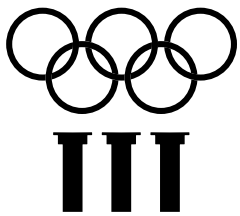


TOM SCHOOLS

Visitor's Guide

OLYMPIA

HSS



THE
OLYMPIC
MUSEUM

DESTINATION
OLYMPIA

How to use this file

This tour guide provides three educational tools, which will help you prepare your visit to the Ancient Olympic Games area.

Educational intentions

The main educational intentions are indicated on page 4.

School programme

This file was created taking into consideration the objectives of the "Plan d'Études Romand" (PER) [French-speaking Switzerland's education programme]. One or more coloured text bubbles highlight the discipline addressed.



Activities and further informations

Preparation and follow-up activities, further information on the themes and bibliographical references are offered at the end of this document for those who wish to obtain further information.



Introduction

This Visitor's Guide is part of a series of documents designed to help teachers prepare for a visit to the Olympic Museum with their class.

It includes a number of pedagogical resources that introduce and explore the various themes of the exhibition.

You can also choose to be accompanied on your visit by one of the Museum's Coaches. The Coaches accompany students around the exhibition, adapting their explanations according to the group's age range and expectations.

Tablets containing a summary of the main elements outlined in this document, with suggested itineraries and activities, are available for teachers who wish to conduct their Museum visit without the help of a Coach.

BEFORE THE VISIT

To ensure that you are fully prepared ahead of your visit to the Ancient Olympic Games area, we urge you to consult our teachers' information sheet on the Ancient Olympic Games:

www.olympic.org/content/the-olympic-museum/visit/schools/teaching-resources/support-de-cours/the-olympic-games-in-antiquity/

FOR MORE INFORMATION

www.olympic.org/education

Table of contents

Introduction and educational objectives	2
The site of Olympia	3
Sports on the programme	5
Victory	6
Summary table: the Ancient Olympic Games	8

The visit, step by step

Destination Olympia

The Olympic Museum's permanent exhibition area opens with a zone devoted to the origins of the Olympic Games. By means of films, models, objects (vases, statues) and interactive screens, this highly immersive area guides you on a discovery of the origins of the Olympic Games.

This document provides you with an itinerary through the area, allowing you to:

- explore the theme of the Ancient Olympic Games through the exhibition guide;
- move independently around the space;
- work with the elements in the area.

Duration: 45 minutes

Educational Objectives

Find out about the Ancient Olympic Games and make the most of the multimedia exhibits to:

- Learn about the beliefs and rituals that shaped the lives of the Ancient Greeks;
- Understand the passage of time through objects from another era (Greek sculptures and vases on display);
- Pause in front of the resources to gain a deeper understanding of the past, in this case the Games of Olympia, by asking questions about the artefacts from another age (imagining how the sports could have been practised by interpreting the scenes depicted on the vases);
- Develop an appreciation of history through immersion in the carefully designed environment.

