

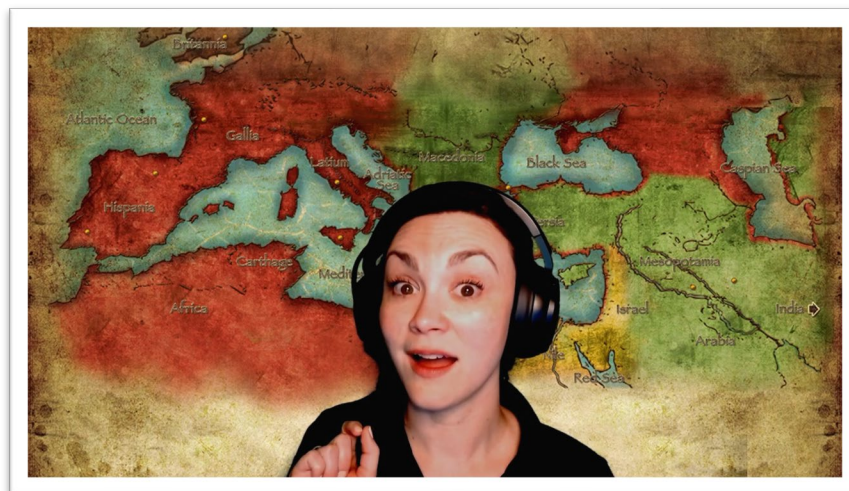
# WALK THROUGH THE<sup>®</sup> ANCIENT WORLD

## TEACHER PREPARATION GUIDE FOR THE VIRTUAL EXPERIENCE

**Walk Through the Ancient World, the virtual experience is an interactive social-studies program that takes place with a live presenter!**

*Walk Through the Ancient World* is an engaging and interactive educational presentation with friendly competition and lively retelling of standard history curriculum. A trained presenter guides up to 36 students through historic events using dynamic, kid-friendly stories and activities. Through assigned Character and Expert Word Cards, students will explore the famous events, prominent historical figures, and relevant vocabulary of the Ancient World by becoming the people, myths, and legends from the time period and/or experts on important events. During the presentation the students compete in a friendly contest to earn points. Games, music, and dramatic activities encourage participation and comprehension of the curriculum throughout the presentation.

This guide will help you with the required classroom preparation we depend on to ensure that your Walk Through is a success. It includes all the information needed, such as classroom set-up, confirmation of the itinerary for the day, and all necessary links.



# ALL ITEMS FOR DOWNLOADING/PRINTING

## [ALL ITEMS FOR PRINTING](#)

*Print all items for teacher use and distributing to students.*

*Student Certificates – to pass out at conclusion of virtual experience*

## [FIRST PLACE CERTIFICATE](#)

## [PARTICIPATION CERTIFICATE](#)

## **INDIVIDUAL PAGES FOR PRINTING:**

## [TEACHER CARD ASSIGNMENT LIST/ORDER OF PRESENTATION](#)

*print on **regular white paper***

[EXPERT WORD CARDS](#) *print on **light green card stock***

[CHARACTER CARDS](#) *print on **light blue card stock***

*After printing, cut and distribute above materials to individual students using the instructions provided for assigning cards in this guide.*

## [INDIVIDUAL STUDENT CARDS](#)

*For students to access “lost” cards electronically*

[CHARACTER CATCH-UP GAME SHEETS](#) *print on **regular white paper***

*Print a copy for each student participating. These should be given to the students right before they are admitted to the virtual experience and not beforehand.*

[DAILY LIFE PRESENTATIONS](#) *print on **regular white paper** (optional activity)*

*\*Optional Activity: Should your class choose to present their “daily life” presentation, print at least one copy for each team and have teams follow the instructions provided for preparing their skit.*

## [PRESENTATION INFORMATION LETTER](#)

*Print or send electronically to students’ family*

## [SCORE SHEET](#)

*Provide to the adult volunteer chosen to record points that will be awarded by the presenter. If no adult volunteer, the teacher will need to record the points.*

