



# RALSTON COLLEGE

## PETTEIA

### ANCIENT GREEK GAME OF GUILE

Petteia is an Ancient Greek strategy game similar to checkers or chess. After learning about the rules of the game and the historical context surrounding its emergence and development, students will be prompted to engage in an open discussion exploring what Petteia might reveal about Ancient Greek more broadly. They'll then be provided with a paper version of the game, and, if time allows, will have the opportunity to play a few rounds with their classmates.



- 30 to 60 minutes, depending on if the students will be given an opportunity to play
- Recommended for ages 10 to 14

### LESSON PLAN

- Settle in and self-introductions (5 minutes)
- Explain historical and cultural context surrounding Petteia. (5 minutes)
- Explain the rules of Petteia and compare it to modern games. (10 minutes)
- Open up group Socratic discussion: Based on what we've learned about Petteia, what might the game tell us about Ancient Greek people? First students will turn to a neighbor and discuss for a few minutes, then we'll come together and discuss as a group. (10 minutes)
- Distribute paper versions of the game, and—if time permits—allow students to play a few rounds together. (30 minutes)