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The Department of Information and Education of the Acropolis Restoration Service (YSMA), in collaboration with the Acropolis Museum and the Ephorate of Antiquities of Athens, has been organizing educational programmes for the Athenian Acropolis since 1986.

More specifically, the Department:

- Organizes educational programmes for school groups.
- Creates educational resources for schools.
- Conducts seminars for educators and pupils.
- Holds special symposia for educators and publishes their proceedings.
- Designs activities and games for children and parents.
- Creates educational online applications for educators, pupils and the general public.

All these activities aim to provide information on the restoration, history, architecture and sculpture of the Acropolis monuments as well as to promote the children’s creativity through observation, experience and participation.
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All these activities aim to provide information on the restoration, history, architecture and sculpture of the Acropolis monuments as well as to promote the children’s creativity through observation, experience and participation.
The educational programmes are designed mainly for pupils of primary and secondary school level, whose curriculum includes the subject of the Acropolis. The programmes are conducted at the Acropolis and the Acropolis Museum and are organized according to the age and knowledge of the pupils to whom they are addressed.

Over the years many programmes have been developed and carried out about the Acropolis and its monuments, the “Peripatos” (the ancient path around the Acropolis), the topography of the Sacred Rock through the texts of Plutarch and Pausanias as well as through the worship of the goddess Athena, the Parthenon sculptures, the construction of the ancient temples, and the restoration of the ancient monuments.

Educational programmes for pupils take place on a daily basis, while programmes are also conducted in conjunction with temporary exhibitions, anniversaries or special events. Certain educational programmes are also held for pupils on a large scale, as special programmes.

All of the Department’s current and past programmes are presented in detail at the Acropolis Restoration Service’s website www.ysma.gr and at the website of the Acropolis Museum, www.theacropolismuseum.gr.
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The Department’s educational resources refer to many different subjects and are distributed in both Greek and English. They comprise books, museum kits, teacher’s packs, booklets, films, online applications, posters and games.

The resources are addressed to teachers and pupils. They aim to prepare them both for classroom study and for a class visit to the archaeological site and museum.

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During the 2001-2007 period a programme for the reproduction of multiple copies, in both Greek and English, of four of the Department’s museum kits (“Let's Go to the Acropolis”, “An Ancient Temple”, “The Parthenon Frieze” and “The Twelve Olympian Gods”) was implemented with the support of sponsors. Approximately 1,500 kits were donated to schools and educational institutions in Greece and abroad.

The museum kits comprise a composite teaching material that is lent to schools free of charge. Each kit includes books, digital visual material, games, films, models of monuments and copies of ancient objects, which as a whole provide a specially designed educational material for alternative teaching for use either in the classroom or in some other place of cultural reference.

Information on the loan of museum kits can be found on our Service's website: www.ysma.gr

The history and the topography of the Acropolis monuments are subjects that interest teachers, pupils and the general public. The museum kit “Let's Go to the Acropolis” aims to help the pupils recreate the magnificent sanctuary where the Athenians worshipped their patron goddess, with their imagination.

It contains models of the Acropolis Rock and the sanctuary buildings, educational booklets, posters, the film “The Acropolis in Antiquity”, and interactive digital games. The pupil observes the buildings and positions them on the Rock, comparing them and studying the dimensions, proportions, function, orientation and exact location of each building on the Rock.

The museum kit was made possible through a grant from the Stavros Niarchos Foundation.
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Greece is a country full of ancient architectural monuments. In addition, every city possesses a neoclassical building in which we can recognize elements of the Doric, Ionic and Corinthian orders.

The museum kit “An Ancient Temple” helps the teacher and the pupil to study and understand the architecture of temples, in a pleasant and creative way. It includes small models of the Parthenon, a model of a column in each of the three orders, and stamps with which pupils can play, creating temple façades using the different orders. The museum kit includes the book “An Ancient Temple”, the film “The Construction of an Ancient Temple” and related interactive digital games.

One of the most frequent questions that visitors to the Acropolis have, regards the stages involved and the tools used in the processing of marble, the material used for the construction of the Acropolis monuments. The aim of this museum kit is to acquaint pupils with the tools of the ancient stonemasons and to show their resemblance to today’s tools. They can observe the traces of tools on marble and learn to recognize them on the surfaces of both ancient and modern buildings and sculptures. They can also try carving a block of marble of their own. The kit includes a small copy of the Parthenon, stone carving tools, a piece of marble showing traces of the tools, books, and other rich audiovisual material.

