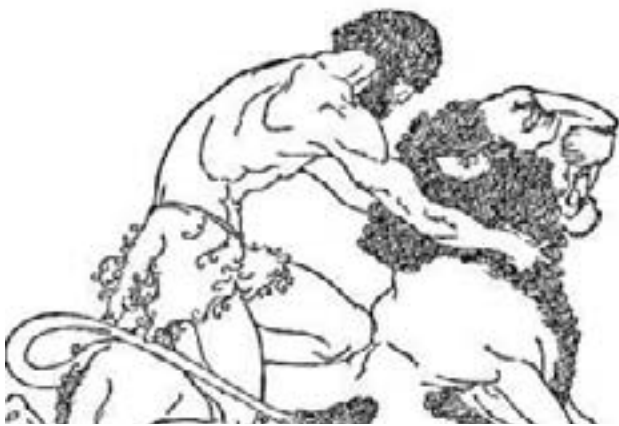
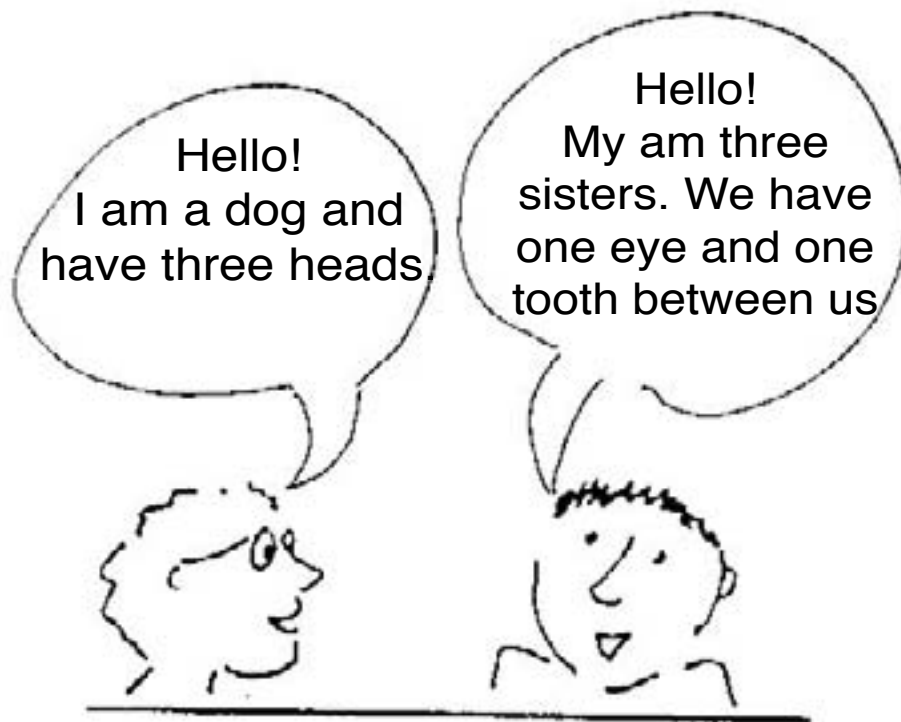


# Greek Myths Role Cards



You were a very strong baby. Hera, queen of the gods tried to kill you. You strangled two snakes she sent to your cradle. You married and had many children. Hera then sent a bad dream. You killed all your children while asleep. You went to the temple to seek forgiveness. You had to do twelve hard tasks for your enemy King Eurystheus. The last task was to go to Hades to fetch the three headed dog Cerberus.



You are one of three sisters. You have brass hands, golden wings and your head is covered in snakes. Your glance can turn folk to stone. Perseus cheated you. Athena gave him a mirror shield so he could see your reflection. Hermes gave him a sickle and sent him to the Grey Ones, who sent him to the Sea Nymphs. He was able to kill you.

