## Walk Through the Ancient World

## Order of Presentation

## \*\* Characters & Expert Words in bold are often called up together in groups

## First 90 minutes

Civilization & Culture
Myths, Legends, & Religions
Mesopotamia

The Nile River/Delta/Cataract

RA
OSIRIS
ISIS
HORUS
KING MENES

Hieroglyphics
Pyramids
\*\* Mummy Wrap game –have
toilet paper ready
Hyksos

QUEEN HATSHEPSUT THUTMOSE III QUEEN NEFERTITI JOCHEBED RAMESES II

City-states Athens & Sparta Olympic Games Epic Poem

HOMER ROMULUS

Etruscans Republic Delian League

PERICLES

Last Hour (after 5-minute break)

ZEUS HERACLES ATHENA

Philosophy

SOCRATES
PYTHAGORAS
SOPHOCLES
ALEXANDER THE GREAT
PTOLEMY I

Senate & Consuls Punic Wars

SPARTACUS
JUNO
JULIUS CAESAR
CALPURNIA
CLEOPATRA
AUGUSTUS

Pax Romana

PAUL NERO CONSTANTINE

THE DAILY LIFE PRESENTATIONS could be presented at any time during the Walk Through. Ask your program presenter when students will be called to perform these.

<sup>\*</sup> The order below is based on a 2 1/2 hour presentation. Our presenters do their best to maintain this order however slight changes may occur due to varying circumstances.