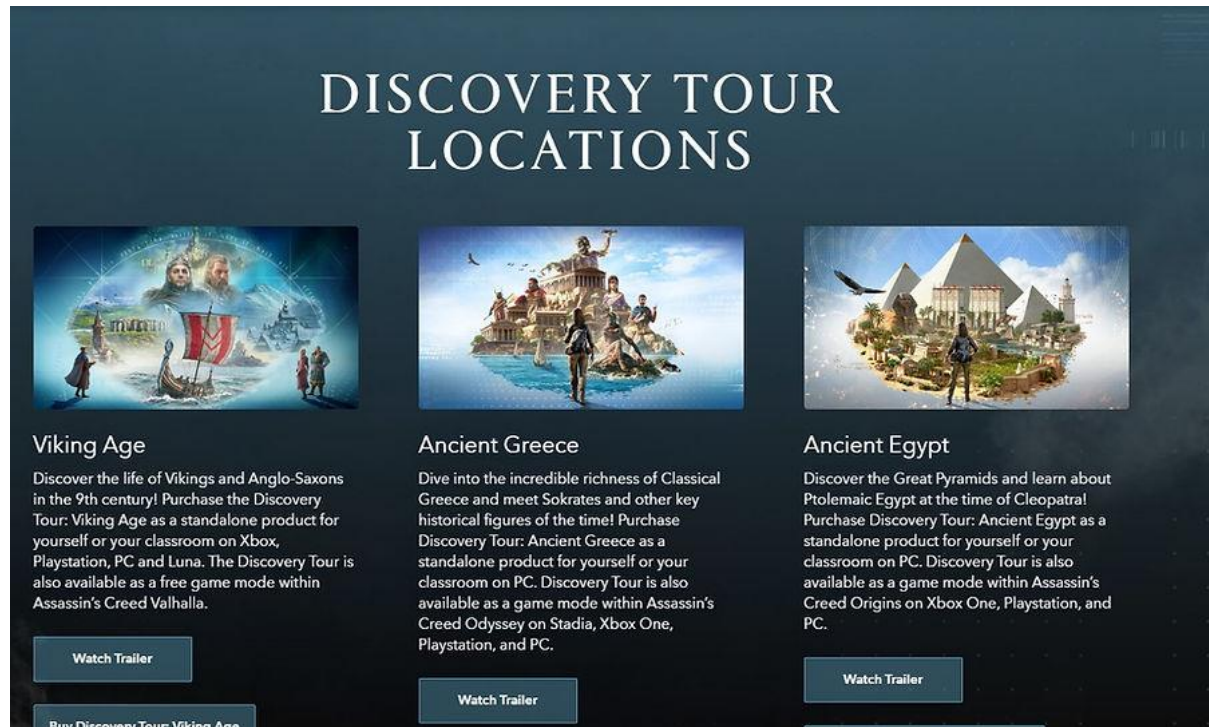


# Discovery Tours

## Introduction

Discovery Tours, by Ubisoft, are educational versions of the Assassin's Creed games.

The Discovery Tours games allow children to explore three eras: Ancient Greece, Ancient Egypt at the time of the Romans and Anglo Saxon Britain/Vikina Scandinavia.



## Game settings

The games require a computer built for gaming – equipped with a fairly good graphics card. Something like an RTX 2060 graphics card should be powerful enough to play the games well.

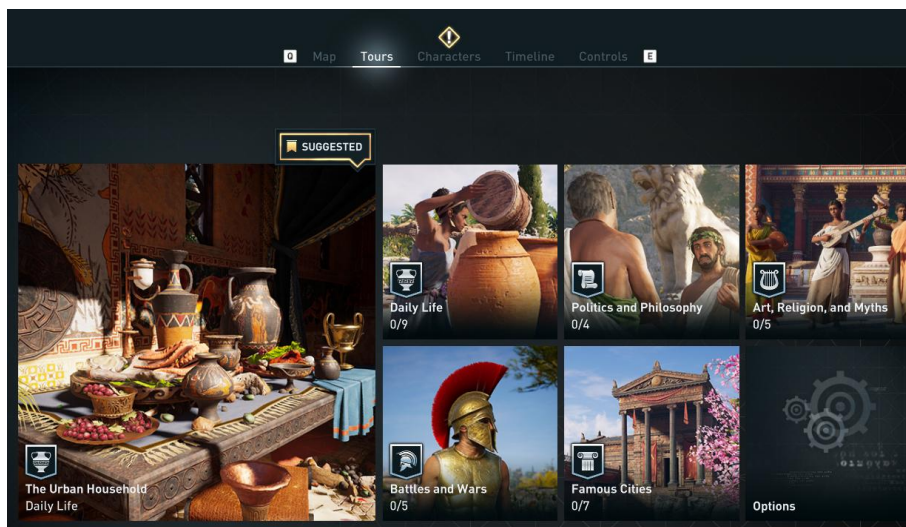
To ensure the games run smoothly, the user should enter the settings and ensure that graphics settings are adjusted appropriately. A particularly important setting is the **refresh rate** which should be as high as possible to reduce screen tearing. **VSync** should also be either set to 'auto' or set on a high level to reduce screen tearing.

When playing the game, '1<sup>st</sup> person' view can be toggled in the Ancient Greek and Anglo Saxon games. This is achieved by pressing the shoulder button on a game controller, or right clicking the mouse. 1<sup>st</sup> person view gives a more immersive, less 'computer game' like experience. In the Egyptian game, the first person button must be held down.

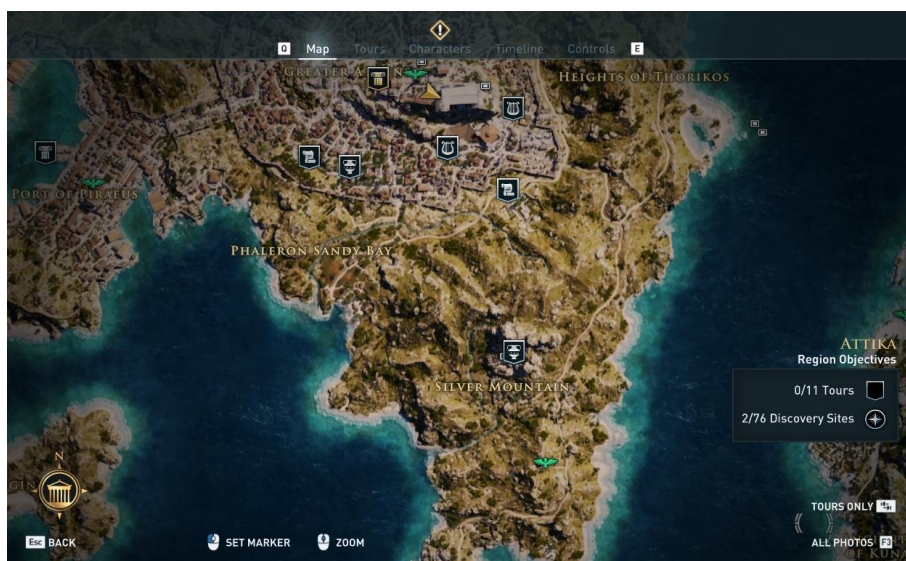
## Using Discovery Tours in lessons

Discovery Tours is like an interactive movie about historical settings. Due to the cost of a gaming computer, it is likely that schools might have one computer for class use. The teacher might therefore lead the class in exploring the settings, with children taking turns or suggesting aspects of the settings to explore. Schools that wished could make additional gaming computers available.

