



Gr. 6-7: Introduction to Numismatics

This module will give the students an introduction to the world of Numismatics and the study of ancient coinage with examples from the Museum of Antiquities' collection.

Summary

Outcome (Sask. Cur)	Grade 6: Social Studies PA6.1; Arts Education CP6.10, CR6.3, CH6.1, CH6.3 Grade 7: Arts Education CR7.3, CH7.3
Subtopics or Key Concepts	Coins, archaeology, politics, myths and stories, symbolism, economics and trade, art history

Materials Needed

- Teacher Pack
- PowerPoint Presentation
- Activity: Design your own coin
- Additional resources

Learning Objectives

Students will learn about the origins of coinage as a form of currency, the basics of studying coins and why numismatics is important. Students will get a preview of some of the coins in the Museum's collection, learn about their uses, and be encouraged to make connections between ancient coins and money in the real world. There will also be some basic connections made to archaeology, politics and economics.

Lesson Outline

Duration	Guide	Remarks
30 - 60 minutes	PowerPoint	On MoA website
10-20 minutes	Discussion about prompts in PowerPoint, questions below, other themes relevant to other in-class learning at teacher's discretion	See 'Additional Information'
5 minutes	Explanation of Activity	Instructions below
30 minutes	Independent Activity	
60 minutes	Museum of Antiquities Coin Workshop	Optional, can be booked via MoA website

Additional Information

Discussion Questions:

- Do you think coins count as art? Why or why not?
- Why do you think it could be important or interesting to study coins?
- How much power do you think coins have to influence peoples' opinions on things like the people/place that issued them or the event they're commemorating?
- If you were a leader, would you make use of coins and their images? Why or why not? If yes, how?

Activity:

Option 1: Design an Ancient Coin	Option 2: Coin Workshop at the Museum of Antiquities
<p>Materials</p> <ul style="list-style-type: none"> <input type="checkbox"/> Drawing/Colouring Materials <input type="checkbox"/> Design an Ancient Coin Activity Page (attached) <p>Follow the instructions on the activity page and have students design their own coins based on the ones they saw in the PowerPoint & the class discussion.</p>	<p>No materials required.</p> <p>Book a Tour through the Museum of Antiquities website and specify the module you are working on.</p>

Tour Guide:

- Grade 6 ELA CR6.5, CC 6.6-6.5; Grade 7 ELA CR 7.5, CC 7.6
- Active Listening, follow instructions, complete tasks, summarize and paraphrase, ask questions related to the oral presentation
- Workshop with coins in the Museum’s collection.

Additional Resources related to this module can be found on the Museum of Antiquities’ Website under K-12 Education, Grades 6-7, Introduction to Ancient Numismatics.