

Ancient Greece

Mr. Peabody and Sherman use a code to communicate with each other when they are separated

Summary: To decipher and create codes using a mobile phone keypad

Time needed: 50 minutes

Age: 7-11

Learning outcomes:

- **All** will be able to use a mobile phone keypad to decipher codes
- **Most** will be able to decipher and create codes
- **Some** will be able to create more complex codes

What you will need:

- Mobile phone interface
- PowerPoint presentation
- Worksheet

Activity outline:

Starter:

Discuss the history of the Greek alphabet.

Mr. Peabody and Sherman have travelled back to ancient Greece where they have become separated. They need to use their mobile phones to find each other, but there is a problem; in ancient Greece, their phone screens have changed to Greek letters! The class need to help Peabody and Sherman decipher messages to find out where the other is located.

The Greek alphabet is over 2500 years old. Many people think that the idea of an alphabet was a Greek invention, but in fact they borrowed their alphabet from the Phoenicians, another ancient civilisation. Do you know where the word alphabet comes from?

The Phoenician alphabet had no vowels so the Greeks added them in. In fact, the Greek alphabet was the first to contain vowels. There are 24 letters in the Greek alphabet.

Main:

Earlier versions of mobile phones didn't have touch screens or a QWERTY keyboard to type on. Instead, people would use the number keys to write messages; each number had a letter assigned to it.

There are six questions on the worksheet, the answers are written in code. Children should use the mobile phone keypad to crack these codes. If there are children who would find this tricky or might not get through all six, the worksheet can be adapted so that they have one or two codes to decipher. They could also work in pairs on this task, either in ability pairs or in mixed ability pairs.

Extension Task:

Once children have broken the codes, they could create their own codes for their partner to decipher.

