



Creating a Mythological Museum in Your Classroom with Computer Aided Design

Materials

Internet

Google Drawings

TinkerCAD

Standards

Standard 2 - World History

Key Idea 2.1: The study of world history requires an understanding of world cultures and understandings.

Performance Indicator: Define culture and civilization, explaining how they developed and changed over time. Investigate the various components of cultures and civilizations including social customs, norms, values, and traditions; political systems; economic systems; religions and spiritual beliefs; and socialization or educational practices

Objective:

- Students will complete research to learn about a mythological God or Goddess of their choice as well as the symbol that is used to represent them.
- Students will create an infographic/baseball card that includes the information from the research conducted.
- Students will also build a physical symbol that represents their God/Goddess in TinkerCAD and then utilize the 3D printer to print out the symbol to be displayed with their infographic in a “class museum” project.

Procedure:

1. Students will choose a Greek God or Goddess to research and complete their project on.
2. Once they have their choice, have the students begin their research. You can share the infographic template with the students so that they will know the information that they will need to gather.



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Lesson Plan Activity

3. Fill in the entire infographic with the information gathered by answering the below questions and print once completed.
 - a. What is your God/Goddesses name?
 - b. What are they the God or Goddess of?
 - c. What is their symbol of recognition?
 - d. What are they most famous for?
 - e. What are they most notorious for?
 - f. Give a summary of the myth they are associated with.
 - g. What is the meaning of their symbol?
4. Have students sketch out their ideas for their God/Goddess symbol on a piece of paper.
5. Once they have come to a conclusion on their idea they can log into their TinkerCAD account and begin the design process.
6. Once they have completed their design they can print out their 3D symbol.