# Greek Myths Role Cards

These role cards can be used in a variety of ways. So far we have produced 24 cards based around several myths: Arion and the Dolphins, Perseus and Medusa, Jason and the Golden Fleece, Pandora's Box, Theseus and the Minotaur, Daedalus and the fall of Icarus, Orpheus and Eurydice, Heracles, and his Labours, Prometheus and the Creation of Men. We need to increase the number to produce a class set of thirty so you and your class might be interested in making some more for us. They might also find us better pictures. Alternatively those members of the class who do not have cards can be detectives and go around listening in to the characters and begin to piece together stories. The cards have information about the characters in the myths, but not their names. The cards can also be grouped into story families. The "introducing each other" activity will probably produce some clues to help characters find the other characters in their story. This will depend on how you organise the cards, since they are not colour coded at the moment. You can colour code them by putting coloured dots on them. You can either organise them so that they have at least two members of a story group together, or you can mix them so they do not meet any related story characters. After the introductions they need to organise themselves into story groups. If characters can find their other family members they will have the bones of their story. They will also find out their names. They can then work on presenting their version of the story to the rest of the class.

Last updated 22nd July 2015

The webaddress for this activity is:

<http://www.collaborativelearning.org/greekmythsrolecards.pdf>

## COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

We support a network of teaching professionals to develop and disseminate accessible talk-for-learning activities in all subject areas and for all ages.

17, Barford Street, Islington, London N1 0QB UK Phone: 0044 (0)20 7226 8885

Website: <http://www.collaborativelearning.org>

## BRIEF SUMMARY OF BASIC PRINCIPLES BEHIND OUR TEACHING ACTIVITIES:

The project is a teacher network, and a non-profit making educational trust. Our main aim is to develop and disseminate classroom tested examples of effective group strategies that promote talk across all phases and subjects. We hope they will inspire you to develop and use similar strategies in other topics and curriculum areas. We want to encourage you to change them and adapt them to your classroom and students. We run teacher workshops, swapshops and conferences throughout the European Union. The project posts online many activities in all subject areas. An online newsletter is also updated regularly.

\*These activities are influenced by current thinking about the role of language in learning. They are designed to help children learn through talk and active learning in small groups. They work best in non selective classes where children in need of language or learning support are integrated. They are well suited for the development of oracy. They provide teachers opportunities for assessment of talk.

\*They support differentiation by placing a high value on what children can offer to each other on a particular topic, and also give children the chance to respect each other's views and formulate shared opinions which they can disseminate to peers. By helping them to take ideas and abstract concepts, discuss, paraphrase and move them about physically, they help to develop thinking skills.

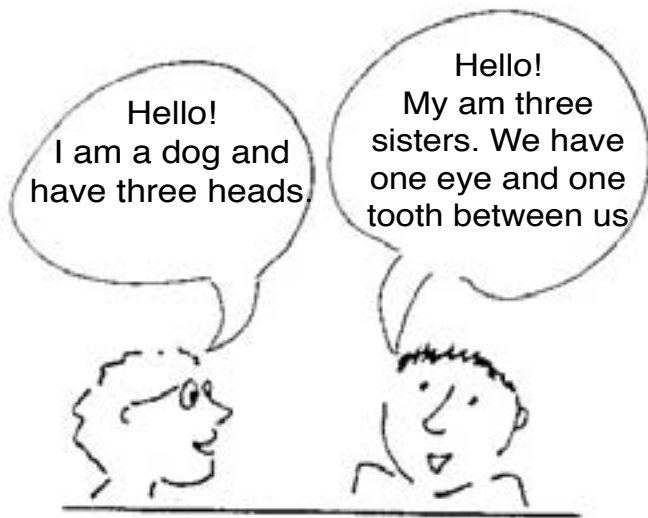
\*They give children the opportunity to participate in their own words and language in their own time without pressure. Many activities can be tried out in pupils' first languages and afterwards in English. A growing number of activities are available in more than one language, not translated, but mixed, so that you may need more than one language to complete the activity.

\*They encourage study skills in context, and should therefore be used with a range of appropriate information books which are preferably within reach in the classroom.

\*They are generally adaptable over a wide age range because children can bring their own knowledge to an activity and refer to books at an appropriate level. The activities work like catalysts.

