

Journey Down the Nile

The Problem

You are about to set out on a trip down the Nile as an ancient tour guide. This won't be an ordinary trip because it will take place 3 to 5 thousand years ago. On this trip I would like you to stop off at as many places as you like. When you stop you need to teach your tourists something about the ancient Egyptian culture as it relates to the seven cultural universals we have developed. I would like this to be both a graphic and a text based adventure, perhaps questioning your tourists. If they cannot answer the question then passage to the next stop will be denied and they may be stricken with the curse of the mummy...



The Task

You and a partner(s) will be creating a stack that takes the user on a tour of ancient Egypt. I would like you to include as much information from the universals as you can.

The Universals

- Background Information:
 - Location, climate, geography...
- Food, Clothing, Shelter:
 - What did they eat? What did their houses look like? What did they wear?
- Communication:
 - Hieroglyphics, scribes, math...
- Economy:
 - Inventions, jobs, technology, money, transportation, trading...
- Political and Social Organization:
 - Power, government, wars, family, pharaohs, queens, people, social pyramid...
- Attitudes towards the unknown:
 - The afterlife, pyramids, gods, mummies...
- Arts and Recreation:
 - Entertainment, artwork, tomb paintings, music, games, sports...



Organization

- Meet your group
 - Make a list of the group's strengths and weaknesses (Record on cards provided)
- Brainstorm ideas (Record answers to these questions on the sheets provided)
 - What will the project look like? (Use art paper and make a rough map or story board)
 - Where will we get resources? (List these on the Resource Record - include page numbers)
 - Who will be responsible for certain parts? (List these on the Group Responsibilities Record)
 - How will we start?
- Flowcharts
 - Collect and record graphics needed (Use separate blue sheet for graphics)
- Research information
 - Take notes, especially on pictures (Record everything on Flowchart and blue graphic sheets)
- Begin creating stack on computer...

Grading:

- Flowcharts
 - 25 points: Flowcharts must be thorough, neat and organized.
- Research
 - 25 points: All members must research, and record information.
- Use of class time
 - 25 points: Get on task...
- Final Product
 - 25 points: Finished on time, organized, creative, correct spelling...
 - See the rubric.