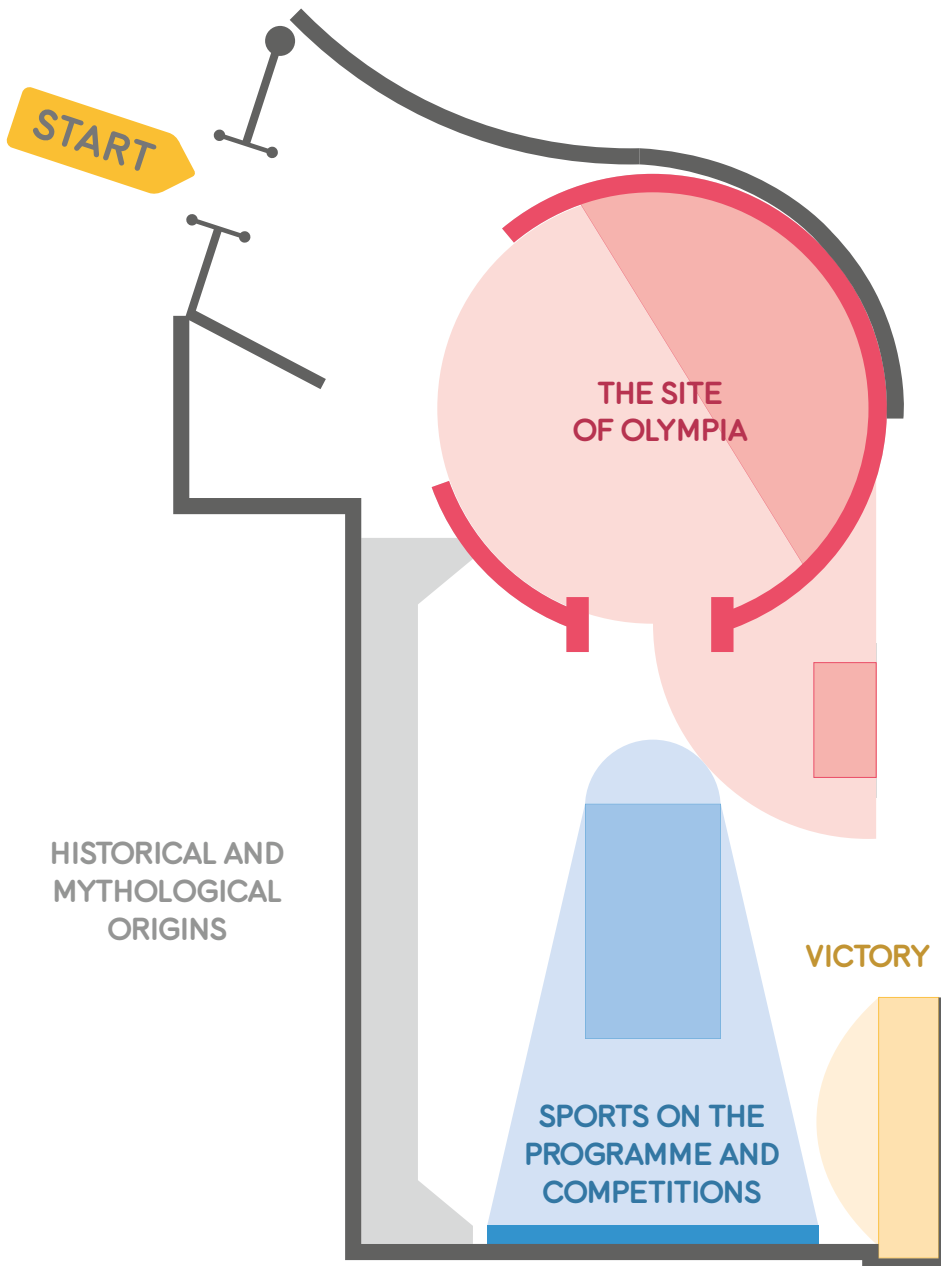
Links with the school curriculum



HUMAN
AND SOCIAL
SCIENCES

How the visit works

+1



Main features of the Olympia area

The site of Olympia

- An engrossing 2 minutes film about Olympia gives an idea of what the site looked like, how important the event was, etc.
- A 3D model of Olympia gives visitors the opportunity to revisit the site at their own pace, pinpointing the different buildings and identifying their functions.

Sports on the programme and competitions

- Documents and vases with painted scenes.
- Images representing the Games.

Historical and mythological origins

- An animated film illustrating the legend of Herakles (Hercules) and other founding legends.

Victory

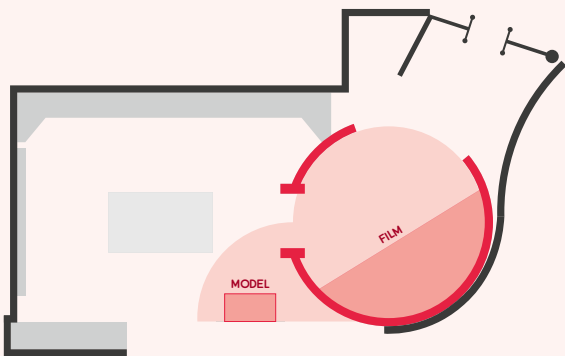
- Statue of the victor, the Diadumenos.

In the following pages we offer an itinerary through the exhibition, focusing on three key sectors:

- The site of Olympia
- The sports on the programme
- Victory

1/3

The site of Olympia



Several tools are available in the area to support a discussion on the site of Olympia:

- An immersive film that explains about the Ancient Games.
- An interactive model to familiarise oneself with the different buildings on the site and discover their functions.

POSSIBLE WAYS OF EXPLORING THE THEME OF OLYMPIA

- **Observation** – watch the film as an introduction.
- **Explanation and interpretation** – go over to the model and ask for explanations on the basis of the information given in the introductory film.



The introductory film on the Ancient Olympic Games.