The games can be explored freely, or children can follow preset tours. In the Viking Age game, these tours are arranged in a more story-like format. These tours teach users about aspects of historical life, such as sport, culture, music agriculture and theatre and can be a good way for a teacher to structure use of the game. Children like following the tours, listening to the tour guides and the sense of accomplishment at discovering the locations.



*Tours can be accessed through the Tours menu, or by locating them on the map.*





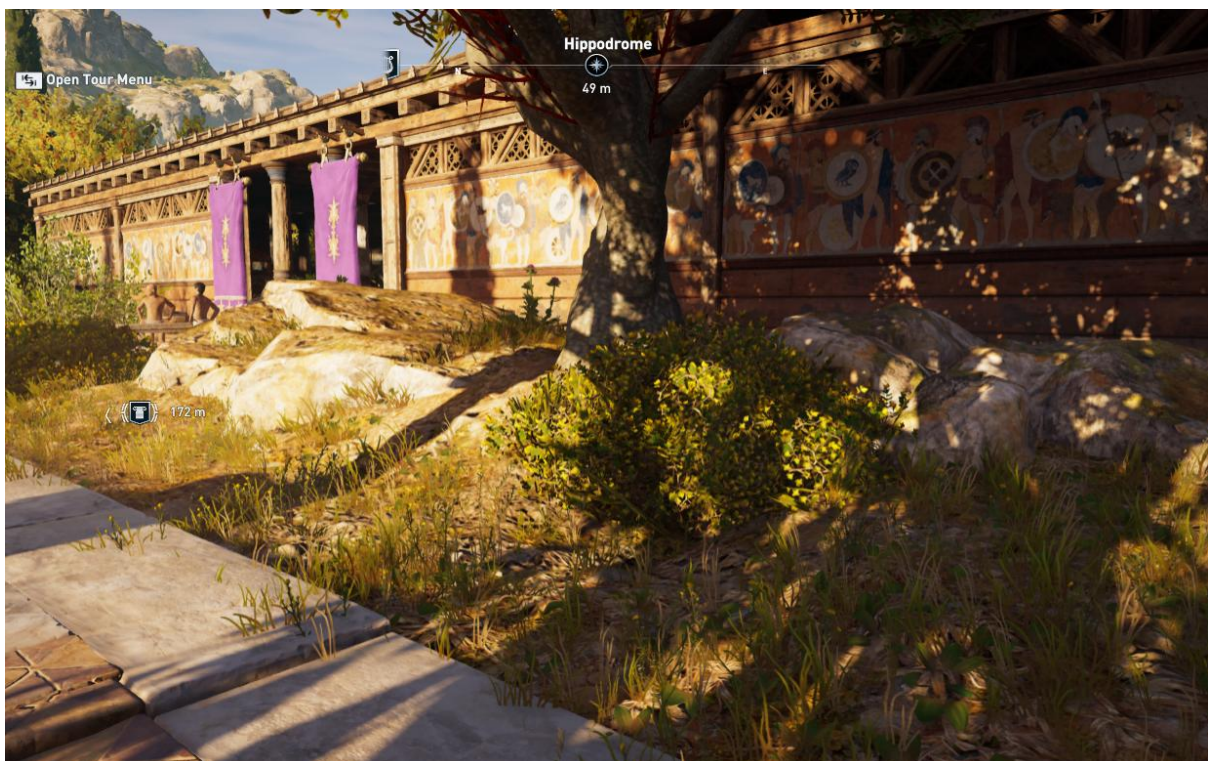
## Exploring detailed worlds

The Discovery Tours games have been painstakingly crafted, with historians as well as game designers contributing to the detail in the world. As a result, children can truly experience what it would have been like to walk around in these time settings.

Exploration of the worlds can be used for **historical investigation**. The worksheets below give children tasks to complete and information to gather from looking at the detail in the world. It should be made clear to children that these games are an interpretation of history that should be used in conjunction with other historical sources.

The games could also be used for stimulus of creative or non-fictional writing. As the teacher leads exploration of the world, children could write down ideas for writing, vocabulary or questions. These prompts might then form the basis for creative and non-fictional writing.

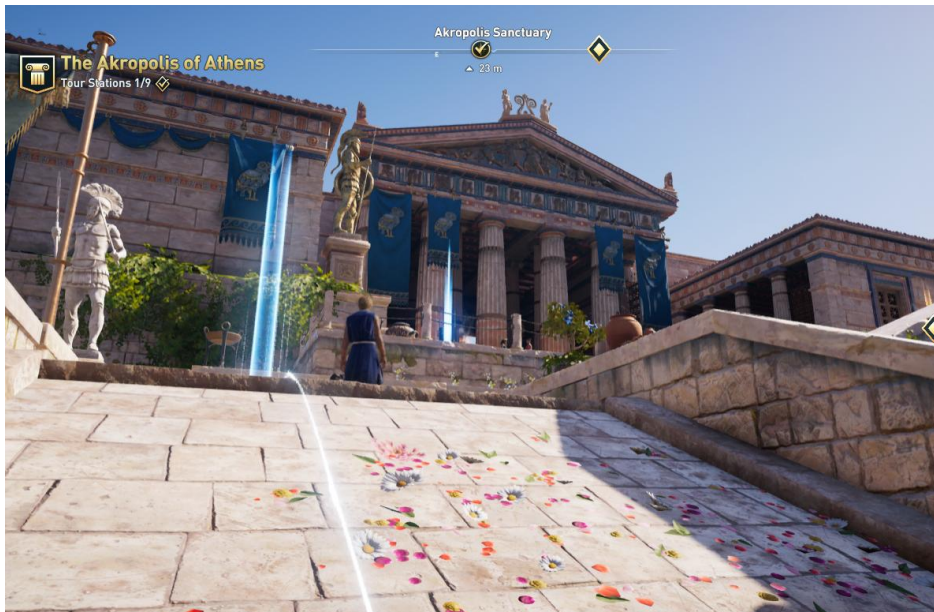
As with all media, it is worth the teacher completing the historical tours to review material, before the children seeing it. Some of the tours feature statues without clothes on and other details that may need consideration!