\*All project activities were planned and developed by teachers working together, and the main reason they are disseminated is to encourage teachers to work more effectively with each other inside and outside the classroom. They have made it possible for mainstream and language and learning support teachers to share an equal role in curriculum delivery. They should be adapted to local conditions. In order to help us keep pace with curriculum changes, please send any new or revised activities back to the project, so that we can add them to our lists of materials.

# Greek Myths Role Card Game



Everyone in the class takes or is given a role card. Everyone should read the information on the card two or three times. You do not have to remember the card word for word, but have a good idea about the information on it.

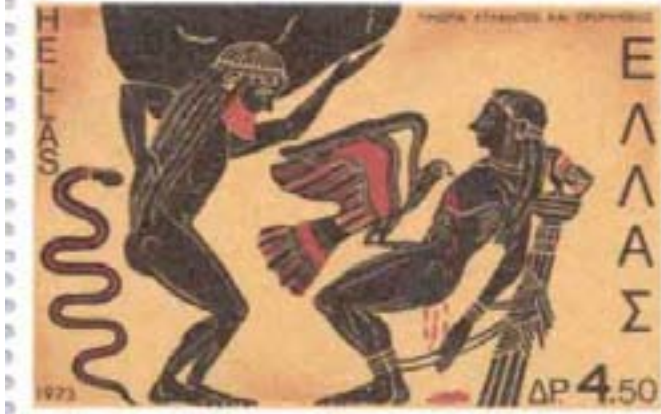
Then find someone else in the room with the same coloured dot on their card as you. Then put the card away and without looking at it pretend to be the character, and introduce yourself in role to your new partner.

e.g. "Hello! I am a ship. I took Jason to find the Golden Fleece".

Try to do this without reading the card but remembering what you can remember. Your partner should do the same to you. Remember, if either of you get stuck, you can take out your card and look at it to check. But only if you are stuck. Listen carefully to each other.

Now go to find another two people with the same colour dots on their cards as you. Now you are four, you have to introduce your partner to the others and they have to introduce each other to you.

eg: "Hello! Can I introduce you to my partner She is the daughter of King Aetis..."

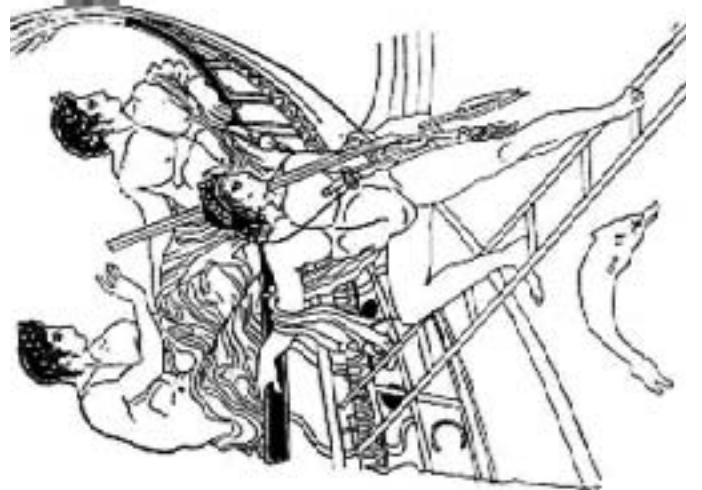


You are a giant. You made people out of clay and breathed life into them. You taught mankind all you knew, and told them to respect the gods. You played a trick on the king of the gods. He got so angry that he took all the fire away from earth. You stole a bit of the sun and gave fire back to mankind. Zeus then chained you to a rock. Every day a vulture tears out your liver. Every night it grows back again.

You are the king of the gods. You live on Mount Olympus. You insist that the other gods, the giants and mankind respect you. When you were angry with Prometheus you made a beautiful woman. Her name was Pandora. You forced Epimetheus, the brother of Prometheus to marry her. She brought evil and spite into the world.