Renewal of the kit was made possible through a grant from the Association of the Friends of the Acropolis.
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The Parthenon Frieze is a continuous relief band running along the top part of the main temple, within the outer colonnade. Its subject was the procession to the Acropolis that took place during the Great Panathenaia, the festival held in honour of the goddess Athena. The aim of the museum kit is to acquaint pupils with this wonderful sculptural ensemble from the classical period.

The museum kit includes a small model of the Parthenon, plastic moulds of the west frieze blocks at a scale of 1:20 and of the head of the goddess Iris from the eastern frieze at full size, a photographic reproduction of the entire frieze, photographs of selected blocks, digital visual material, educational leaflets and books. The pupils can play, make their own casts, and further explore the frieze with the online application www.parthenonfrieze.gr.

A major technical project and an extensive scientific research programme are currently in progress on the Acropolis for the conservation and restoration of its monuments. The aim of this educational pack is to present the restoration interventions being undertaken and the methodology being followed.

The pack includes ten educational leaflets divided into two groups and the film “The Acropolis Restoration Project”. The first group of leaflets presents the theory associated with the restoration of ancient monuments in general and with the Acropolis in particular. One of the leaflets is devoted to proposals for teachers about the use of the pack at school in nearly all curriculum subjects. The second group of leaflets gives a detailed presentation of the restoration projects being carried out on each of the Acropolis monuments.

The online application www.ysma.gr/theglafkaproject.gr further familiarizes pupils with the restoration works on the Acropolis.
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The ancient Greeks believed that music was an essential part of almost every intellectual, artistic and social activity. The kit contains copies of ancient instruments: string (a lyre), wind (two auloi with reeds and leather strap [phorbeia], a salpinx, Pan's syrinx and horn), percussion (a tympanon, cymbals and crotals), as well as printed and audiovisual material. The aim of the kit is to acquaint pupils with types of ancient musical instruments and to recognize illustrations of these in ancient sculpture and vases.

Ancient Greek clothing is a particularly interesting aspect of daily life in antiquity for pupils, and can be seen in almost all ancient sculpture and vases. The kit contains a number of copies of the main types of ancient dress, both for men (short and long himatia, an exomis, and a chlamys) and women (a peplos, a sleeved chiton with himation, and a sleeveless chiton with himation). Also included are accessories such as pins, brooches and belts, as well as print and digital visual material.

Pupils can try on the clothes and become acquainted with the types of ancient clothing and the way they were worn in antiquity.

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The ancient gods represent universal human values and symbols. Their myths inspired, and provided themes for, poets, writers, musicians, painters and sculptors, for thousands of years.

The kit contains an introduction booklet which links together various leaflets and games, providing lesson plans and proposals addressed to the teacher. It also contains twelve leaflets, one for each god, cards illustrating representative myths, depictions of the gods on sculptures, vases, coins, and postage stamps, and drawings of plants and animals dedicated to the gods.

Various booklet-games complete the museum kit.
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The Twelve Olympian Gods

The museum kit was made possible through a grant from the Stavros Niarchos Foundation.
The book “Education and the Athenian Acropolis” aims to assist the teacher implement educational programmes about the Acropolis and classical antiquity. It consists of two parts. The first part, divided into three sections, describes the Department’s activities. The first section concerns the Department’s educational programmes, the second its publications and the third the training of teachers through seminars, conferences and exhibitions.

The second part of the book presents a total of 80 interesting projects. These projects are not theoretical approaches but programmes that have been implemented by teachers at all levels and in all disciplines. The projects have been classified into four groups based on the location in which the activities took place: a. school, in which projects implemented in all subjects are presented, b. special schools, c. libraries, and d. other monuments and museums. Educators thus have the opportunity to study a collection of many different programmes on the Acropolis and its era, which contain ideas, methods and applications, created by colleagues with the same background, resources and goals.

The publication of the book was made possible through a grant from the Panayotis and Effie Michelis Foundation.

The collaboration of the Department of Information and Education with educators is enhanced by the special seminars held regularly at the Acropolis Museum, but also throughout Greece and abroad. The seminars present the Department’s educational resources, its manner of integration into the curriculum and its effective use in the organization of an independent school visit. In addition, projects that have been implemented by school groups in collaboration with our Department, are also presented.

