

DEPARTMENT OF HISTORY—WESTERN WASHINGTON UNIVERSITY

HIST 111: Introduction to ‘Western Civilization’

Classical Legacy in Modern Spaces

(place Monument 1 image here)

What monument is this? What is it called?

When was it built?

Describe the materials, style, and any symbolism encoded into the monument. (200–300 words)

What ideological message do you think the builders meant to send with this monument? (200–300 words)

(place Monument 2 image here)

What monument is this? What is it called?

When was it built?

Describe the materials, style, and any symbolism encoded into the monument. (200–300 words)

What ideological message do you think the builders meant to send with this monument? (200–300 words)

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Navigating a Roman City

Plan a List of Activities:

Design a typical day in the life of a working-class Roman by selecting 6 tasks to complete from the list below. Circle the six selected activities. You will start and end your route at an apartment building.

- Go to work at a shop / workshop
- Go to work at a warehouse (*horrea*)
- Visit the baths
- Collect water at a fountain (*nymphaea*)
- Use a latrine / toilet
- Shop for wine or olive oil (held in *dolia defossa*)
- Shop for fish at a *macellum*
- Shop for bread at a bakery
- Do laundry at a *fullonicae*
- Make an offering at a temple
- Eat at a restaurant / bar
- Meet a friend to talk politics at a public building (*basilica* or *loggia*)
- Visit a guild seat (meeting place)
- Visit a brothel

Design a Route Through Ostia:

Construct a route through the town of Ostia and draw the path on the map at the end of this document (remember to select an apartment building to start and end your route). You can use the [Digital Map of Ostia](#) to click on buildings to learn more about their use (once on this page, click on each “Regio” and the interactive maps that comes up can be clicked on to learn about the buildings).

Describe your Route:

Describe your route and the specific services / buildings visited (do you visit a specific type of shop? Meet at a specific guild?). Evaluate the route that you have designed to achieve the list of tasks and discuss the efficiency and accessibility of the different locations visited. How much of the town do you have to travel through? Are there areas you don’t go at all? Are all of the stops easy to locate on the plan? Are any rare or less common? Do you have to backtrack much along this route? (200–300 words)

Thinking Spatially:

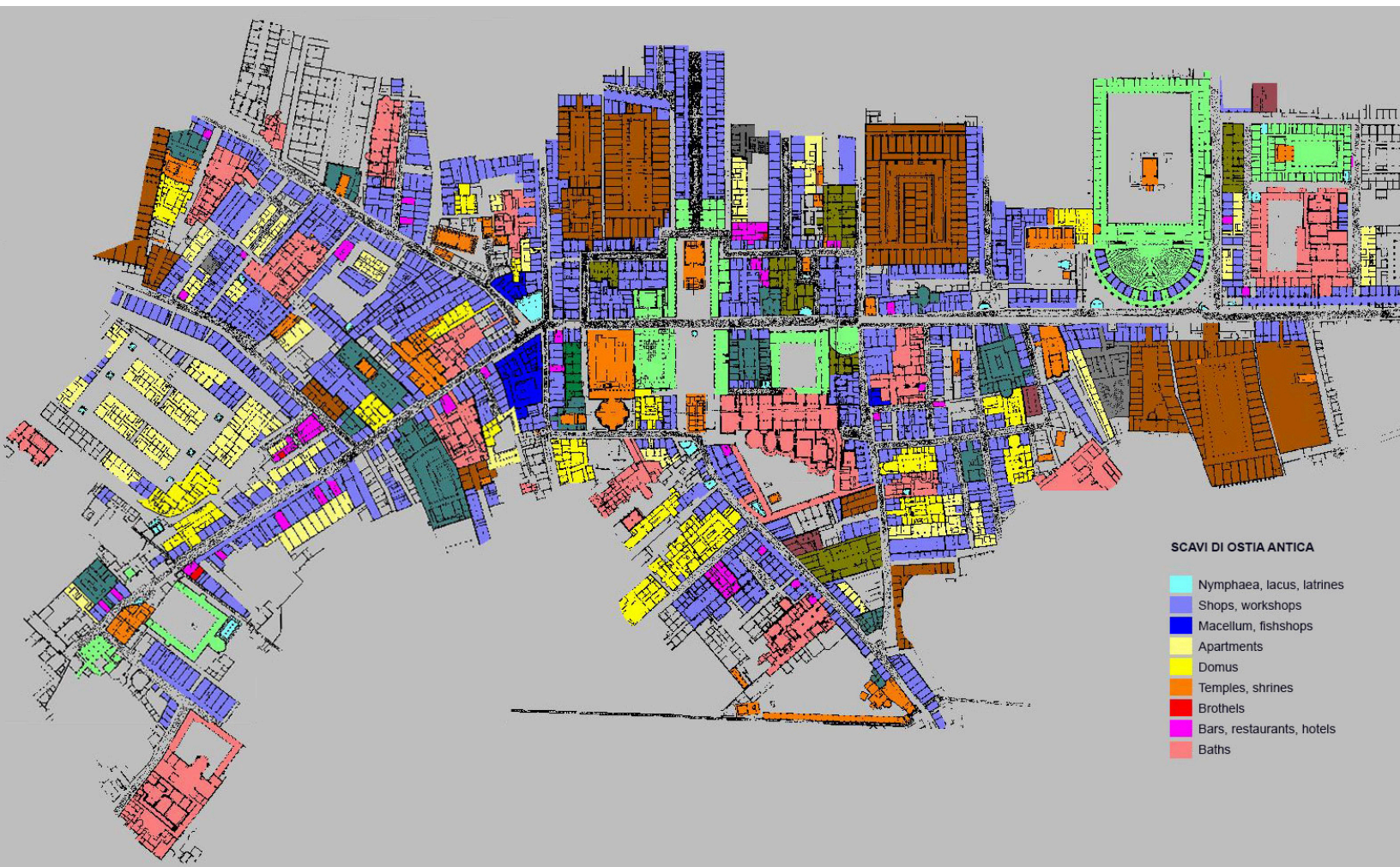
Having planned your route through town, now evaluate the other buildings / spaces passed along this path. What other kinds of services or activities do you encounter? Are