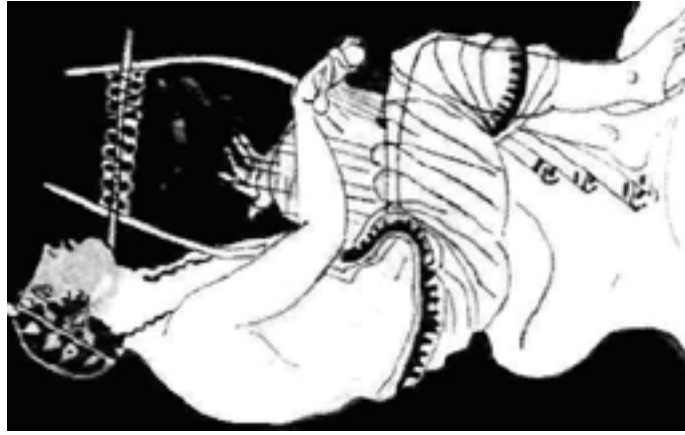


Zeus made you, and gave you to Epimetheus. He looks after a box for his brother Prometheus. You thought it was full of jewels. You demanded your husband open it. He refused, so you stole the key and opened it when he was asleep. All the evils and spites flew out like insects, and spread through the world. Luckily hope was in the box too, and mankind will need her a lot.



You are a brilliant musician. You work for King Periander in Corinth. You went to a music festival in Sicily and won lots of rich prizes. On the way home the sailors decided to steal your prizes. They let you play one song, and then pushed you into the sea. Some dolphins heard your music, and carried you back home.

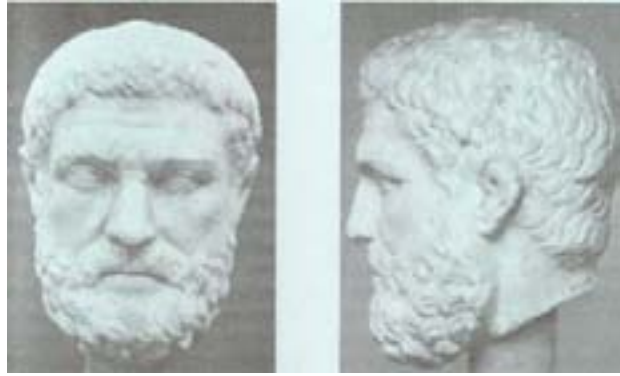
You are a brilliant musician. Everyone comes to hear you play. You went on the Argo with Jason. You were very happily married to Eurydice. Unfortunately, she died, and you went to Hades to try to fetch her back. You played music to Charon to persuade him to take you over the River Styx. You played music to Pluto and Persephone. They released Eurydice on one condition.



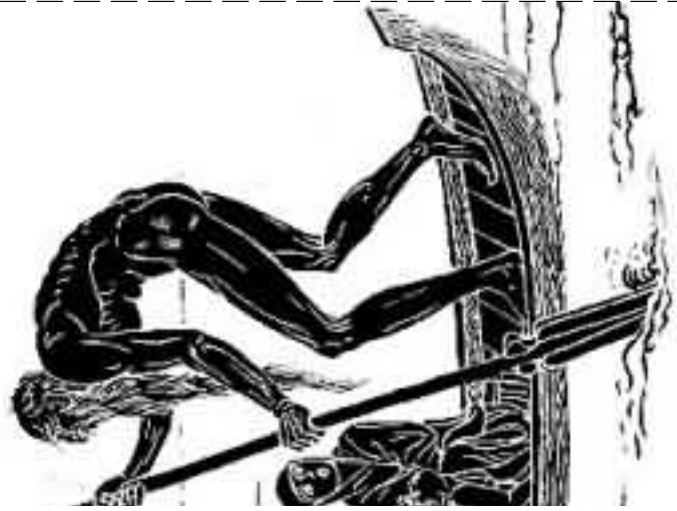
You were married to Orpheus and you were both very happy. While you were dancing in the fields and picking flowers, a snake bit you. You died, and went to the underworld. Your husband managed to come to fetch you. You were allowed to follow Orpheus back to the world of the living, but if he looked back at you all was lost. Just as he got one foot into Charon's boat he looked around.