## [TEACHER ZOOM TUTORIAL](#)

*Follow instructions on tutorial if unfamiliar with Zoom platform*

## PRESENTATION START TIME/STUDENT NUMBERS

- Virtual Walk Through Presentations are 2 ½ hours in length with a short 5 minute restroom/water break after about 90 minutes. We do not adjust the presentation for a school's recess or lunch schedule. Students may need to take an early lunch or have a separate recess before or after their scheduled presentation.
- We require 45-60 minutes between virtual Walk Through presentations taking place on the same day.
- If possible, please start your first presentation at least 10 minutes *after* the morning bell to ensure enough time for taking attendance and end your second presentation at least 10 minutes *before* the afternoon bell to give time for end of day release.
- Your presenter will log on to your virtual meeting on the ZOOM platform **15 minutes** prior to the scheduled start time to meet with you prior to the students being admitted.
- Your reservation's contact person is meant to set the presentation times as well as provide the necessary ZOOM ID and Passcode (if required) information. Consider any district/school security features ahead of time to avoid log in problems for the presenter.
- The Walk Through virtual experience is specifically designed to accommodate **up to 36 students. Any amount exceeding the 36-student limit must be approved by our office,** not the presenter, before the day of your presentation. If a group is admitted to the presentation over the approved amount, the presenter is required to contact the CWE offices before proceeding with the scheduled presentation and it may require canceling.



## ITINERARY CONFIRMATION

Confirmation and reminder emails are sent out to the email address of the person who made the reservation, and any teachers' email addresses that have been provided to us.

These are the details provided to the presenter and the presenter will be online and ready to start based on the time provided in your email and our online reservation system.

Please work with your reservation's contact person to coordinate start times. Be sure that your latest email confirmation sent from our reservation system includes the start-time and presentation type you are expecting, that Zoom links/passcode works, and that student numbers are correct.

### **Your Walk Through presentation is just a month away!**

Walk Through the Ancient World (two presentations, a.m. and p.m.) Date: 6/9/2023

School Name: Eureka Elementary

Reservation Number: PS22-1545344

School's Office Hours: 7:30am - 3:30pm

School's Instructional Hours: 8:00am - 2:35pm

Room Assignment: VIRTUAL

Primary School Contact: Don Oliver [don@eurekaelementary.com](mailto:don@eurekaelementary.com)

#### First Walk Through presentation

Teacher: Philip Black [philip@eurekaelementary.com](mailto:philip@eurekaelementary.com)

Number of Students: 33

Presentation Time: 8:15-10:45

Virtual Meeting Link: <https://us04web.zoom.us/j/exampletest123>

Virtual Meeting ID: 124 5678 910      Virtual Meeting Passcode C78w4rB

#### Second Walk Through presentation

Teacher: Kate Rosa [kate@eurekaelementary.com](mailto:kate@eurekaelementary.com)

Number of Students: 29

Presentation Time: 11:45-2:15

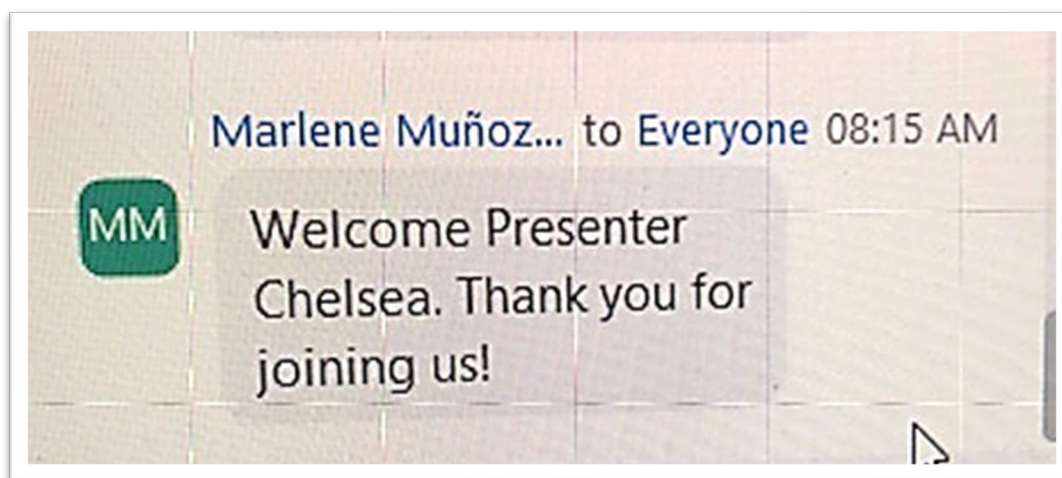
Virtual Meeting Link: <https://us04web.zoom.us/j/exampletest123>

