

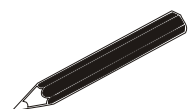
LESSON 2**English Comprehension**

Write your answers to the following questions:

1. Who was Poseidon?
2. Why was Poseidon angered?
3. What is the name of the King of Crete?
4. How did Poseidon punish the King of Crete?
5. What was the son of Pasifae called?
6. What was the staple diet of Pasifae's son?
7. From where did he get his food and why?
8. How often did the black ship sail from Crete?
9. Where did it go, and what cargo did it collect?
10. What important person volunteered to go to Crete and why?
11. What did his father give him to show he had succeeded?
12. What happened to the prisoners when they arrived?
13. Who was it that wanted to help Theseus achieve his mission?
14. How and why did she help him?
15. What happened in the labyrinth?
16. How did Theseus find his way out?
17. What happened to Ariadne?
18. What did Theseus forget to do?
19. What was the consequence of Theseus' forgetfulness?
20. What happened to Theseus?.

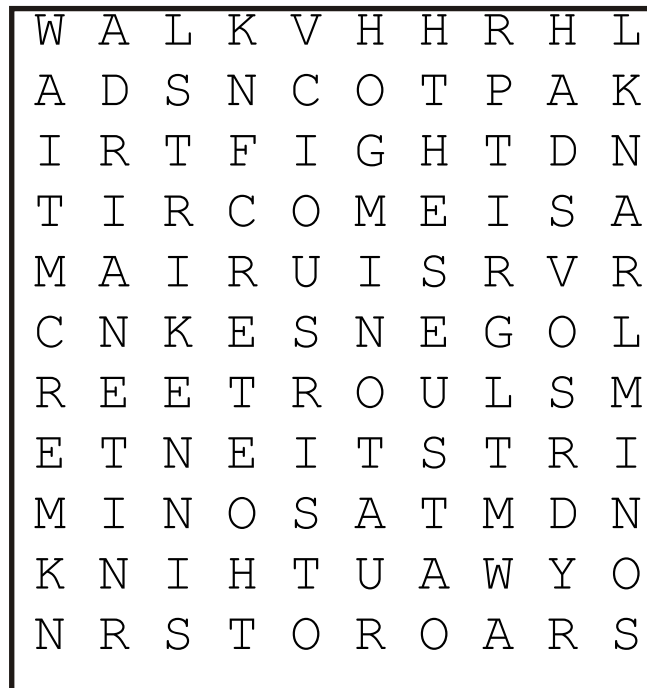
LESSON 3**Essay**

- a) Find out how Poseidon came to punish King Minos and write the story in your own words.
- b) Find out about and write the story of Dionysis, who he was and what he did.



LESSON 4

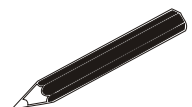
The Minotaur in the Maze Wordsearch

**Word List****WALK****COME****CRETE****MINOTAUR****STRIKE****MINOS****FIGHT****WAIT****THESEUS****ROAR****THINK**

Find the words in the box above. Colour all the verbs in one colour and choose another colour for the proper nouns.



The Minotaur, with the head of a bull and the body of a man.



LESSON 5

Write your own acrostic poem. Now try these words.

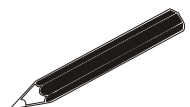
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Definition of an Acrostic Poem

An ancient poetic form which is to be found in ancient Greek literature. It uses the letters of the word to begin each line.