The film

The introductory film immerses you in the Ancient Olympic Games, which brought up to 40,000 people to Olympia every four years. The imposing statue of Zeus serves as a reminder that the Games were celebrated in his honour.



Observation and discussion

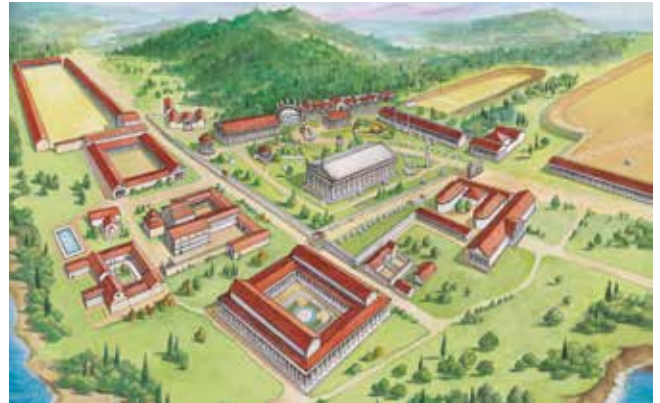
- What kind of atmosphere does the site have?
- Who would visit the site?
- What happened there?
- Is it possible to deduce whether or not this was an important event?
- Find the god to whom the Games were dedicated.

1/3

The site of Olympia



The model of Olympia with its large multimedia screen.



The sanctuary of Olympia with its two areas.

The model

A model of Olympia provides an opportunity to explore the site and its main buildings. At the desk in front of the model, press on the pictures to launch a presentation on the big screen.

POINTS TO REMEMBER

- Olympia was a sanctuary. Sports competitions dedicated to Zeus (the "Olympic Games") were held there every four years.
- The site comprises two areas: a sacred area known as the Altis (temples and other religious buildings) and a profane area (sports facilities).
- At the time of the competitions as many as 40,000 people would travel to the site.



Observation

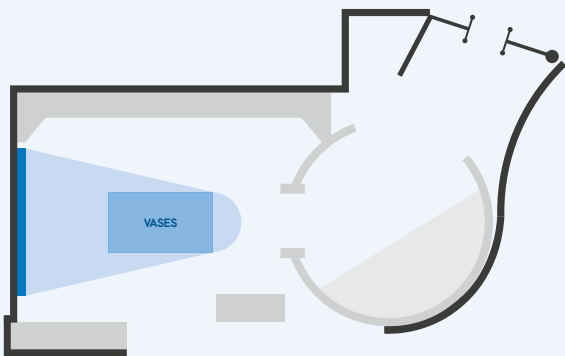
Identify the two main areas: the competition areas and those reserved for ceremonies and administration.

Discussion

- Where is the stadium? Where are the temples?
- What can you deduce from the fact that Olympia was a sanctuary?

2/3

Sports on the programme



Several tools are available in this area to promote discussion of the sports on the programme at Olympia:

- The scenes painted on the vases exhibited in the showcase. These objects are referenced on the interactive terminals, which provide explanations about how the sports were practised.
- Experimental archaeology sequences (which can be viewed on the interactive terminals) give concrete examples of what sport was like in Ancient Greece.
- Reconstruction of the competitions from images on the big screen.

HOW TO WORK ON THE SPORTS ON THE PROGRAMME

- Make the most of the artefacts themselves, which can help to make the students aware of the information they convey.
- Explore these objects' role as witnesses to a different age, which can lead to an investigation of the sports on the programme, the athletes' dress and the equipment they used.
- Make the most of the film extracts of the reconstructed competitions and training sessions; they illustrate the work of historians and archaeologists who try to understand how sport was practised by analysing the scenes painted on the vases.



The central showcase with the vases and the interactive terminals.

The vases – function and interpretation

The scenes painted on the vases exhibited in the showcase represent athletes performing a sport at Olympia. Four interactive terminals provide information and explanations on how these sports were practised, the equipment used and how the athletes trained and prepared their bodies.



Observation

Look at the scenes painted on the vases in the exhibition case and the images on the opposite wall. [Provide some pointers as to the function of these objects – although they are mainly utilitarian they can also be highly decorative.]

Explanation and interpretation

choose a scene and ask them to describe what they see (see 'Illustration example' below for some ideas):

- Who are the people? What are they like? Are they all dressed?
- What can you deduce from this?
- Do you recognise any of the sports? Are there some that are more difficult to identify?
- What can you say about the equipment?

