Tut Tut

About the Show

The Trio accidentally warps to ancient Egypt where they meet the young Pharaoh Thutmose III and, thanks to the evil minister Hatsnat, get a little too up close and personal with the mummification process.

Introduction

Students often find the study of ancient Egypt fascinating. This lesson focuses on two aspects of ancient Egyptian culture—gods and goddesses and hieroglyphics.

Historical Background

Ancient Egypt was the longest-lasting civilization of the ancient world. It began about 3100 B.C.E., along the banks of the Nile River in Africa, when it is believed that King Narmer—one of the first pharaohs—unified Upper Egypt and Lower Egypt. The word *pharaoh* meant "great house," originally referring to the royal palace. Great pyramids were built as burial grounds for the pharaohs. Ordinary Egyptians worked as farmers, traders, craftspeople, and warriors.

Ancient Egypt was a sophisticated culture, creating great art and architecture, as well as pioneering concepts of government, agriculture, medicine, astronomy, and religion. It was also one of the earliest societies to develop a system of writing. *Hieroglyphics* (a Greek word meaning "holy signs") were made up of 750 picture signs, which were written left to right, right to left, or in columns. This type of script was used for about 3,500 years.

Religion was an extremely important part of the civilization. Ancient Egyptians worshipped perhaps as many as 2,000 gods and goddesses. They built temples and statues of the deities, who reigned over different aspects of life and death. Since ancient Egyptians believed in life after death, they were buried with things

Curriculum Connections

- ancient civilizations
- ancient Egypt

Subject Areas

- language arts
- social studies



Historical Background *continued*

they would need in the afterlife. Their bodies were also preserved by mummification, an embalming process that would insure that the body would remain intact and ready for an eternal existence.

Tutankhamen (now popularly called King Tut), who ruled for only about 10 years, is one of the best-known pharaohs. His tomb, found by British archeologist Howard Carter in 1922, was largely intact and held many riches and artifacts. Its excavation was one of the most important archaeological finds of the 20th century. Tut came to the throne as a young boy shortly after the death of the innovative leader Akhenaten, who died in 1358 B.C.E.

King Thutmose III was also a boy king. His stepmother, Hatshepsut, became regent and then seized power, banishing Thutmose from the court for 21 years. When she died suddenly (and mysteriously) in 1458 B.C.E., Thutmose III returned to the throne. He then set out on a campaign of conquest that extended Egypt's borders and wealth.

Want students to get even more excited about history?



Check out the ancient Egypt adventure at

www.timewarptrio.com/adventures/tuttut/

Wordsplosion and other interactive games to play.

Plentifax 487—the ultimate time traveler's guide—to find out how Egyptian pharaohs lived and ruled!

Cool Books that kids will love.

Activity 1



Egyptian Trading Cards

In creating trading cards, which identify various gods and goddesses and their skills, talents, and deeds, students expand and deepen their knowledge of ancient Egyptian culture and customs.

Instructions

1. Have students research the gods and goddesses of ancient Egypt and choose one that they will represent on a trading card. Have students draw or paste a picture of the god or goddess on the front of the card. On the back, ask students to provide the following information.
    - Name of the god/goddess
    - God or goddess of _____
    - Symbol
    - Headdress or other distinctive costume
    - Identifying clue (for example, "I have the head of a jackal," or "My wife Isis brought me back to life.")
    - Other facts
2. After students have completed their cards, ask a volunteer to hold up his or her card and read the clue. After students have guessed the correct god or goddess, have the volunteer read the rest of the information from the back of the card.
3. You may also want to challenge students by playing "Ten Questions." Have one student represent a god or goddess. The other students can ask him or her up to ten questions in order to identify which god or goddess it is.

Take It Further

Have students write a short myth about the god or goddess they have chosen. They may want to illustrate the title page.

Objectives

- to identify gods and goddesses of ancient Egypt
- to practice research and note-taking skills

Materials

- art and writing supplies
- 5" x 7" index cards

Curriculum Standards

- **NCSS**
  Culture: Students describe ways in which language, stories, folktales, music, and artistic creations serve as expressions of culture and influence behavior of people living in a particular culture.
- **NCTE/IRA**
  Students read a wide range of literature from many periods in many genres to build an understanding of the many dimensions of human experience.

Activity 2



Postcard From Your Mummy

Becoming aware of different systems of written communication promotes an appreciation for the culture being studied. It also appeals to the sense of discovery students have when they first decode a system different from their own. Looking at other systems, such as Egyptian hieroglyphics, enhances students' understanding of their own language as well.

