational theater techniques we use.

Work sheet

1st activity : a piece of art (painting drawn by Braessas Dimos, 1930, Greece)



Or

1st activity : a piece of art (painting drawn by Simeon Savvidis, 1915, Greece)



Or
“the bikini girs” mosaic. Late-Empire mosaics in Villa del
Casale – in Piazza Armerina, Sicily



α) «I see»

In groups write down what you see in the piece of Art by grouping your observations

Central part	Left and right part

What title would you give to it?.....

b) "I think"

In your groups write down some of your major thoughts and justify them according to your observations.

c) «I wonder»

Are there unanswered questions in relation to your observations and thoughts? (group discussion).

2nd activity (part a): Historical retrospect to the most important games children played in Ancient Greece

a) Skill games/games of changing roles/running games/team games/ball games

•Helped by the sources you are given find common elements in the games of ancient and contemporary games.

Ancient time					
Contempo rary time					

2nd activity (part b): Similarities and differences

Point out similarities and differences between games played in ancient Greece and nowadays.

3rd activity : Tableau vivant – ask the heroes

Make a representation of your painting. The rest of your group stand up and question the heroes of the tableau.

4th activity (optional homework) : pre-authorial planning

My story which is based on a game will take place...

1st story...
In Ancient Athens

2nd story...
Contemporary time

- The profile of my basic hero...

Name and age :

Short description:

Character description:

Place and conditions of living:

Profession-qualities- every day life:

Key phrase for his/her philosophy of life:

What's his/her dream?

- I base the plot of my story on a game played by children of that era.

As a conclusion

- Students of primary school find it interesting to realize the evolutionary relationship of ancient and traditional kinetic games in Greece.
- The idea that the same games connect our lives, is a key to positive attitude towards the sport science and history.
- Using Atrful thinking techniques is a powerful way to involve more energetically and critically childrens' thoughts and imagination to matters of sports history.

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And don't forget...

If a picture is worth 1000
words



A piece of art is worth
1000000



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