→ Participants may be given the opportunity to freely explore this module through the interactive terminals, and present their conclusions when they have finished.

2/3

Sports on the programme



Detail of a vase (short-distance race).



The central showcase with the large screen in the background.

Vase illustration example – short-distance races

Observation of the images on the vases, combined with stories from those days, has enabled us to reconstruct the various sports on the programme of the Ancient Olympic Games. The above image represents a short-distance race.

POINTS TO REMEMBER

- The programme of the Games in Olympia included only individual sports.
- The competitions were in four categories: horse races, foot races, pentathlon and combat sports.
- Only male athletes were allowed to take part in the Olympic Games.
- In Olympia, sports were practised in the nude. It was believed that athletes embodied the ideal of a harmonious balance between body and mind.

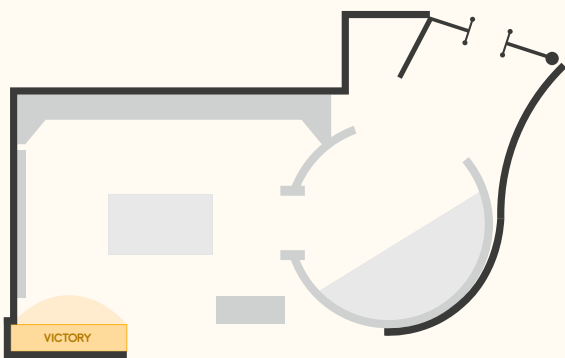


Observation of the illustration

- What position are the athletes in? (high knees, running on their toes, hands open, arms appear to be moving vigorously).
- Try the position yourself – what kind of race is it? (sprint, short-distance race).
- How could a long-distance race have been illustrated? What is the difference in the position of the arms/legs?

3/3

Victory



Several tools are available in this area to promote discussion of the sports on the programme at Olympia:

- The statue of the Diadumenos representing a victorious athlete.
- The scenes painted on the vases representing the different symbols of victory.

POSSIBLE WAYS OF EXPLORING THE TOPIC OF VICTORY

- Observe and talk about the statue of the Diadumenos, and identify the ways in which victory was represented.



Statue of the Diadumenos.

The Diadumenos

This copy of a Greek bronze by Polyclitus (420 B.C.) represents a young athlete tying the victor's ribbon around his head, which is where it gets its name: diadumenos means "diadem-wearer".



Observation

Look at the statue of the Diadumenos. What can you say about it? The statue is incomplete – the hands which should be tying on the victory ribbon are missing. This was not the artist's original intention, it is a result of the statue's age.

→ Make sure the participants are aware of how the passage of time affects works of art, such as sculptures.

Discussion

- What was the winner's reward?
- What conclusions can you draw, in terms of what winners receive today?

3/3

Victory



Detail of a vase (Nike handing the crown of olive leaves to the winner).



Olive wreath (silver).

Winners in Ancient Greece

The statues and illustrations on the vases show only one winner, who is recognisable by his olive wreath, red woollen ribbon or palm branch.

POINTS TO REMEMBER

- At the Games in Olympia there was just one winner, and his prize was an olive wreath.
- It was believed that victory was granted by the gods. Victory is represented as a winged female deity called Nike, which means "victory" in Greek.
- The champions of Olympia did not receive any financial reward. They were nevertheless welcomed as heroes in their home towns, and would enjoy a number of privileges until the end of their lives.



Discussion:

- How is victory represented?
 - Why do you think there was only one winner in Olympia? What about today?
 - Meaning (symbolism) of being a victor at Olympia.
- Explain how the ancient champions were celebrated, compared with today's champions.

Points to remember

Comparison between the ancient and modern Olympic Games

	Olympia	Today
Host country of the Games	Greece	Various
Meaning of the Games	Celebrated in honour of Zeus (religious)	No religious connection
Frequency of the Games	Every four years	Every four years (summer & winter Games)
Athletes' nationality	From Greece and its colonies (Italy, North Africa, Asia Minor)	Worldwide
Sex of the athletes	Men	Men and women (women's participation gradually increased, beginning in 1900 with tennis and golf)
Sports on the programme	Four categories of individual sports	28 summer sports 7 winter sports Individual and team sports
Rewards	Olive wreath	Since 1904: gold / silver / bronze medals
Number of winners per event	One	The first three receive a medal (gold/silver/bronze)
Symbol of the Games	No symbol	Five rings
Torch relay	No relay	Relay began at the 1936 Games