Instructions

1. Have students work in small groups to research Egyptian hieroglyphics—what they were, how they developed, and what they meant. Assign one group to investigate the Rosetta stone. Have students share their information and create a class chart of facts about Egyptian hieroglyphics.
2. Have each group create their own code. Have students list the letters of the alphabet and then create a symbol for each letter, creating a code using pictographic art, line drawings, or numbers.
3. Have students pretend to be ancient Egyptians. Using their code, have the group compose a postcard to a family member (mother, father, sibling, etc.). The message should be at least three sentences long. The front side of the card should feature a picture that gives a hint about the message on the back. Students may want to sign their names in code.
4. Have the groups exchange postcards. See if a group can "break the code" of the other group.
5. After a few minutes, distribute the code that matches the postcard and have students use it to decode the message.

Take It Further

Make an ancient Egyptian Word Wall. As a class, brainstorm words related to ancient Egypt that begin with each letter of the alphabet, such as afterlife, amulet, Book of the Dead, and chariot. Hold a design competition to choose the best way to post the words (e.g., a list, chart, quilt, or a papyrus plant image with words at the end of the leaves). Have the class select one and create the wall.

Objectives

- to learn about hieroglyphics
- to develop a code and use it to communicate with others

Materials

- 4" x 6" index cards

Curriculum Standards

- **NCSS**
  Individual Development & Identity: Students describe personal connections to place—as associated with community, nation, and world.
- **NCTE/IRA**
  Students adjust their use of spoken, written, and visual language to communicate effectively with a variety of audiences and for different purposes.

Resources

Recommended Books

For Teachers

Ancient Egypt by David Silverman. (Oxford University Press, 2003) A lavishly illustrated book on all aspects of ancient Egyptian life.

Daily Life of Ancient Egyptians by Bob Brier and Hoyt Hobbs. (Greenwood Press, 1999) A detailed account of daily life in ancient Egypt.

Everyday Life in Ancient Mesopotamia by Karen Rhea Nemet-Nejat. (Hendrickson Publishers, 2002) A comprehensive look at life in the ancient lands of Mesopotamia.

The Greenwood Encyclopedia of Daily Life, Volume 1 edited by Joyce E. Salisbury. (Greenwood Press, 2004) A comprehensive look at the lives of ordinary people in ancient times—their clothes, food, culture, customs, and beliefs.

Hidden Treasures of Ancient Egypt by Zahi Hawass. (National Geographic, 2004) A look at newly-discovered artifacts and what they tell us about life in ancient Egypt. See other books on ancient Egypt by this author.

For Students

Fiction

The 5,000-Year-Old Puzzle by Claudia Logan. (Farrar, 2002) When a secret tomb is discovered in 1924, young Will uses his new archaeology skills to help determine who it was built for.

Casting the Gods Adrift by Geraldine McCaughrean. (Cricket Books, 1998) In 1354 B.C.E., Tutmose must choose between his father's belief in many gods and goddesses and the pharaoh's decree that his people must worship only the sun god Aten.

Cleopatra VII, Daughter of the Nile by Kristiana Gregory. (Scholastic, 1999) The Royal Diaries series. Princess Cleopatra describes the intrigue of her father's court in a "diary" that ends when she becomes queen.

The Egyptian Box by Jane Louise Curry. (McElderry, 2002) When Leticia's brother deciphers the hieroglyphs on an Egyptian figure called a *shabti*, strange and scary things begin to happen.

Egyptology by Emily Sands. (Candlewick, 2004) Written as an amateur Egyptologist's travel journal from 1926, this diary is enhanced by illustrations, pull-outs, pop-up art, minibooks, fold-out maps, and more.

Ghosts of the Nile by Cheryl Harness. (Simon & Schuster, 2004) A visit to the museum with Great Aunt Allie transports Zachary to ancient Egypt where his guide is a talking cat.

I Am the Mummy Heb-Nefert by Eve Bunting. (Harcourt, 1997) Heb-Nefert speaks from the dead as she asks museum-goers to take a look at her pampered daily life and the preparation of her body for burial.

Pharaoh's Daughter by Julius Lester. (Harcourt, 2000) An intriguing look at Pharaoh's court through the eyes of Moses and his sister Almah.

A Place in the Sun by Jill Rubalcaba. (Clarion, 1997) Senmut kills a dove and must pay the consequences. Only his skill as a sculptor and his devotion to his father save him from a life of misery in ancient Egypt.

Temple Cat by Andrew Clements. (Houghton Mifflin, 1996) Humans worship the divine cat in the temple of Neba, but the cat leaves his life of luxury in search of a different kind of life.

Tut Tut by Jon Scieszka. Illustrated by Lane Smith. (Puffin, 1998) The Trio find themselves in ancient Egypt where they must outwit the pharaoh's evil advisor.

Nonfiction

Ancient Egypt Revealed by Peter Chrisp. (DK, 2002) This book presents the world of ancient Egypt in diagrams, photographs, illustrations, and transparent overlays.