*The level of detail in the games are such that children can learn, ask questions and form hypotheses about the historical settings.*

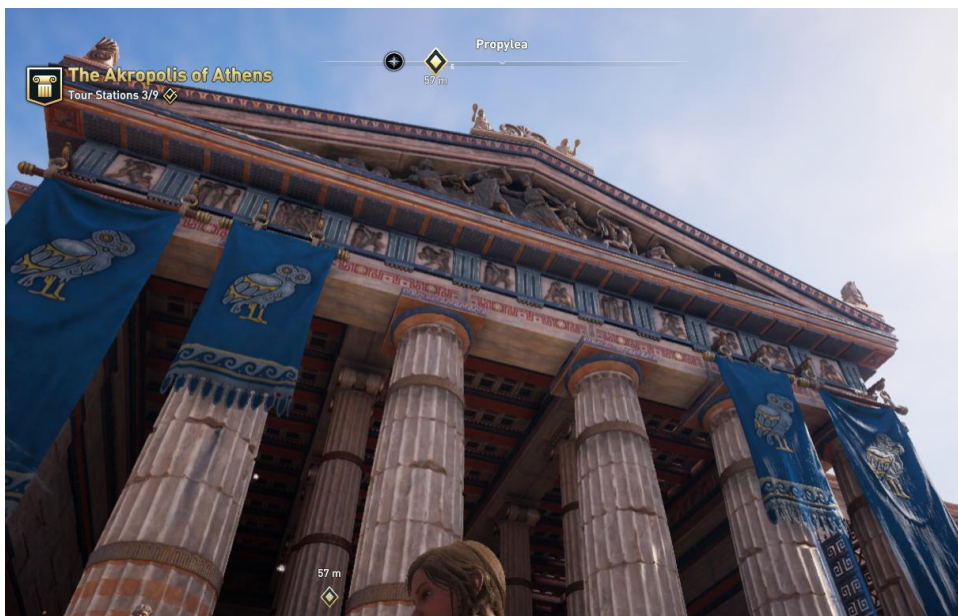
## Discovery Tours – Ancient Greece

### *The Acropolis*



1) According to legend, which two gods competed for favour during the founding of Athens?

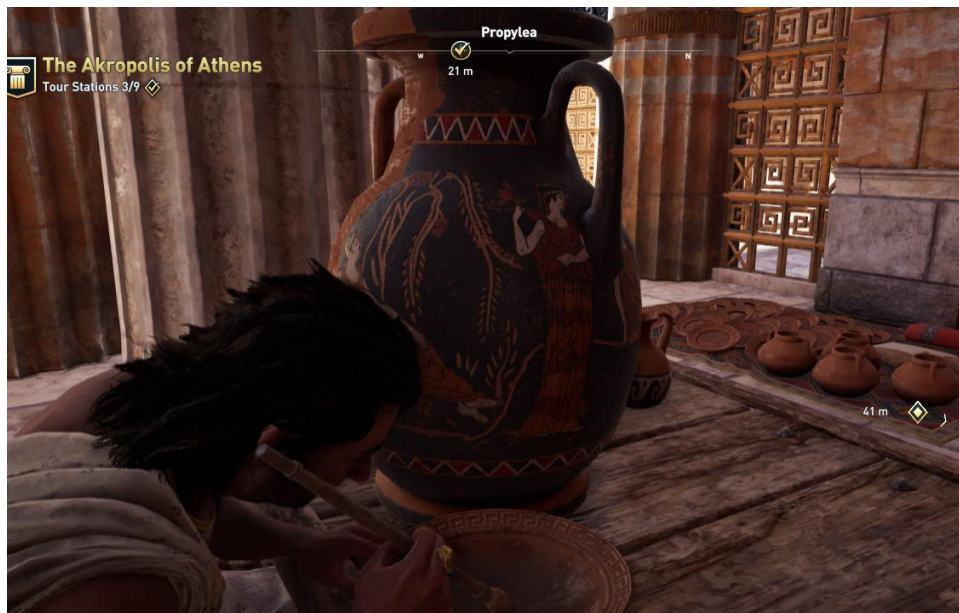
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2) What was the name of the leader who ordered the buildings on the Acropolis to be built?

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3) Find an example of Greek pottery. What can you tell about Greek life from looking at the painting?

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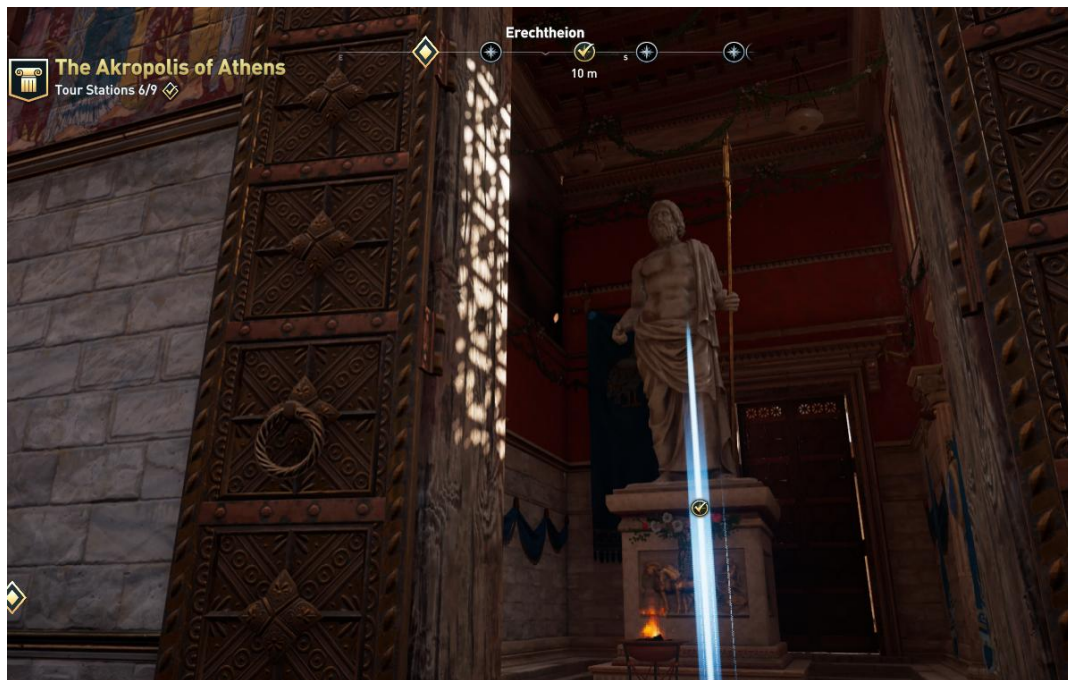


4) Who is the statue of in the centre of the Acropolis?