Virtual Meeting ID: 879 7643 234      Virtual Meeting Passcode xH88w5tL



If you haven't yet received an email confirmation like the one pictured above or a reminder notice similar to this or if your notice is missing any of the required details, please contact us immediately at [info@californiaweekly.com](mailto:info@californiaweekly.com). This means, we haven't been provided necessary information by your reservation's contact person.

## ZOOM AND CLASS PREPARATION



1. In order to fully access the functionality of the virtual presentation, we are utilizing the ZOOM platform. Other platforms such as Google Meet will lose functionality and cause the program to freeze or slow down. If you are unfamiliar with the Zoom platform, we provide a Zoom tutorial [HERE](#). If your school does not have access to Zoom, please contact [programs@californiaweekly.com](mailto:programs@californiaweekly.com).
2. To maintain control of the virtual classroom and remain the host, teachers need to invite the presenter to the session by providing their Zoom MEETING ID and PASSCODE (if required). This information is provided by the person who made the reservation by accessing their online account and filling in the required fields. The Zoom information must be provided as soon as possible and no later than 3 days in advance of the presentation date. If the meeting does not require a passcode, please enter N/A in the passcode field.
3. **IMPORTANT:** Please ensure and check that your school or district does not have restrictions on guests signing into your Zoom meeting. If guests are not allowed, our presenter will be unable to log in on time. This will cause delays in your presentation. You may need to contact your IT person for the presenter to be authorized ahead of time. Please direct any questions or concerns about this to [programs@californiaweekly.com](mailto:programs@californiaweekly.com).

Should there be any problems utilizing your school's Zoom account, a Walk Through Zoom account may be utilized in place of your own.

4. To participate in the virtual presentation, each teacher and student will need to be logged on to their **own individual devices**. To avoid audio feedback in the classroom, please make sure all students and teachers have headphones.
5. In some cases where bandwidth will prevent several devices online at the same time, there is an option to set up your classroom with a single screen. If this is the case at your



school, please inform the CWE offices ahead of time by emailing [Field@californiaweekly.com](mailto:Field@californiaweekly.com) for specific instructions.

6. Your presenter will log on to the Zoom meeting 15 minutes ahead of the scheduled start time to meet with the assigned teacher. If the students or any other approved guests log in, please assign them to a waiting room or breakout room, as this pre-meeting should be private between the presenter and teacher(s).

This is an important step in the Walk Through presentations - please do not rush through this meeting, as your presenter will need to be made co-host and go over some necessary information prior to starting with your students.


7. During this pre-meeting, your presenter will go over:
  - How to be made co-host
  - How to re-name students to reflect their FIRST name & Team Color (I.E. Lori BLUE)
  - How to spotlight students
  - Helping with student management including muting and unmuting students
  - Utilizing the chat feature in Zoom
  - Keeping track of points
  - Any specific student needs or requirements

Once you have met with your presenter, you may admit your students into the zoom meeting and introduce your presenter to the class. Your virtual Walk Through experience will begin! Please remain in attendance muted with the camera on. We ask for assistance with keeping track of scores, spotlighting students, and managing the classroom.