Ancient Medicine: From Sorcery to Surgery by Michael Woods and Mary B. Woods. (Runestone, 1999) Interesting background information on ancient medical practices from the Stone Age to ancient Rome.

Mummies of the Pharaohs: Exploring the Valley of the Kings by Melvin Berger and Gilda Berger. (National Geographic, 2001) Color photos illustrate information about Tut, Hatsheput, and Rameses II.

Pyramid by David Macaulay. (Houghton Mifflin, 1975) Detailed black-and-white drawings show how and why a pyramid is constructed.

Resources

Pyramids! 50 Hands-on Activities to Experience Ancient Egypt
by Avery Hart and Paul Mantell. (Williamson, 1997) Play games, make a pop-up pyramid with a pop-out pharaoh, write in hieroglyphs, draw a cartouche, and walk like an Egyptian!

Secrets of the Mummies: Uncovering the Bodies of Ancient Egyptians
by Shelley Tanaka. (Hyperion, 1999) Describes Egyptian techniques for preserving the dead, why and how tombs were plundered, and modern scientific methods of studying mummies.

Secrets of the Sphinx by James Cross Giblin. (Scholastic, 2004) Research and speculation about famous artifacts and monuments—pyramids, the Rosetta stone, and the Great Sphinx—are included.

Seeker of Knowledge: The Man Who Deciphered Egyptian Hieroglyphs
by James Rumford. (Houghton Mifflin, 2000) A picture book biography of Jean-Francois Champollion.

Voices of Ancient Egypt by Kay Winters. (National Geographic, 2003) Fourteen workers describe their duties and lives. Chapter headings are written in English and hieroglyphs and the illustrations show workers' dress and tools.

Web Sites

ANCIENT EGYPT: LESSON PLANS FOR TEACHERS
www.dia.org/education/egypt-teachers
A selection of cross-curricular lesson plans created by teachers is posted on the Detroit Institute of Art site.

THE ANCIENT EGYPT SITE
ancient-egypt.org/
Created by Egyptologist Jacques Kinnaet, this site includes information and pictures of the history, monuments, language, and other aspects of life in ancient Egypt. (Particularly good for kids.)

THE BRITISH MUSEUM
www.thebritishmuseum.ac.uk
This site includes a search engine for kids that will take them directly to artifacts from ancient Egypt. Also contains information for adults. (Particularly good for kids.)

DISCOVERY'S RAMESES: WRATH OF GOD OR MAN?
dsc.discovery.com/convergence/rameses/rameses.html
Contains a variety of games and information, including a quiz you can take to see if you are ready to be a pharaoh. (Particularly good for kids.)

EGYPT: SECRETS OF AN ANCIENT WORLD
nationalgeographic.com/pyramids/pyramids.html
Various features explore the world of ancient Egypt, including an interactive game about the pyramids. (Particularly good for kids.)

THE METROPOLITAN MUSEUM OF ART
www.metmuseum.org/toah/hi/hi_afeg.htm
Use this index to find information about and photographs of this museum's extensive collection of ancient Egyptian art and artifacts.

NOVA
www.pbs.org/wgbh/nova/egypt
Based on the NOVA program "Mysteries of the Nile," this site includes information and special features (you can wander inside the Great Pyramid), and classroom resources.

SECRETS OF THE PHARAOHS
www.pbs.org/wnet/pharaohs/index.html
This site, based on the PBS show *Secrets of the Pharaohs,* contains extensive resources, links, and historical overviews of ancient Egypt.

THE THEBAN MAPPING PROJECT
thebanmappingproject.com
The official Web site of an excavation led by archaeologist Kent Weeks offers a tour of Thebes, an overview of the Valley of the Kings, and an introduction to Egyptology.

TIME WARP TRIO
www.timewarptrio.com
This site for kids includes interactive games, fascinating facts, and booklists that help make the past come alive.

WRITE LIKE AN EGYPTIAN
upennmuseum.com/cgi-bin/hieroglyphsreal.cgi
Type in any word and this site will transcribe it in hieroglyphs. (Particularly good for kids.)

Please note:
Although these sites were verified at the time of publication, Web site addresses and content are frequently subject to change.

©2005 WGBH Educational Foundation. All rights reserved. Time Warp Trio™ is produced by WGBH in association with Soup2Nuts for Discovery Kids.
Major funding was provided by a grant from the National Endowment for the Humanities. Any views, findings, conclusions, or recommendations expressed in these classroom materials do not necessarily represent those of the National Endowment for the Humanities. Based on THE TIME WARP TRIO book series written by Jon Scieszka and illustrated by Lane Smith.
Time Warp Trio is a registered trademark of Chucklebait, LLC. Used with permission. Third party trademarks are the property of their respective owners. Used with permission.