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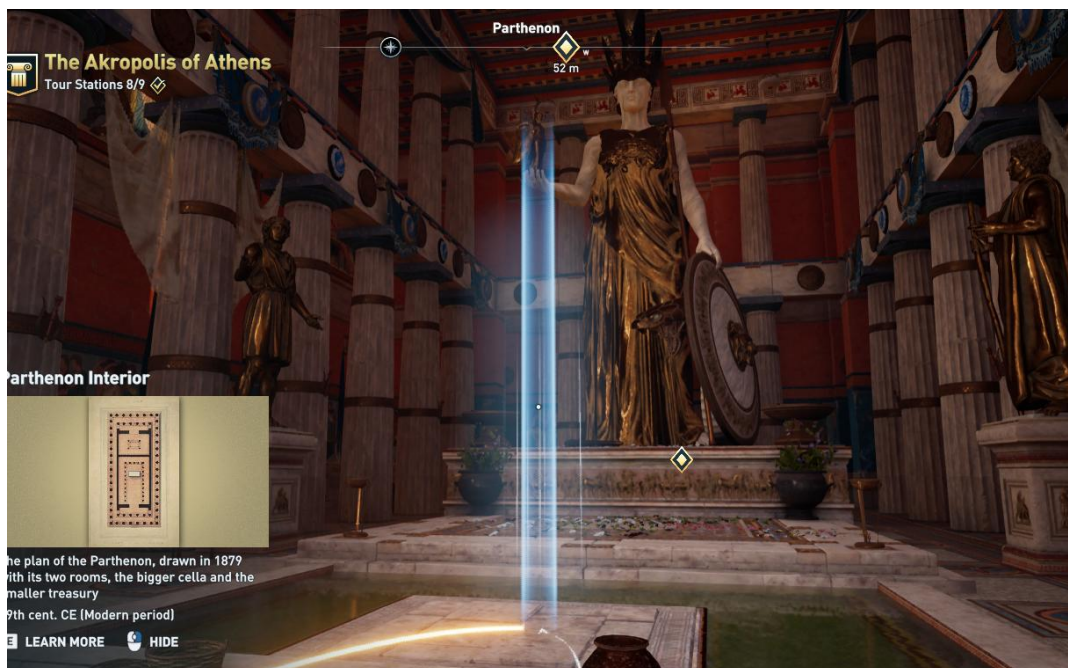
5) What is special about this statue?

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6) Find the Erechtheion. What is the statue of Poseidon holding?

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7) Enter the rear of the Parthenon. What are two things that interest you?

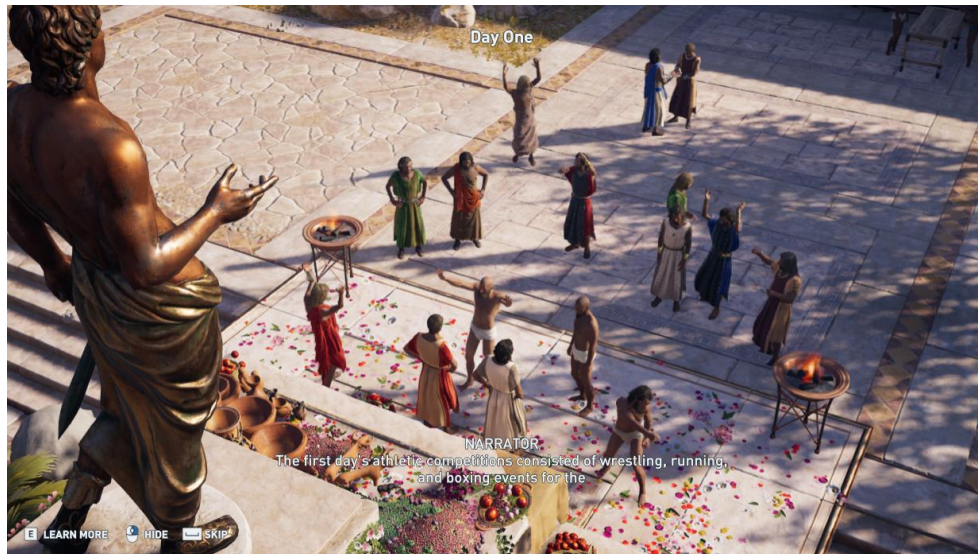
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## Discovery Tours – Ancient Greece

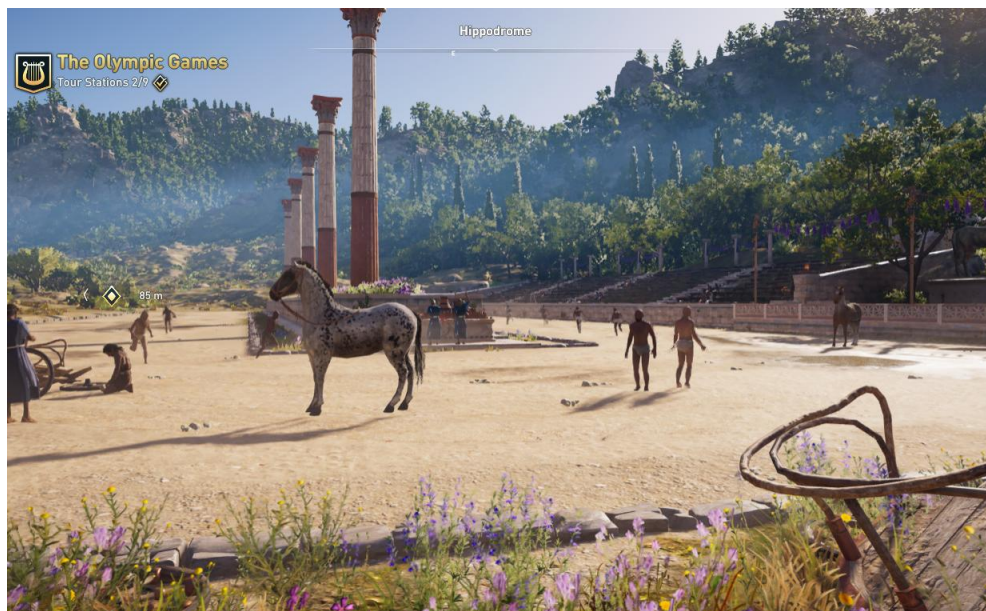
### *The Olympic Games*



1) *What would happen on day one of the Olympic Games?*

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2) *Where did the events take place?*

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3) Listen to the performers. What are they singing about?

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What instruments are they playing?

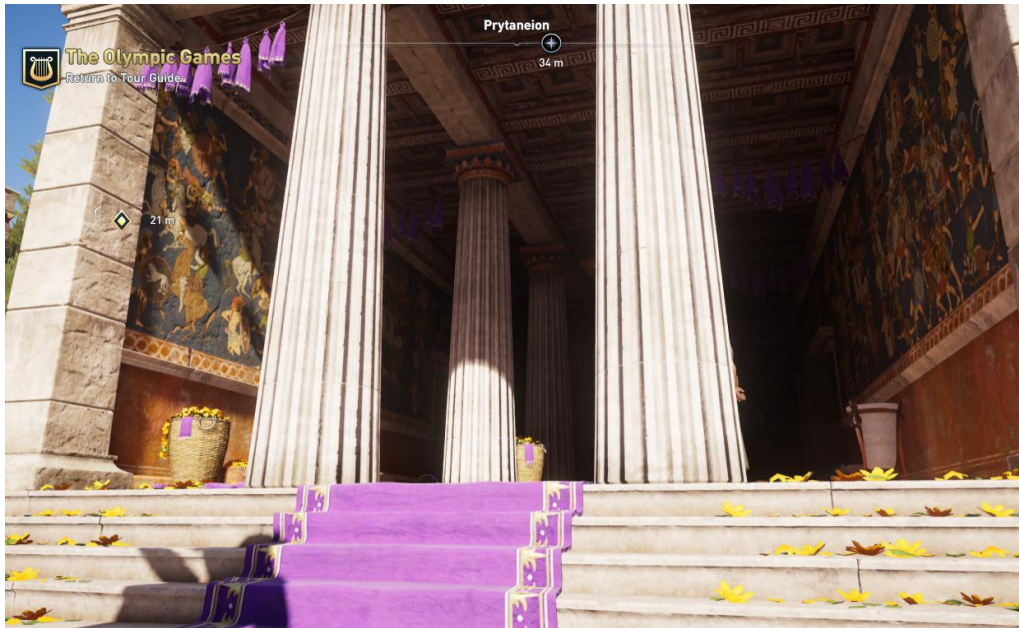
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4) Which events made up the Pentathlon?