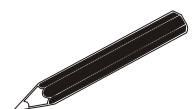
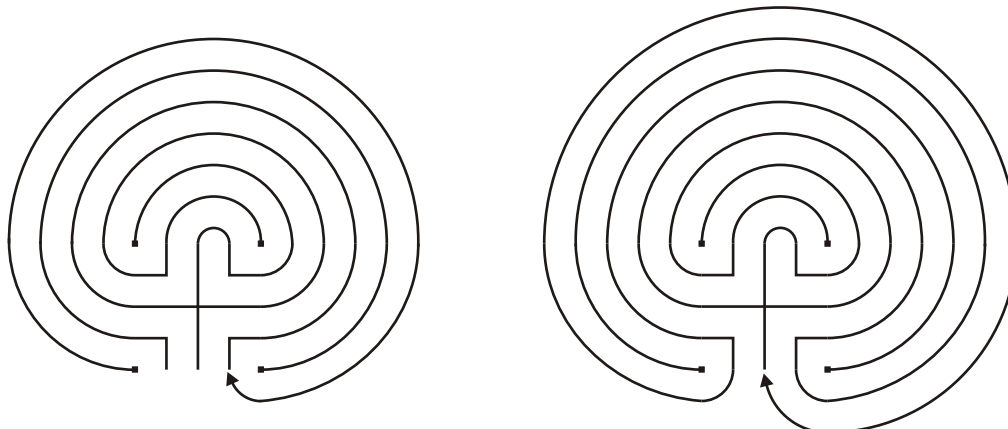
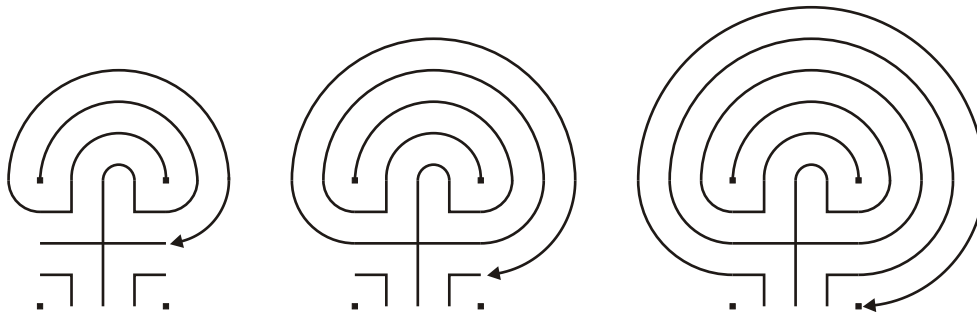
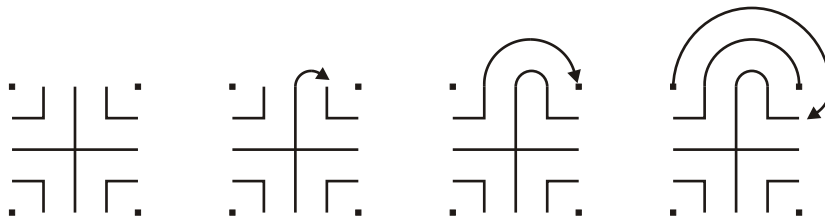


LESSON 6

- a) Draw a picture of a scene from the story of the Minotaur in the Maze
 b) Imagine and draw a picture of the Minotaur
 c) Draw a picture of one animal's head with another animal's body. eg Rabbit and Snake, Mouse and Frog

d) Draw Your Own Labyrinth

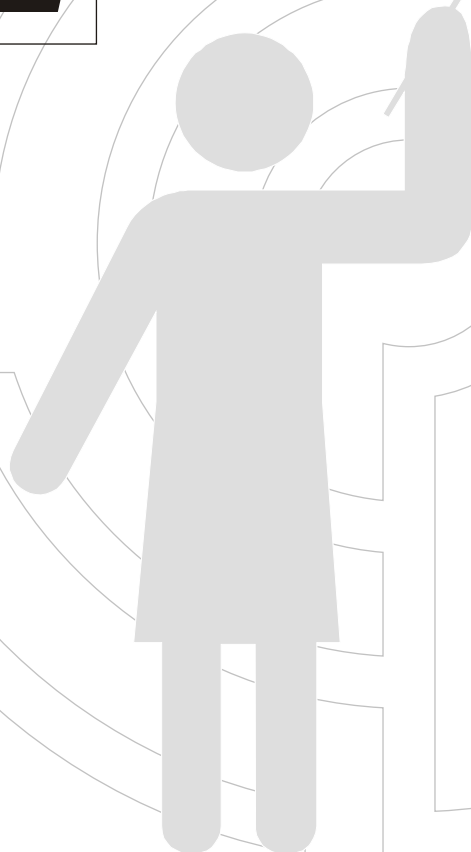
Below is an example of an ancient labyrinth design. Draw your own labyrinth following the pattern set out, then trace your route to the centre. There is only one possible path.