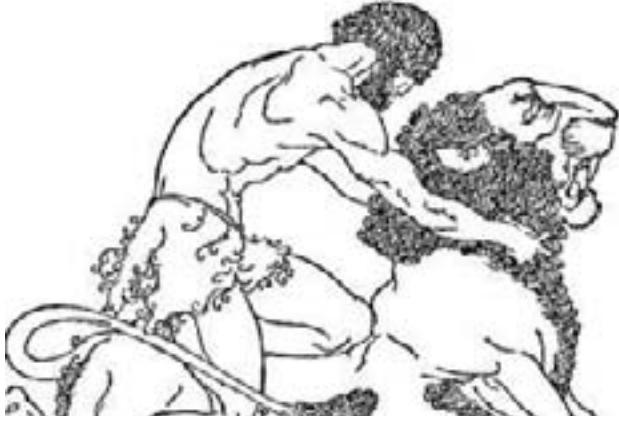


You are King of Corinth. Your best musician, Arion, wanted to go to a music festival in Sicily. You did not want him to go because you loved his music. He begged you and promised to bring back lots of prizes, so you let him go. The sailors stole his treasure, and pushed him into the sea. Dolphins who love music too brought him home. You banished the sailors to a barbarous land.



You have a boat. You are a ferryman. You work on the River Styx. You take the spirits of the dead across the river to the underworld. You have only brought two people back. One was Hercules who came to fetch the dog Cerberus. The other was Orpheus, who came to fetch Eurydice. He looked back at her, and she became a shade again.





You were a very strong baby. Hera, queen of the gods tried to kill you. You strangled two snakes she sent to your cradle. You married and had many children. Hera then sent a bad dream. You killed all your children while asleep. You went to the temple to seek forgiveness. You had to do twelve hard tasks for your enemy King Eurystheus. The last task was to go to Hades to fetch the three headed dog Cerberus.



You have three heads and lots of teeth. You guard the gates of the underworld. Only two living people have passed through the gates. Once Heracles came and took you to the world of the living, but you had to come back. Orpheus came to fetch his wife. He calmed you with music. He was unlucky though. He nearly released Eurydice, but looked back a the last moment and lost her forever.

You are the king and queen of the underworld. Your kingdom is guarded by Charon the ferryman and Cerberus the three headed dog. Only two living people have come to your kingdom. Heracles came to borrow Cerberus for one of his twelve tasks. Orpheus came to fetch Eurydice back. His music was so good we released her, but he did not trust us and lost her at the very last moment.



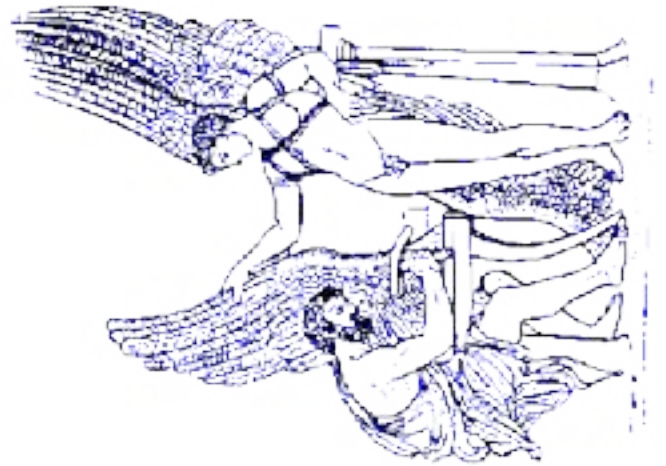
You are the wife of Zeus. You were jealous of Heracles. First you sent two snakes to poison him when he was a baby. He strangled them. Then you sent a bad dream which made him strike out with his sword and kill all his children. He did twelve hard tasks to amend for this. You left him alone after that.