## TEAM/CARD ASSIGNMENTS

In order to assign students accurately, use the [ORDER OF PRESENTATION/CARD ASSIGNMENT](#) list provided. This assignment list is in order of appearance and is for your reference only. It will also aid you in assigning parts and in **spotlighting** each student during the presentation so you will know who is going to be reciting their part next.

 <b>WALK THROUGH THE ANCIENT WORLD</b> <b>CARD ASSIGNMENT LIST</b>					
<i>Please assign ALL cards. When assigning more than one card per student ensure cards are allocated to the same team. i.e. student Alex assigned to Ra (Egypt) and delian league (Egypt)</i>					
All Character Cards are assigned to the civilization they are associated with. Expert Word cards are not always assigned to the civilization the word is associated with. This helps maintain active engagement among teams.					
First half of presentation approximately 90 minutes; Second half of presentation approximately 50 minutes					
Cards To Assign	Student Name	Team	Cards To Assign	Student Name	Team
CIVILIZATION & CULTURE		ROME	PERSIAN EMPIRE		EGYPT
MYTHS, LEGENDS & RELIGIONS		ROME	PERICLES (6-10 minute break; first half of presentation complete)		GREECE
MESOPOTAMIA		GREECE	ZEUS		GREECE
NILE RIVER, DELTA, & CATARACT		EGYPT	HERACLES		GREECE
RA		EGYPT	ATHENA		GREECE
OSIRIS		EGYPT	JUNO		ROME
ISIS		EGYPT	PHILOSOPHY		EGYPT
HORUS		EGYPT	SOCRATES		GREECE
KING MENES		EGYPT	PYTHAGORAS		GREECE
HIEROGLYPHICS		GREECE	SOPHOCLES		GREECE
PYRAMIDS		EGYPT	ALEXANDER THE GREAT		GREECE
HYKSOS		GREECE	PTOLEMY I		GREECE
QUEEN HATSHEPSUT		EGYPT	SENATE & COUNCIL		EGYPT
THUTMOSE III		EGYPT			

We suggest that all cards be assigned and passed out to students 3-4 weeks prior to your presentation date to allow time for students to prepare. Begin by splitting students as evenly as possible into 3 teams of mixed ability/gender with at least one strong leader on each team. Assign each team a civilization of either EGYPT, GREECE, OR ROME. Once your students are placed in their civilization, you can start assigning the cards. Please ensure students placed in a certain civilization are only assigned a card from that civilization. When your students are logged into the Zoom meeting for their presentation, their name will reflect their civilization/team. I.E. Lori (GREECE)



### Important note:

All *CHARACTER CARDS* will be assigned to the civilization they are associated with during the presentation. *EXPERT WORD CARDS* are NOT (i.e. a student on the Rome team might have an Expert Card associated with Egypt).

Since the presentation is mainly in chronological order of events, this helps keep students from each civilization/team engaged and actively involved throughout.

- **All cards must be assigned.** In order to give civilization/teams an equal opportunity to earn points there are 10 *CHARACTER CARDS* and 6 *EXPERT WORD CARDS* pre-designated **per civilization/team**. Please ensure students placed in a certain civilization are only assigned an *EXPERT WORD* or *CHARACTER CARD* designated for that civilization
- The presentation is not designed for every student participant to be assigned a *Character* unless the class size allows.
- Students with *Character* cards will receive points for dressing in historical attire, showing the prop suggested on their card, and enacting the performance instructions given on their card. Memorization is encouraged but additional points are not awarded for memorization.
- We ask for students to **bring their assigned cards** with them to the presentation, even when memorized.
- Classes of 14 or less participants can contact our office at [programs@californiaweekly.com](mailto:programs@californiaweekly.com) for modified preparation instructions.

Please do not let students know beforehand when they will be called as we are also working on listening skills during the presentation. The presenter lets students know that they could be called up “at any time.” Exceptions are made for students with special circumstances (*who may only be able to attend for a certain amount of time*).

