

# DESIGN A ROMAN GAME

## UNDERSTANDING HOW SOME ROMAN GAMES ARE SIMILAR TO MODERN DAY

### Introduction activity

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Ask the class to name some games that they like to play if they are inside their house on a rainy day.

List the choices given and ask the pupils to think of how to separate these choices into two subsets (i.e. board games and electronic games).

Ask the pupils to work in pairs and add their favourite games to this list either using pen and paper or using the computer to write as many games in each set as possible.

Make it a challenge saying that for every electronic/computer game they list, they will have to write down a board game so that the two sets match in size.

Discuss how in modern times we use the computer or a games console to play games.

Ask the class, from what they already know about the Romans, whether they thought they played computer-type games.

### Main part of the lesson

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Watch the 'Real counters and die & replica die' video clip with the class.

Discuss the artefacts and what they are and how they were used. Discuss whether the die and counters are that much different to modern-day die and counters.

Look at the site located [here](#) and discuss whether we still play any of these games in modern times.

(As a fun activity you could always play this [true or false quiz](#) with the class that is based on the above site.)

Explain that in this lesson you would like the class to design their own board game which needs counters and dice.

Explain that they should base their game on a type of Snakes and Ladders game (moving on in squares on the throw of a die with places they can move forwards and backwards). But the pupils have to make this game have a 'Romans in London' theme.

For example, the board might be a journey from the Roman townhouse to the amphitheatre or from the Roman fort to the Roman bath-house. Also the Snakes and Ladders part may be substituted for something else also such as another object from Roman times (an oil lamp, a strigil, Gladiator trident etc).

As a starter activity before the class begin designing they might like to play a Snakes and Ladders game on the 'showme' museum site located [here](#).



This will also show the game using Roman numerals and explain to pupils that if their game is to be a Roman game they should use Roman numerals also. Also explain that as they are playing they will also view some Roman artefacts. This might be something they can include in their game.

Pupils can then design and make their board games, also creating and writing their own rules.

## Plenary

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Pupils can then work in pairs to share and play their games, discussing with each other elements they like about each other's game and if necessary elements they would change.