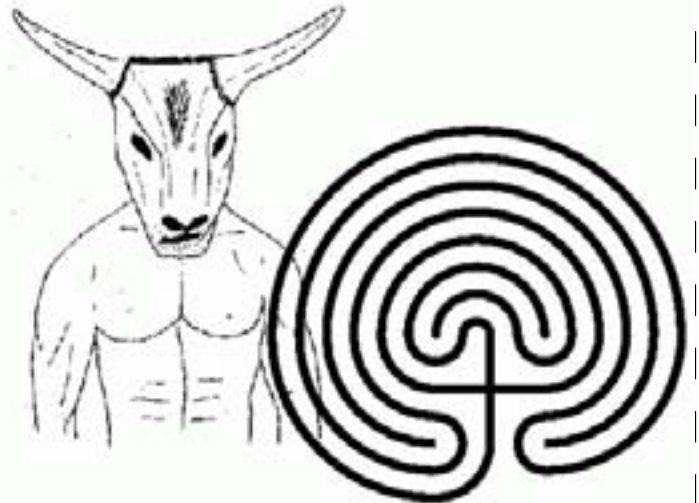


You are a very frightening monster. Your breath can kill. You have a lot of heads. If one gets cut off two grow in its place. King Eurystheus thought you could kill Heracles, but he was too strong and clever for you. He found out that fire stopped you from growing more heads. After your death he went on to catch the golden horned deer, which can run as quick as the wind.

You are a famous craftsman and architect. You were jealous of your clever nephew Talos and killed him. Athene was angry so you fled to Crete. You made the labyrinth for the Minotaur, and then King Minos would not let you go. You made wings to fly away with your son Icarus. Icarus flew too near the sun, the wings melted and he fell in the sea



You are the son of Daedalus. You are stuck in Crete because your father killed his nephew Talos. Athene turned Talos into a partridge. He then designed a secret maze. The king won't let you go in case you give away the secret. However, Daedalus is designing wings from feathers and wax so you can fly away like gods. You want to fly higher than the birds.



You are half man and half bull. You live in a labyrinth in Crete. You only get to eat every nine years. This is when seven men and seven women are sent from Athens. This time Theseus came, found his way to the centre of the maze and killed you. He was helped by King Minos' daughter Ariadne



You are the son of Danae. Your grandfather, King Acrisius, has been warned in an oracle that you will kill him. He put you and Danae in a chest and pushed it out to sea. They landed in the kingdom of Polydectes. He wanted to marry Danae. She refused, so he sent you to get the head of the Gorgon Medusa. You succeeded with help, brought the head back and turned the king to stone.



You are one of three sisters. You have brass hands, golden wings and your head is covered in snakes. Your glance can turn folk to stone. Perseus cheated you. Athena gave him a mirror shield so he could see your reflection. Hermes gave him a sickle and sent him to the Grey Ones, who sent him to the Sea Nymphs. He was able to kill you.



You are three sisters. You live on Mount Atlas. You only have one eye and one tooth between you. You are always arguing about who should have them. Perseus stole the eye and the tooth, and would not give them back, until you told him how the Sea Nymphs would help him kill Medusa. You told him and got the eye and tooth back. You are still arguing.



You hate Medusa so you helped Perseus. You gave him winged sandals so he could fly. You gave him a helmet to make him invisible. You gave him a special bag for Medusa's head. He flew to the black rock where the Gorgons were sleeping and snoring. He cut off Medusa's head, and quickly made himself invisible.





You are a ship with fifty oars. You can travel very fast. You took Jason and his crew across stormy seas, through the clashing rocks all the way to the country of Colchis. Here Jason, with the help of Medea the king's daughter, harnessed the wild bulls, sowed the dragons teeth and fought the army that grew out of the ground. He took the fleece and Medea home in you.



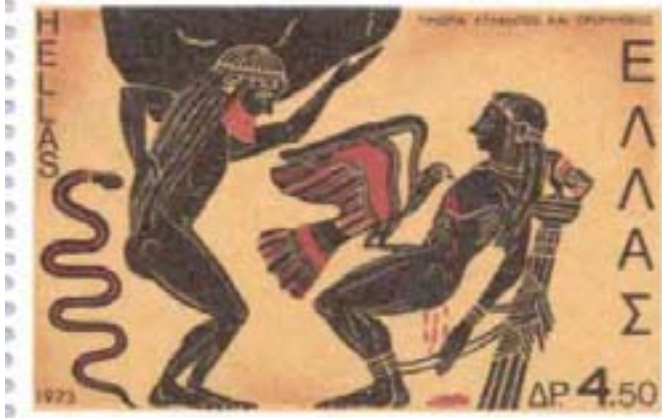
You know about magic. You liked the look of Jason and helped him. You gave him ointment which gave him the strength of seven men. He caught the fire breathing bulls, and sowed the teeth that grew into soldiers. You told him to throw his helmet into their army so they fought each other and did not kill him. You went away on the Argo with him when he took the fleece.