buildings of different types spread throughout the town, or are they clustered in different areas? Are any clustered near the Tiber River (you can see the river in [this plan](#))? Zooming out to examine the plan as a whole, are there areas of town that seem centrally important, or that might have been passed by many people living there on a daily basis? What can we learn about the inhabitants of Ostia by studying their town plan? (300–400 words)

City Planning Today:

Thinking now about a city you have lived in (Bellingham or a different city), are there similarities or differences about the ways that urban spaces are organized? Are there differences in whether certain activities are private versus public (e.g., getting fresh water)? Compared to the services or spaces / activities you've looked at in Ostia, are there services or activities that are more or less common in your city (or that are no longer present at all)? (200–300 words)

Plan of Ostia:



Plan from [Ostia Antica](#). Clickable plans: [overall city plan](#) with different regions; [Regio I](#); [Regio II](#); [Regio III](#); [Regio IV](#); [Regio V](#).

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Film Critique

Film Title:

What genre of film is it:

Historical Background:

Describe the historical event or context being represented in the film (100–200 words)

Moral of the Story:

What do you think is the intended message of the film (100–200 words)

The Presentation of the Past:

Describe the depiction of the ancient world by the filmmakers. How did production choices like color, lighting, costuming, accents, sets, etc., create a version of the past that fit the film’s message / goals? Did any aspects of the film seem more contemporary to the film’s production than ancient? (200–300 words)

Untold Story:

If you could produce a film set in the ancient world to tell a story not previously told, what story would you want to tell? What would make this story and its themes particularly relevant for audiences today? (e.g., what would be the message of the film?) (200–300 words)

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Virtual Museum Tour

Museum Tour URL:

Galleries Viewed:

(make sure to include at least 1 gallery that is related to daily life)

Museum Information:

Look at the “About” page for the museum viewed. How does the museum describe itself and its collection? What is the purpose or goal of the museum? (100–200 words)

Description of the Galleries:

What types of objects appear? How are the exhibits/objects arranged? What kind of information is provided (for the gallery overall and for the objects)? What is the experience like as a viewer in your selected galleries? (200–400 words)

Representing Life in the Past:

Do the objects in the galleries help to give you a sense of what life was like for people in the past? Are diverse perspectives and subjects (like those reflected in the Daily Life module) represented in the galleries viewed? Be specific and include lots of examples! (200–400 words)

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HIST 111: Western Civ to 476 CE

Ancient Life in Objects

Collection Title:

Collection Description: (enter here; 150–200 words)

(place Object 1 image here)

Object 1 Name	
Museum Name and number	
Description	
Date	
Findspot	
Material	
Dimensions	
Object Link	

(place Object 2 image here)

Object 2 Name	
Museum Name and number	
Description	
Date	
Findspot	
Material	
Dimensions	
Object Link	

(place Object 3 image here)

Object 3 Name	
Museum Name and number	
Description	
Date	
Findspot	
Material	
Dimensions	
Object Link	

(place Object 4 image here)