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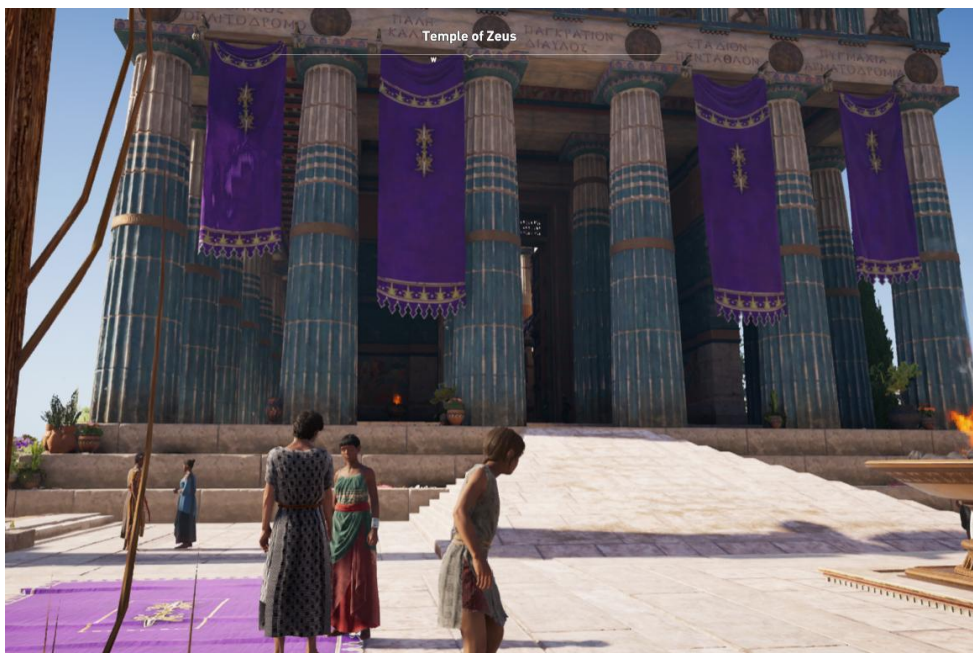




5) Enter the Prytaneion. What do you find at the rear of the building? What was this used for?

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6) Climb up to the main temple. What did you find inside?

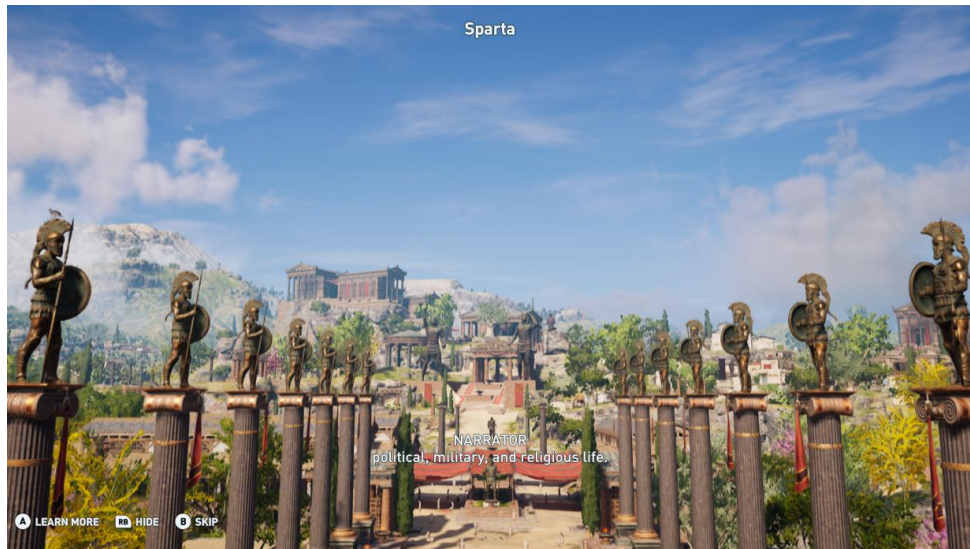
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## Discovery Tours – Ancient Greece

### *Spartan education*

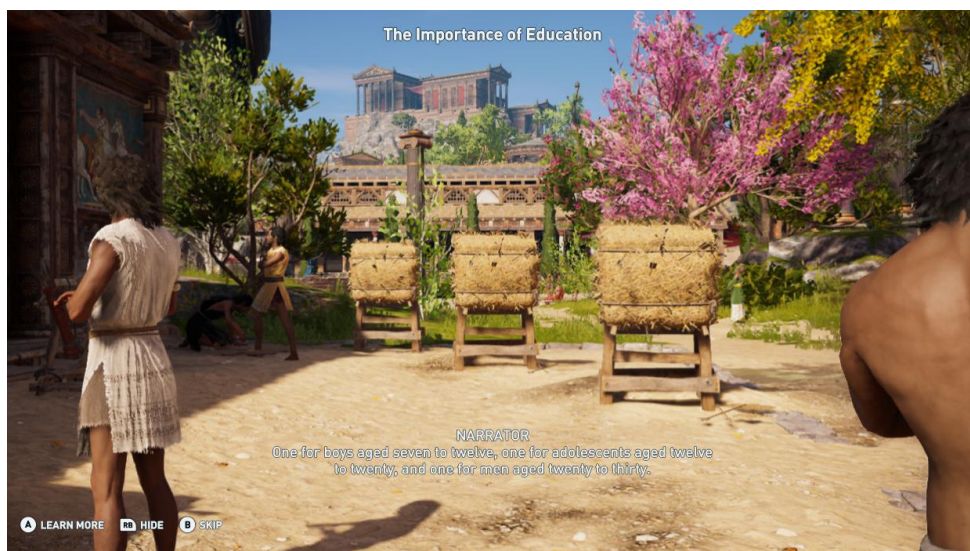


1) What was special about Sparta?