Consider your students’ skill level when assigning cards as some cards are longer or more difficult than others. For students with special circumstances, we can provide cards with alternate/shorter definitions. Please contact [programs@californiaweekly.com](mailto:programs@californiaweekly.com) if this is needed for any of your students.



For students who need copies of their individual cards they can be downloaded and printed from our Web site here: [INDIVIDUAL STUDENT CARDS](#)



## STUDENT ASSIGNED CARDS

Instructions for printing: [EXPERT WORD CARDS](#) print on **light green card stock**  
[CHARACTER CARDS](#) print on **light blue card stock**  
[DAILY LIFE PRESENTATIONS - INSTRUCTIONS](#)  
print on **regular white paper**

A total of 18 [EXPERT WORD CARDS](#), 30 [CHARACTER CARDS](#), and 1 set of [DAILY LIFE INSTRUCTIONS](#) are provided for the Walk Through Ancient World. ALL cards need to be assigned prior to presentation date. During the virtual experience, your presenter will say each *Expert Word* and *Character* card. Upon hearing their assigned card, the student will wave their hand in front of their camera to be spotlighted by the teacher or presenter. Each [EXPERT WORD CARD](#) contains a vocabulary word and definition specific to ancient civilizations and content standards for 6<sup>th</sup> grade history. *Expert Word* cards are not always pre-designated to the team/civilization they are about. This aids in student engagement among the teams during the presentation.



[CHARACTER CARDS](#) represent some of the prominent people of the Ancient World. Each card provides details for student to dress in historical attire, bring a specific prop, and rehearse specific performance instructions. Students can pretend to pass props through one screen to another or be creative in demonstrating performance instructions that involve other students. In place of an action, students may also get their points for saying what they are doing “I am now going to battle my uncle to avenge my father’s death!” etc.

Students assigned to more than one character should be able to read all cards clearly and show props for each character, but dress in only one costume. A quick costume piece may be added or removed but there is not time for costume changes. Points are awarded for historical attire, bringing a prop and overall reading and presentation.

Note: The presentation is not designed for every student participant to be assigned a Character Card unless the class size allows

## DAILY LIFE PRESENTATIONS



In the event that your class is in the same physical room and you choose to have them perform and re-enact [DAILY LIFE PRESENTATIONS](#) this will require a different set up to your classroom and involve a lot of team/group practice and a camera set up turned toward the action so the presenter can view it. Please contact us ahead of time if this is the case by emailing [field@californiaweekly.com](mailto:field@californiaweekly.com)

*Daily Life Presentations* are short 5 minute “skits” put together entirely by each team/civilization. This group public speaking activity gives your class an opportunity to meet the common core standard for speaking and listening - grade 6.

If presented, students need to follow the provided [DAILY LIFE PRESENTATION INSTRUCTIONS](#) to ensure they meet all the guidelines. Information presented must be about life in their civilization and not a reiteration of their assigned *Expert Word* or *Character* cards. All props or scene pieces must be provided by the students’ team/civilization.

We suggest assigning a student with leadership qualities to be the “director” or leader of rehearsals. All students on the team need to have a “role” within their daily life presentation. All three teams must present if daily life presentations are chosen to be presented.


Points will be awarded for organization/teamwork, clarity/presentation skills, creativity, accurate information, content covering at least six areas of “daily life” in their civilization, and each presentation keeping within 5 minutes (each skit will be timed by presenter).

Please provide your students with adequate time to prepare their presentation, learn their roles, and create set pieces and props.

**Note:** For the virtual experience, teams may also choose to pre-record and show their videos through the Zoom platform or share information on daily life directly through Zoom

## SCORES AND SCOREKEEPER

Throughout the presentation your presenter will be awarding points to civilizations for various things including the recitation of cards. Points are awarded in increments of five. Using the [SCORESHEET](#) provided, we ask for a teacher or adult audience member to keep track of the points that are awarded by keeping a **running total**; the presenter announces points very quickly at the end of the presentation and there will not be time then to add them up.