Seminars are held for groups of Greek teachers at their request and for groups of teachers from abroad in collaboration with foreign archaeological schools in Greece, as well as for archaeologists, students, and librarians. Everyone who participates in the seminars receives educational resources that assist in the preparation of a visit to the Museum or archaeological site.
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Participants at these symposia number 150 to 200 educators and about 15 to 20 presentations are given each time. The value of the symposia consists of the multilateral and interdisciplinary character of the presentations which illustrate and effectively describe the teaching process followed in each case.

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activities and games

Families can follow activity trails around the Acropolis and the Acropolis Museum and participate in the educational programmes held at the Museum during school holidays.

Children can become explorers, play, make crafts and win prizes!

activities

Specially designed educational activities and games make a family visit to both the Acropolis and the Acropolis Museum highly enjoyable and interesting for children and parents. These activities vary in subject and level of information according to the age group targeted. Their objective is to acquaint and familiarize children with the architecture and sculpture of the Acropolis monuments, to enhance their skills of observation, memory and imagination, and, of course, to entertain them.
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At the Acropolis Educational Resources Repository (http://repository.acropolis-education.gr), parents can find the following trails:

**“Exploration Map of the Acropolis for Children”**

The Acropolis exploration map shows a colour reconstruction drawing of the Acropolis, specifically created to make it more comprehensible to children from 9 years up. For each of the key monuments there is a reconstruction drawing and a brief description given to children in order to enhance their visit.

**“10 Questions about the Restoration of the Acropolis Monuments”**

In this trail, children can explore the Acropolis and learn about the contemporary, large-scale technical project taking place on the monuments of the Rock, through the answers to the ten most frequently asked questions about it. The answers are given by Glafka, a specially designed owl - mascot.

At the Acropolis Educational Resources Repository (http://repository.acropolis-education.gr), and the Museum’s Information Desk parents can find activity trails about the Museum’s exhibits. The following trails are available:

**“Counting 1 to 10 at the Acropolis Museum”**

This trail offers the Museum’s young friends, aged 5 to 8 years, the opportunity to experience one of their first educational museum visits. With the help of the goddess Iris they count from 1 to 10 and discover some of the Museum’s masterpieces, corresponding to the number they are looking for, each time.

**“An invitation to the Olympian Gods at the Acropolis Museum”**

With this trail, young visitors from 8 to 10 years old search for specific exhibits depicting the gods of Olympus in the Museum. The goddess Iris helps the children to find the gods and to invite all of them to the festival of the goddess Athena which takes place in the Parthenon Gallery on the third floor of the Museum.
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Family backpacks provide special leaflets and games which a family can use to tour the Acropolis Museum in search of selected exhibits. Each backpack has a mascot who guides the children through the Museum, advising, encouraging and, of course, praising them. Families can borrow the backpacks from the Museum Information Desk.

More information can be found at: www.theacropolismuseum.gr/en/content/family-backpacks

The family backpack “A Day at the Acropolis Museum with the Goddess Athena” motivates children aged 6 to 9 years to search for representations of the goddess Athena within the Museum, recognizing her through her symbols. The backpack includes resources which help the children in their search, such as a specially designed children’s map with stickers, cards with information about the goddess, and drawings or digital representations of her. Furthermore, labels specially designed for children are placed within the Museum, next to the selected exhibits. The children create various compositions with the symbols of Athena, and exercise their memory and observation skills. The backpack can be associated with the online application www.acropolis-athena.gr
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Archaic Colours

The “Archaic Colours” family backpack was created in the context of the exhibition programme of the same name at the Acropolis Museum, designed to help children aged from 8 to 11 years imagine how sculptures looked in antiquity with all their colours.

Inside the backpack they find a leaflet with a map of the Archaic Gallery and information about specific sculptures on which, using special cards, they can seek out traces of colour in various spots such as eyes, hair, clothing and jewellery. The backpack also contains a leaflet about the minerals used to produce the paints, coloured pencils for drawing, and a domino game using the decorative motifs that adorned the archaic sculptures. The backpack is associated with the online game “Colour the Peplos Kore” www.theacropolismuseum.gr/peploskore, where children can digitally paint the Peplos Kore at home as many times as they wish, in a variety of different colour combinations.

New technologies and the Internet have been effectively utilized by the Department to create educational applications that allow open access to educational resources and help acquaint users with the monuments and art of the Acropolis.
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The Parthenon Frieze

www.parthenonfrieze.gr

This application aims to acquaint the user with both the various images of the goddess and with the Acropolis Museum. Through a virtual tour of the Museum, the user, following a light beam, can find and observe selected exhibits of the goddess Athena. Certain of these evoke the sacred cult statues which were found inside temples and of which nothing remains today. Certain others belong to the most significant architectural sculptures of the Acropolis, while others are votive offerings-dedications to Athena, in the form of the goddess herself.