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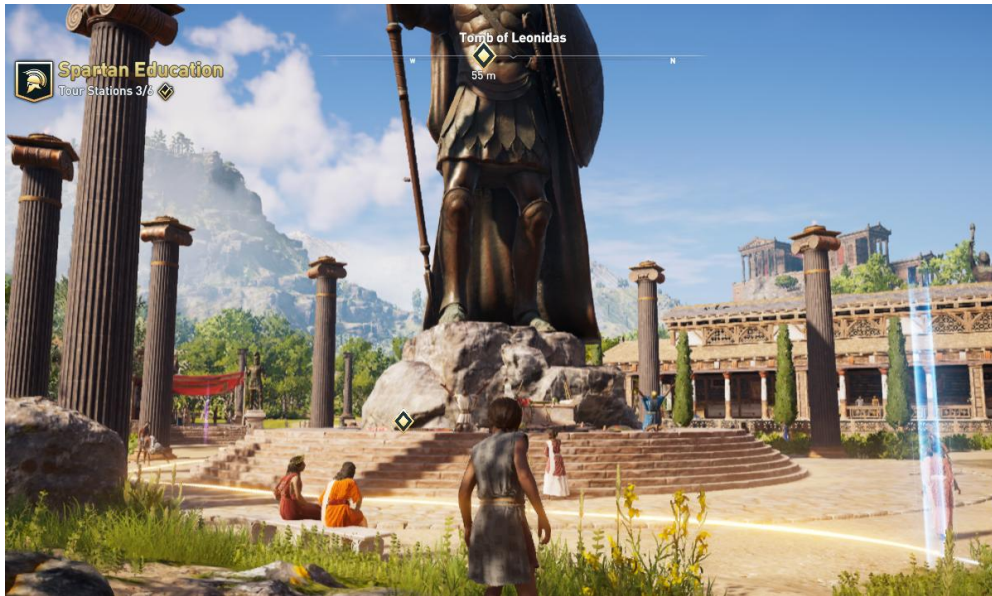


2) How did Spartans prepare for battle?

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3) Who is the statue of in the centre of Spata?

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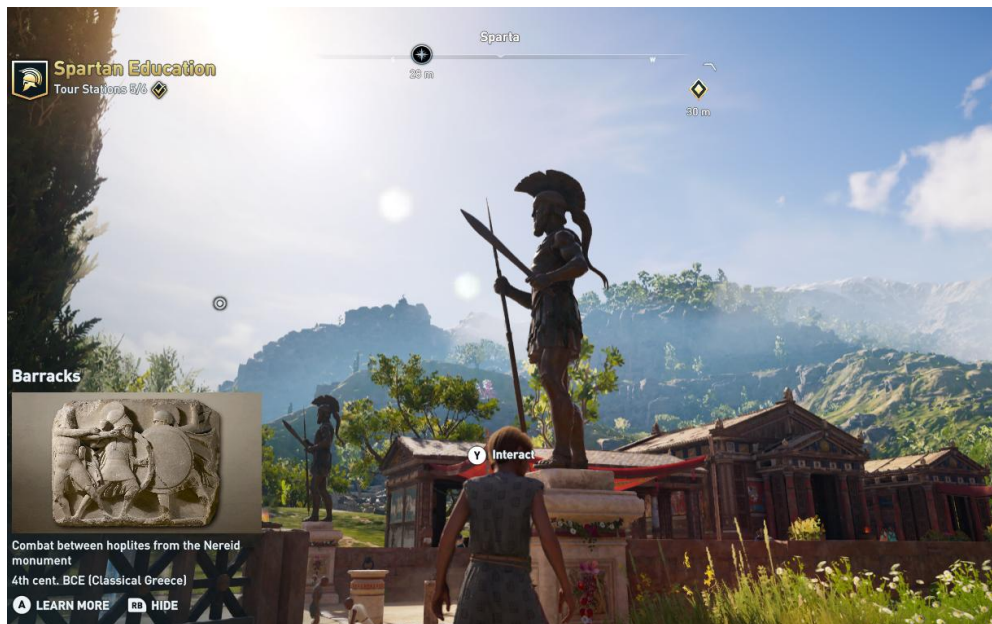
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4) How were boys prepared to become soldiers?

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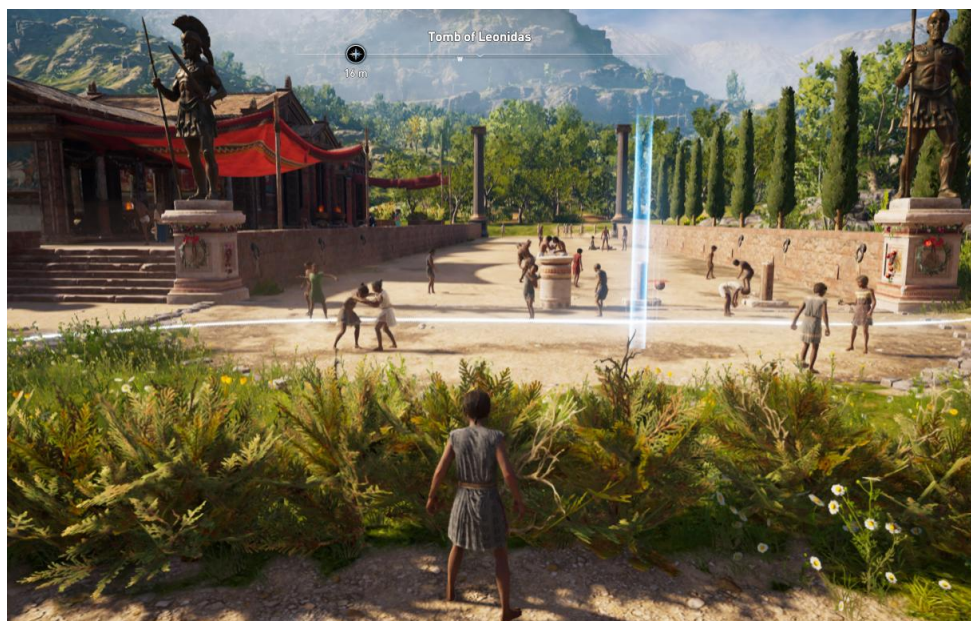
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5) What kind of equipment did Spartan soldiers use?

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6) What was daily life like for boys and men training in Sparta?

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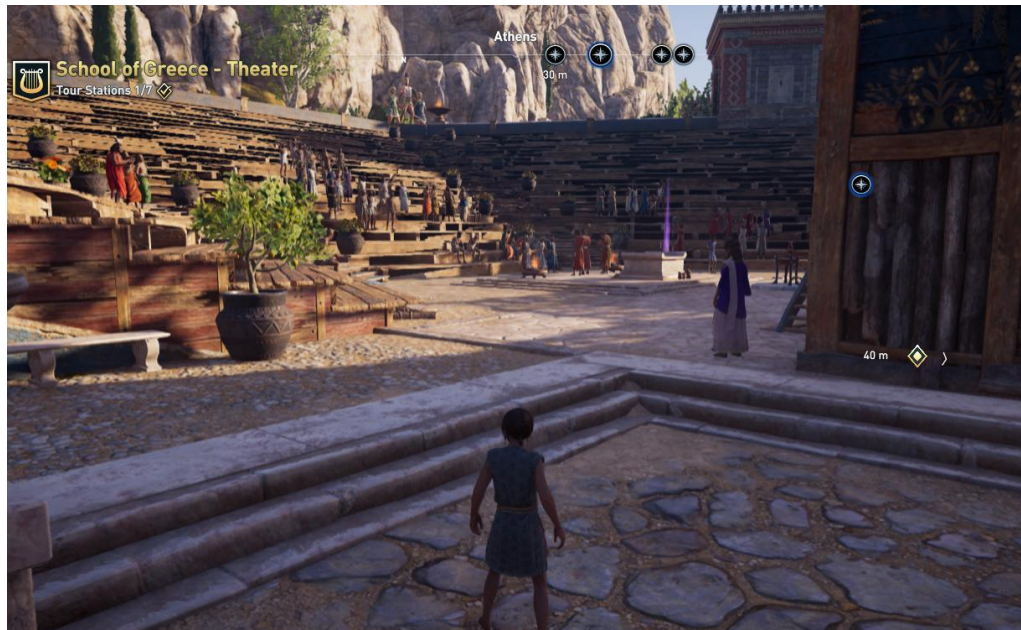
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## Discovery Tours – Ancient Greece