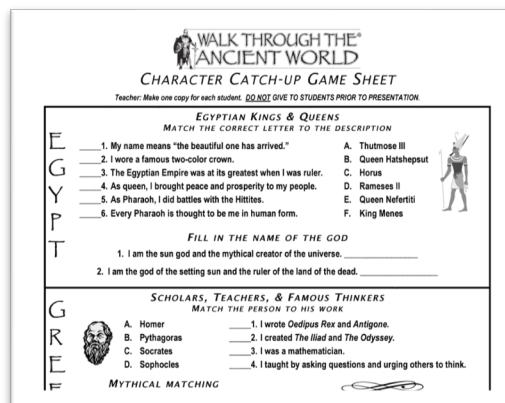
The score sheet is titled "WALK THROUGH THE ANCIENT WORLD SCORE SHEET". It features three columns for teams: Egypt, Greece, and Rome. Above the columns is a box with instructions: "PLEASE KEEP POINTS TOTALED! POINTS ARE GIVEN QUICKLY TOWARDS THE END OF THE PRESENTATION AND THERE IS NO TIME TO ADD THEM UP. FEEL FREE TO ASK THE PRESENTER FOR CLARIFICATION OR TO REPEAT POINTS. PLEASE KEEP SCORES A SECRET FROM THE STUDENTS." The sheet is decorated with illustrations of ancient Egyptian pyramids, a Greek soldier, and a Roman temple.

Teams		
Egypt	Greece	Rome

## CHARACTER CATCH-UP GAME SHEETS

The [CHARACTER CATCH-UP GAME SHEETS](#) are a creative way to promote teamwork and check student comprehension. At certain points during the presentation, the presenter will let the students know it is time to fill out a specific portion of the sheet. Please do not allow your students to view the sheets ahead of time or fill them out unless the presenter has told them to do so.

If time allows, points can be given during a review game of these sheets. Please be sure to hand out one sheet to each student and that they are prepared with a writing utensil. Have them place the sheets face down on their desks/tables.



The character catch-up game sheet is titled "WALK THROUGH THE ANCIENT WORLD CHARACTER CATCH-UP GAME SHEET". It contains three sections: "EGYPTIAN KINGS & QUEENS", "FILL IN THE NAME OF THE GOD", and "SCHOLARS, TEACHERS, & FAMOUS THINKERS". Each section has a list of clues or descriptions and a list of names for students to match. The sheet is decorated with illustrations of ancient Egyptian figures and a Greek philosopher.

**EGYPTIAN KINGS & QUEENS**  
MATCH THE CORRECT LETTER TO THE DESCRIPTION

1. My name means "the beautiful one has arrived."	A. Thutmose III
2. I wore a famous two-color crown.	B. Queen Hatshepsut
3. The Egyptian Empire was at its greatest when I was ruler.	C. Horus
4. As queen, I brought peace and prosperity to my people.	D. Ramses II
5. As Pharaoh, I did battles with the Hittites.	E. Queen Nefertiti
6. Every Pharaoh is thought to be me in human form.	F. King Menes

**FILL IN THE NAME OF THE GOD**

1. I am the sun god and the mythical creator of the universe.	_____
2. I am the god of the setting sun and the ruler of the land of the dead.	_____

**SCHOLARS, TEACHERS, & FAMOUS THINKERS**  
MATCH THE PERSON TO HIS WORK

A. Homer	1. I wrote Oedipus Rex and Antigone.
B. Pythagoras	2. I created The Iliad and The Odyssey.
C. Socrates	3. I was a mathematician.
D. Sophocles	4. I taught by asking questions and urging others to think.

**MYTHICAL MATCHING**

## HISTORICAL ATTIRE

Encourage your students to dress in historical attire that represents their civilization. Those assigned a *Character* card should dress in attire representing the person of history they are portraying and will receive additional points for their team.

Students assigned to more than one character may choose one costume and if needed, bring an accessory to quickly put on for a second character or *Daily Life Presentation*. Students will not have time for full costume changes during the presentation.