Object 4 Name	
Museum Name and number	
Description	
Date	
Findspot	
Material	
Dimensions	
Object Link	

(place Object 5 image here)

Object 5 Name	
Museum Name and number	
Description	
Date	
Findspot	
Material	

Dimensions	
Object Link	

(EXAMPLE —Prepared by Prof. Johnston)

DEPARTMENT OF HISTORY—WESTERN WASHINGTON UNIVERSITY

HIST 111: Western Civ to 476 CE

Ancient Life in Objects

Collection Title: **Childhood in the Roman World**

Collection Description: This collection of objects provides insight into aspects of Childhood in the Roman world. It begins with a protective charm to ensure safe childbirth, which was a risky event for both mother and child. The next three objects provide evidence for daily life in childhood. They include a terracotta (clay) feeding bottle in the shape of a mouse and a rattle in the shape of a boar. The fourth object is a rare example of a money bank (i.e., a piggy bank) for the collection of coins. Most examples from Rome are associated with the burial of children or young women. The final object is a child's sarcophagus, which is an unfortunate reminder the risks associated with childhood, including the infant and child mortality rates. Many of these objects reflect the influence of Greek culture on Rome, including the decorative styles of the feeding bottle and the sarcophagus, as well as the text on the charm. This collection of objects helps the viewer to understand the risks associated with childbirth and childhood, how Roman children spent their time, and the important place that they occupied in the family.



Object 1 Name	Childbirth Charm
Museum Name and number	British Museum inv. no. 2009,8042.1
Description	Roman gold amulet charm to ensure safe childbirth for Fabia, daughter of Terentia. Rectangular sheet of gold foil, with sixteen lines of incised text. Lines 1–3 include 12 magical characters, with the main text on lines 3 - 16 in Greek cursive writing.
Date	100–300 CE
Findspot	England: Oxfordshire: Cholsey
Material	Gold
Dimensions	Height: 6.3 cm

Object Link	https://www.britishmuseum.org/collection/object/H_2009-8042-1
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Object 2 Name	Terracotta Feeding Bottle
Museum Name and number	Metropolitan Museum 16.174.40
Description	Greek-style terracotta vase in the form of a mouse. Likely used as a baby feeding bottle (through the spout).
Date	Mid-5 th century BCE
Findspot	Unprovenanced; Sicilian
Material	Clay
Dimensions	Height: 9.4 cm
Object Link	https://www.metmuseum.org/art/collection/search/249151



Object 3 Name	Terracotta Boar Rattle
Museum Name and number	Johns Hopkins Archaeological Museum 387
Description	Rattles were very common toys for children in the ancient world. They are often made of clay and formed in the shape of animals, with the rattling sound produced by objects contained inside (in this case either clay pellets or seeds). In addition to being used as a toy, the sound produced by the rattle was thought to ward off evil spirits. This rattle has a handle placed on the side of the boar.
Date	1 st –2 nd century CE
Findspot	Unknown findspot
Material	Clay

Dimensions	Height: 8 cm; Width: 11 cm
Object Link	https://archaeologicalmuseum.jhu.edu/the-collection/object-stories/archaeology-of-daily-life/childhood/terracotta-boar-rattle/



Object 4 Name	Beehive Savings Bank
Museum Name and number	Johns Hopkins Archaeological Museum 395
Description	Rare Roman moneybank with coin slot on front and maker's mark on the back. Front image shows the god Mercury in front of a small shrine, holding a coin purse and a <i>caduceus</i> (staff with coiling snakes). Most examples of these banks come from tomb dedications for children and young women. The god Mercury is associated with business, merchants, and traders.
Date	2 nd –3 rd century CE
Findspot	Unprovenanced; purchased in Rome or Naples in 1906–1909
Material	Terracotta
Dimensions	Height: 12.5 cm

Object Link	https://archaeologicalmuseum.jhu.edu/the-collection/object-stories/archaeology-of-daily-life/childhood/beehive-savings-bank/
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Object 5 Name	Sarcophagus of Lucius Aemilius Daphnus
Museum Name and number	British Museum 1865,0103.7
Description	Sarcophagus for Lucius Aemilius Daphnus who died at the age of 4 years and 6 days. The inscription on the lid gives his name, tribe, age, and the dedicant (his mother Livia Daphne). The main image relief shows young boys playing with nuts, with cupids' along the lid and in the corners, and griffins on the ends.
Date	3 rd century CE
Findspot	Ostia (port of Rome)
Material	Marble
Dimensions	42.5 x 110 x 42 cm
Object Link	https://www.britishmuseum.org/collection/object/G_1865-0103-7