The user can read a brief description of each exhibit, as well as related myths, details about the cult of Athena, and ancient texts by Pausanias. The user can also observe the exhibits, rotate them, and view a virtual restoration.

This application is addressed to scholars and the general public, as well as pupils, through its online games.

It is presented in three sections.

The first section entitled “The Parthenon” includes texts and audiovisual material about the architecture and sculptural decoration of the Parthenon. In the second section entitled “Learn About the Frieze”, the user can get to know the frieze, either block by block or through thematic tours of its scenes: preparation for the procession, horsemen, chariots, sacrificial procession, gods, and handing over the peplos. The third level of the application is entitled “Play with the Frieze”. It is aimed at children and is essentially a digitized version of the museum kit, enriching its content with games of memory, colouring, and matching image and text.

All the digitized frieze blocks along with their full documentation, have been included in a digital repository (http://repository.parthenonfrieze.gr) to facilitate its display in the European digital library, Europeana.

The application was created in collaboration with the National Documentation Centre of the National Hellenic Research Foundation.

The application was developed with a grant from the Bodossaki Foundation.
This application aims to acquaint the user with both the various images of the goddess and with the Acropolis Museum. Through a virtual tour of the Museum, the user, following a light beam, can find and observe selected exhibits of the goddess Athena. Certain of these evoke the sacred cult statues which were found inside temples and of which nothing remains today. Certain others belong to the most significant architectural sculptures of the Acropolis, while others are votive offerings—dedications to Athena, in the form of the goddess herself.

The user can read a brief description of each exhibit, as well as related myths, details about the cult of Athena, and ancient texts by Pausanias. The user can also observe the exhibits, rotate them, and view a virtual restoration.

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The Glafka Project

www.ysma.gr/theglafkaproject

In this multi-level online game for pupils from 12 years and up, the leading role belongs to Glafka, a flying robot-owl. The aim of the application is to acquaint pupils with the restoration projects of the Acropolis monuments, which are presented through five modules: a. The Journey (damage and causes for intervention); b. The Help (types of interventions); c. The Crew (the people undertaking the restoration work); d. The Action (restoration works that have been carried out on each of the monuments separately); and e. In the Future (devices and new technologies used in the restoration of the Acropolis). Each module includes preparation – a brief presentation of the topic – and a test, the game. The application concludes with “Learn More”, which includes Glafka’s Library, for those interested in further information.

The application was developed under the NSRF 2007-2013.

The Virtual Tour of the Acropolis

The Virtual Tour of the Acropolis monuments is a web application developed by the Documentation Office of the Acropolis Restoration Service, that allows the interactive exploration of the archaeological site. It consists of high-resolution images and panoramas that enable the detailed viewing of the most prominent monuments of the Sacred Rock.

The user can appreciate each monument in relation to its surroundings and set out on a personalised virtual walk including areas not accessible to the public.
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The application was developed under the NSRF 2007-2013.
This online repository system developed in collaboration with the National Documentation Centre integrates the Department’s educational resources in a fully organized environment compatible with international standards. The user has free access to all of the digitized material, navigable by type, monument, subject, curriculum and educational level.

The repository is a particularly useful tool for teachers in preparation for classroom study as well as for a class visit to the archaeological site and the Acropolis Museum. The repository allows for the continuous updating of its resources and the addition of relevant school projects.

The project was implemented under the Operational Programme “Digital Convergence” of the NSRF 2007-2013.
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The Acropolis Educational Resources Repository

http://repository.acropolis-education.gr

The project was implemented under the Operational Programme “Digital Convergence” of the NSRF 2007-2013.

Online Lesson Plans for Educators and Exploration leaflets for Pupils

To assist educators conducting a lesson on the Acropolis or organizing a school visit to the archaeological site and Museum, the Department of Information and Education regularly publishes online lesson plans on various subjects. It also includes material that can be used to approach the subject and indicative guidelines organized in three stages – before the visit, during the visit and after the visit. The teacher can follow the lesson plan directly or use it as a base to create one of his/her own. The online exploration leaflets for pupils are intended to enhance the presentation of the subject and can be used in any of the three stages where the educator deems they will be the most useful for the class.

http://repository.acropolis-education.gr
www.theacropolismuseum.gr
Educational Activities
about the Acropolis
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