Costume pieces can be created in class or with the help of the student's family at home. We strongly encourage creativity (and advocate that families do *not* spend money on costumes). We do not sell or provide costumes. Suggestions for costume pieces can be found [here](#).



Students should be able to comfortably sit in their costumes!



## ADDITIONAL DETAILS

### 5-MINUTE BREAK

There will be a 5 minute break about 90 minutes into the presentation and students are welcome to use the restroom and get water at that time, but please do not consider this a “snack break” (unless there is a medical need) or recess break. The presentations cannot be elongated to accommodate a longer break.

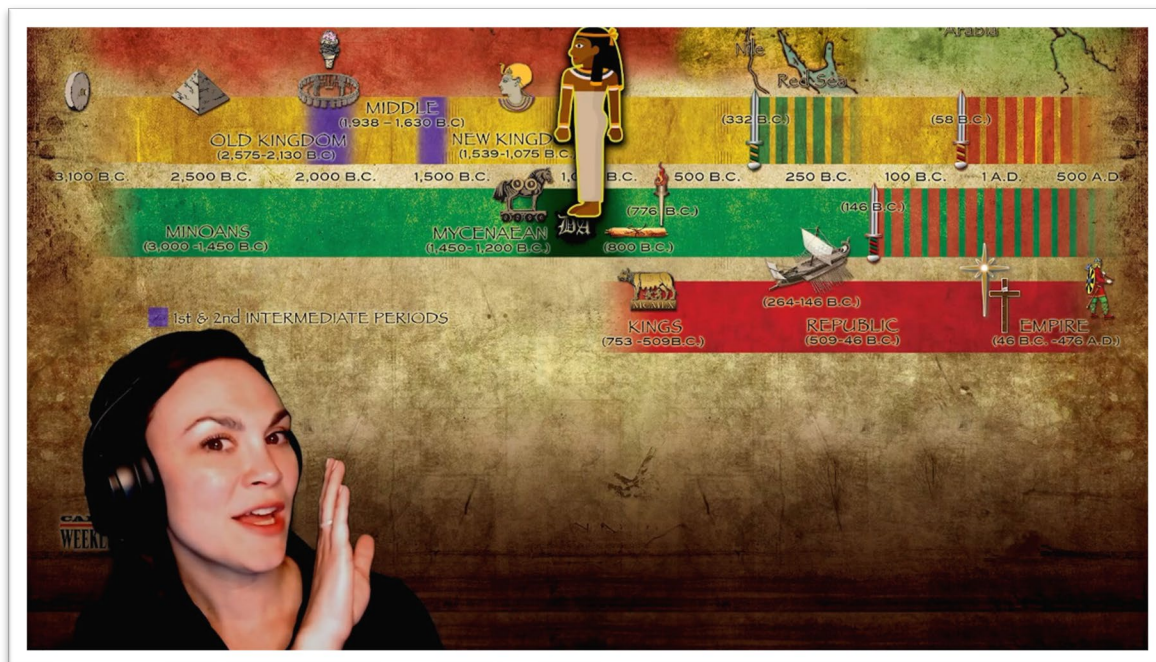
### INVITE AUDIENCE

Use our [PRESENTATION INFORMATION LETTER](#) to invite adult family and friends. Some Zoom meetings will have a participant limit, so keep that in mind. All approved guests must keep their cameras off and stay muted the entire presentation. We ask that you inform all guests of this requirement and help monitor it the day of your Walk Through.

Please do not have students from other classes or grade levels observe. Teachers with combo classes need to have alternate plans for those students not participating.