### *School of Greece – Theatre*



1) *Why was the theatre important in Ancient Greece?*

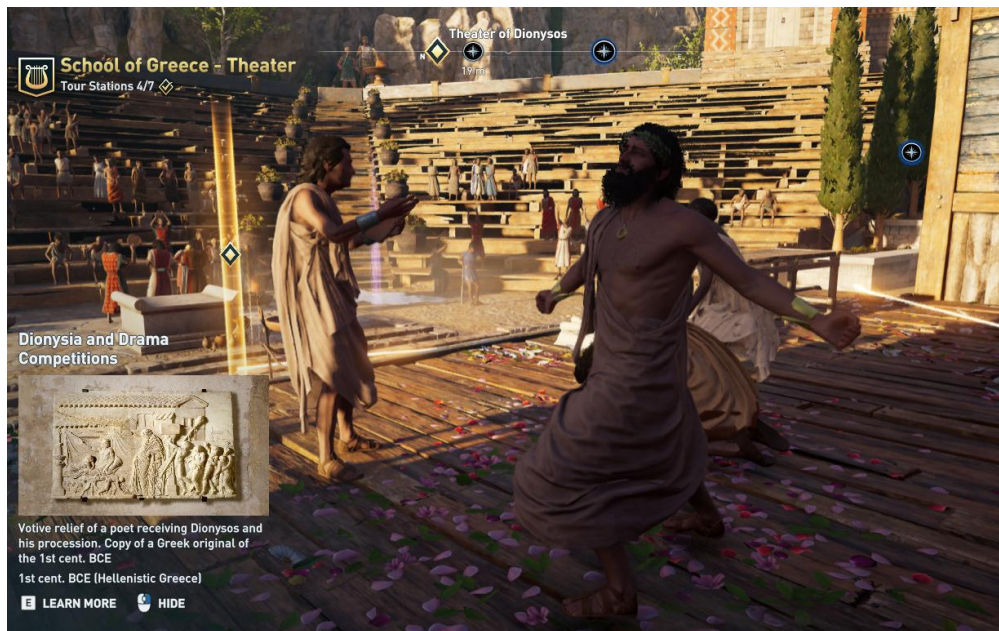
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2) *Which Greek god was associated with the theatre?*

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3) Was Ancient Greek theatre similar or different to modern theatre?

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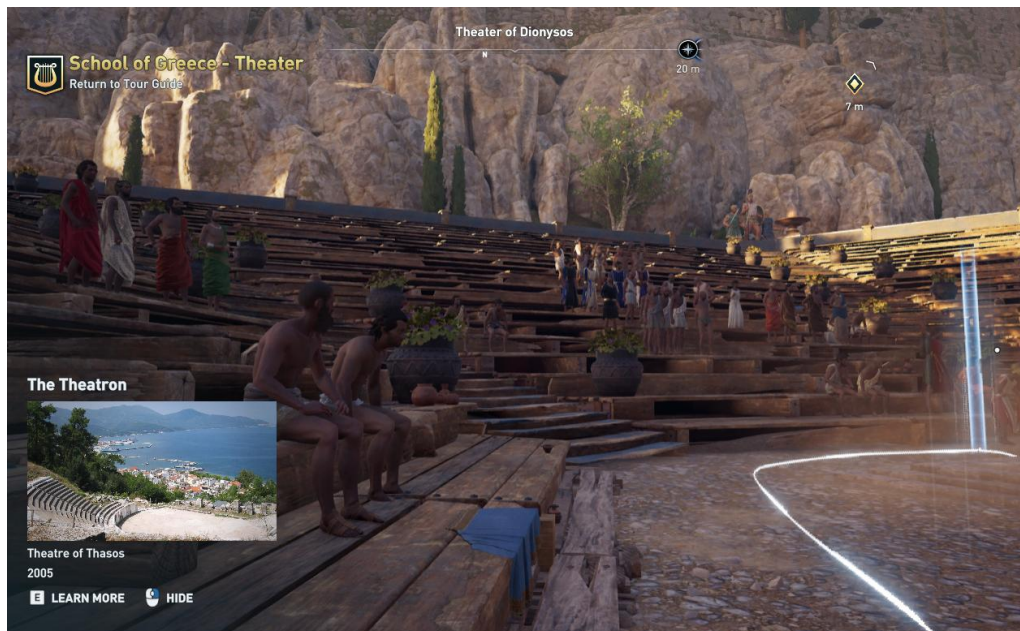


4) Who performed in the 'orchestra'?

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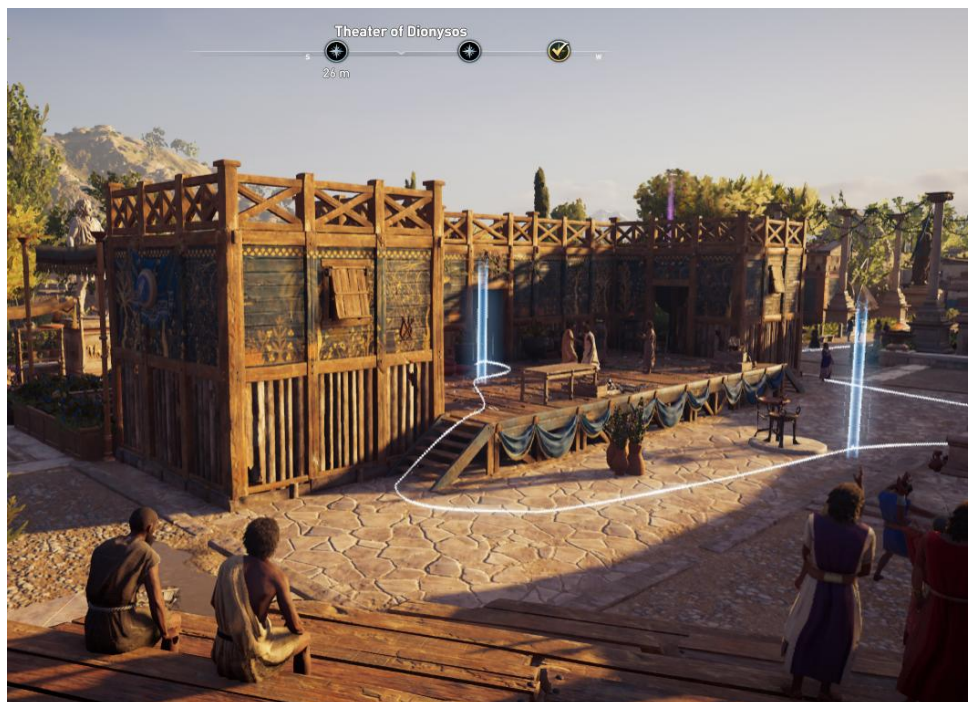
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5) *Where did different groups of people sit in the theatre?*