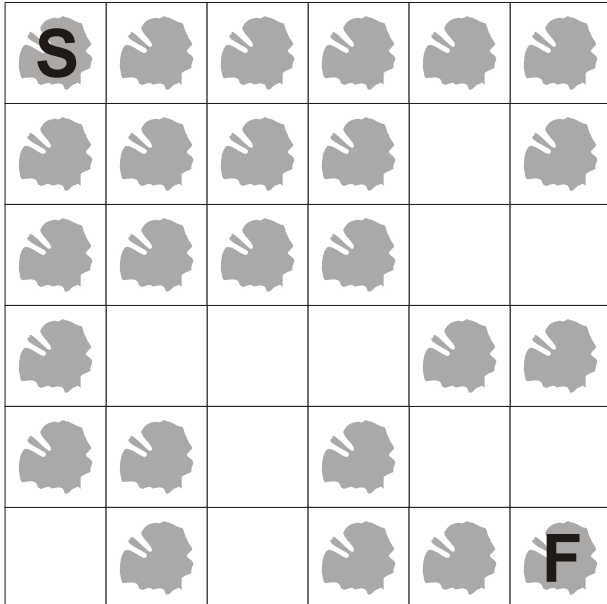
MAZE EDUCATION PACK

MATHS

1.2



Frog Hopping Maze

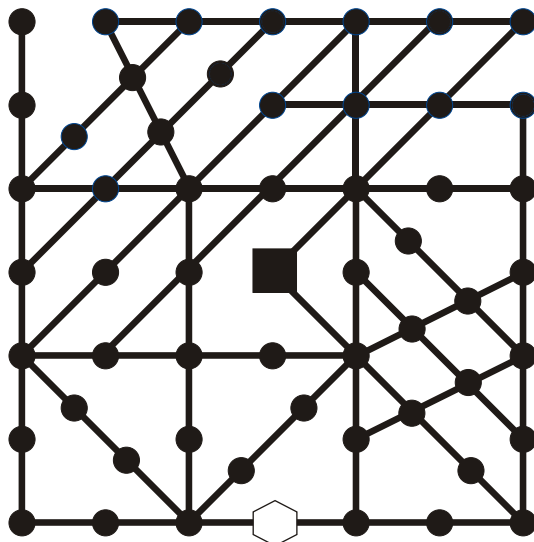


MAZE RULES

Show the frog how to jump across the lily pond from Start to Finish. He makes short hops (1 space) and long hops (2 spaces) alternately. He cannot move diagonally. He may start with a jump of 1 or 2.

Key stage 1 NC Ma3 1a e f

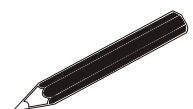
Jumping In Threes



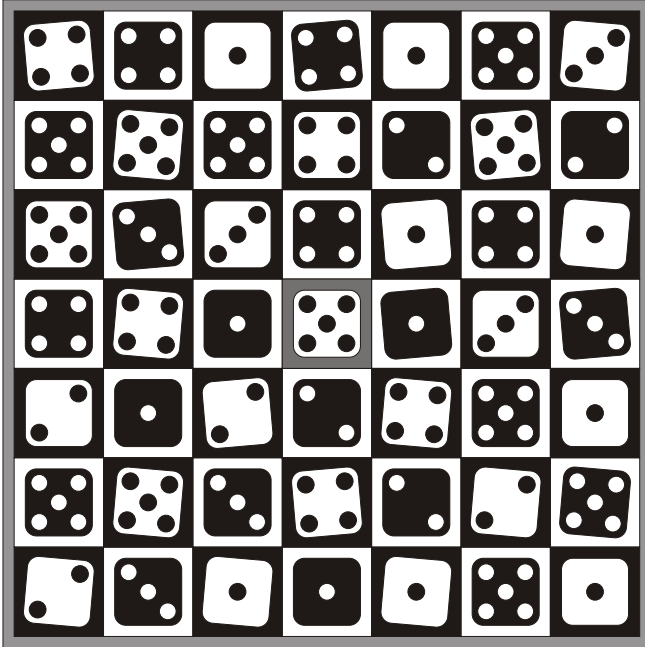
MAZE RULES

Starting at the hexagon, move three nodes at a time in a straight line to get to the orange centre square.

Key stage 1 NC Ma3 1a e f



Knight's Dice Maze

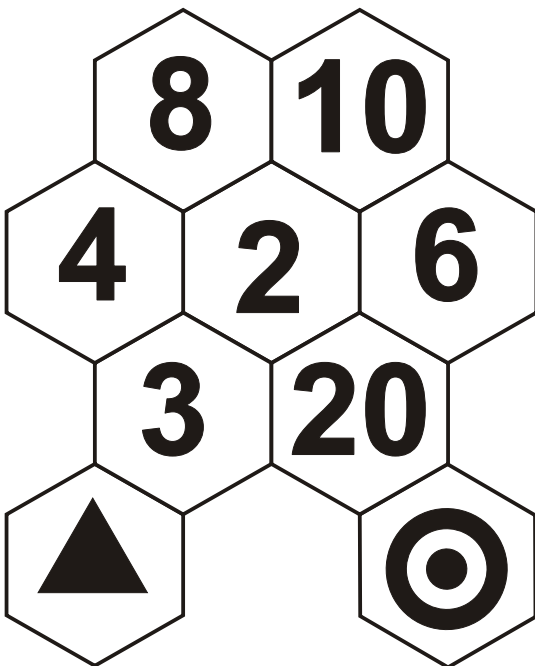


MAZE RULES

Starting from the bottom middle square, move from dice to dice in the repeated sequence 1-2-3-4-5 by jumping like a knight in chess (two along and one sideways, or one along and two sideways).

Key stage 1 NC Ma3 1a e f 3a

Honeycomb Maze



Prime Numbers up to 100:
2 3 5 7 11 13 17 19 23 29 31 37 41 43 47 53
59 61 67 71 73 79 83 89 97

MAZE RULES

Travel from the triangle to the circle, keep a running total which must always be prime number. You may not ping-pong backwards and forwards between any two cells. Obtain the highest possible score under 100 - what is it?

Key stage 2 NC Ma2 2b