### RECORDING/PICTURES

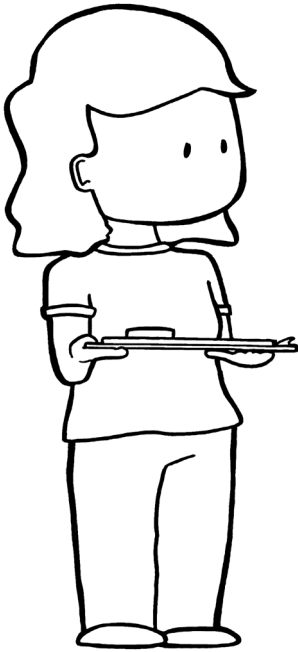
Due to copyright restrictions, recording of the Zoom presentation is not permitted and ability to record from the Zoom platform needs to be turned off. Recording of a screen from “over the shoulder” is permitted but we limit recording to student parts only such as recitation of cards. Please do not record any of the presentation elements or presenter.



## THE DAY OF!

- Have your students' devices and headphones in place for them to easily log on.
- Teachers should be prepared with...
  - Filled in [ORDER OF PRESENTATION/ASSIGNMENT LIST](#)
  - [SCORE SHEET](#)
  - Writing utensil for recording points
  - Copies of [CHARACTER CATCH-UP GAME SHEETS](#)
- Make sure students have the following ready...
  - All assigned cards
  - (If being presented) [DAILY LIFE PRESENTATION](#) props/set pieces
  - All costume pieces
  - Writing utensil
- If you have any **absences** on the day of your Walk Through, [RE-ASSIGN](#) their cards prior to the presentation. For a balance of points, **do not re-assign cards to a student on another team.**
- Log on 15 minutes prior to the start time of your presentation to meet with the presenter.
  - Confirm with your presenter how many students are in attendance.
  - Let your presenter know of any students that may have special needs, and how we can better accommodate them.
- Ask students to use the restroom and get water beforehand to avoid interruptions.
- Upon student log in, students must be re-named to reflect their FIRST name and Team/Civilization I.E. Lori (GREECE)
- Pass out the [CHARACTER CATCH-UP GAME SHEETS](#) to each student. Have them place it face down on their desk/tables.
- A teacher or **qualified adult must *always* be in the virtual presentation room throughout the entire length of your Walk Through.**
- At the conclusion of your presentation pass out certificates. Student names will need to be written on certificates before giving to students. The team/civilization who came in first place will receive the [FIRST PLACE CERTIFICATE](#) and the other teams will receive a [PARTICIPATION CERTIFICATE](#).

## WHAT TO HAVE WITH YOU FOR THE VIRTUAL EXPERIENCE

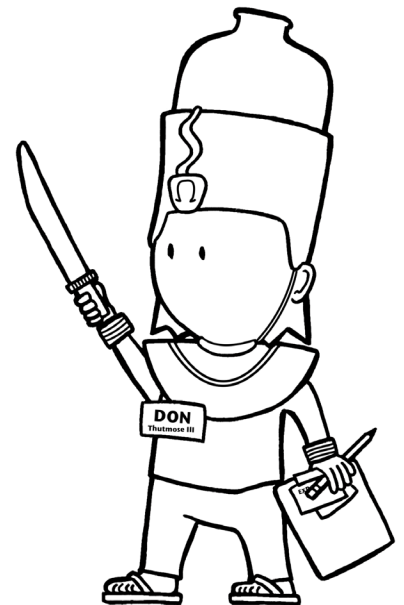


### Teacher

- Class set of [CHARACTER CATCH-UP GAME SHEETS](#)
- Extra pencils
- [SCORE SHEET](#)—you may ask a parent volunteer to keep a running total of each team's points
- [ORDER OF PRESENTATION/CARD ASSIGNMENT LIST](#)

### Students

- Costumes on
- Props for *Character* cards
- Copy of their assigned [CARDS](#)
- If being presented:
  - Each team leader with copies of Daily Life Presentation skits
  - Props/set/scenery pieces for Daily Life Presentations
- Writing Utensil



## REVIEW US!

Please take a moment to **review your Walk Through experience** by checking your email after your presentation for a customized feedback link! If the contact person who made your reservation did not provide us with your email address, the link will be sent to them to be forwarded on to you. If you do not receive the link, please check with the person who made your reservation or email us directly at [info@californiaweekly.com](mailto:info@californiaweekly.com).