You inherited a kingdom, but King Pelias would not let you have it. He said you could be king if you fetched the Golden Fleece. You found fifty heroes to come too. Athene gave you a useful speaking branch for the front of the Argo. You managed to get the fleece. Medea, the daughter of King Aites, gave you a lot of help. She has magic powers. At the end, she charmed the dragon to sleep.



You are a god and take a special interest in mankind. You try to be just. You gave Perseus a shield with a mirror so he did not have to look at Medusa when he cut off her head. You gave Jason a talking branch to help him find his way to the Golden Fleece. You punished Daedalus because he pushed Talos to his death. You made Icarus fly too near the sun, so that his wings melted and he fell into the sea.

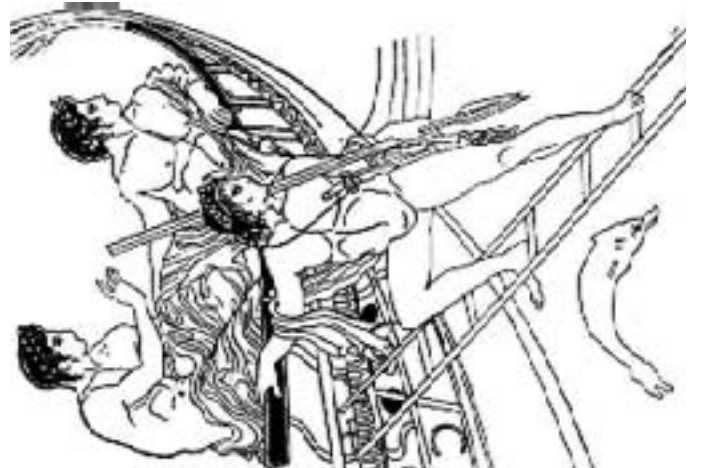


You are the king of the gods. You got angry with Prometheus and mankind. You made a beautiful woman called Pandora. She disobeyed you and opened a box. She brought evil and spite into the world.

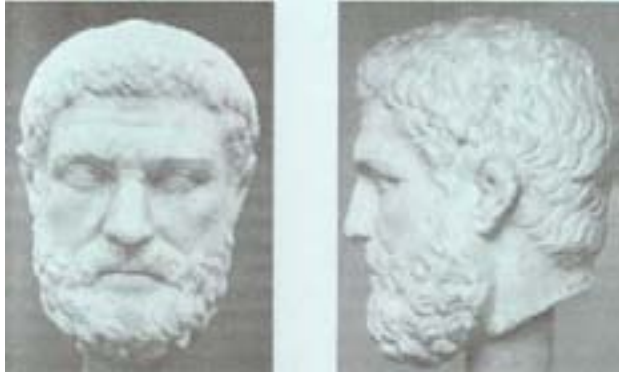
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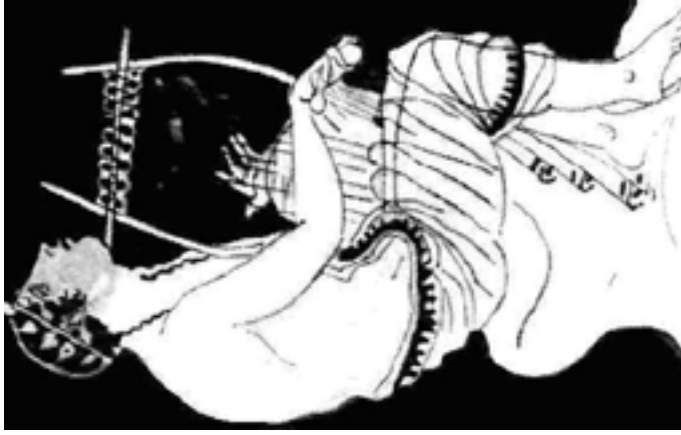
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