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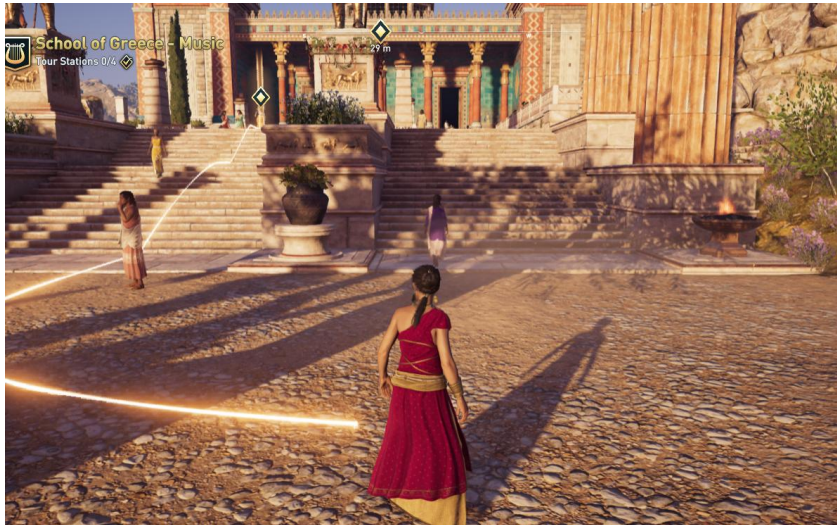


6) *What kinds of plays did Ancient Greeks perform?*

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## Discovery Tours – Ancient Greece

### *The Odeon – School of Music*

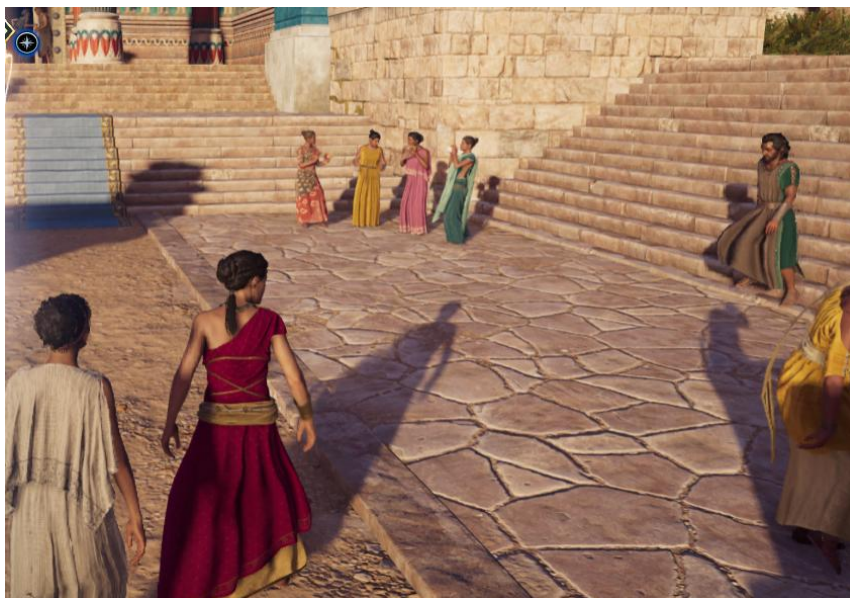


1) What would you like to find out about Ancient Greek music?

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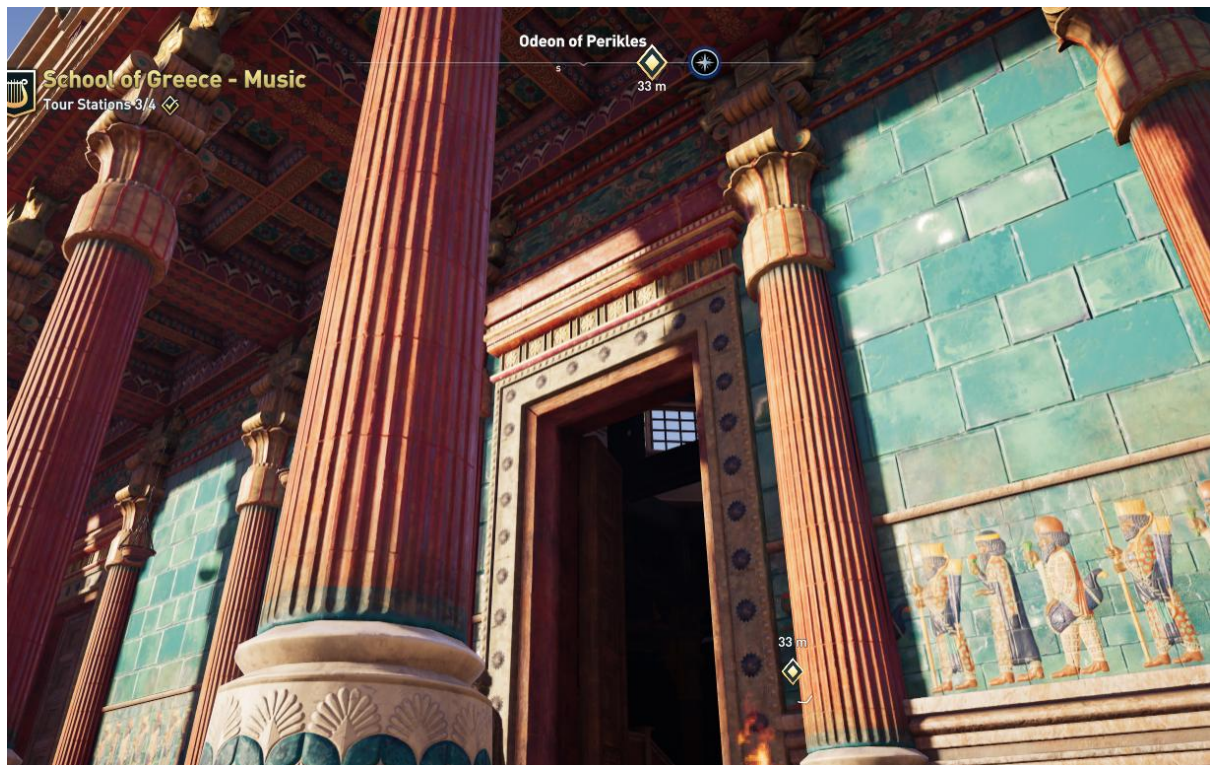


2) What kinds of instruments did Ancient Greek musicians use?

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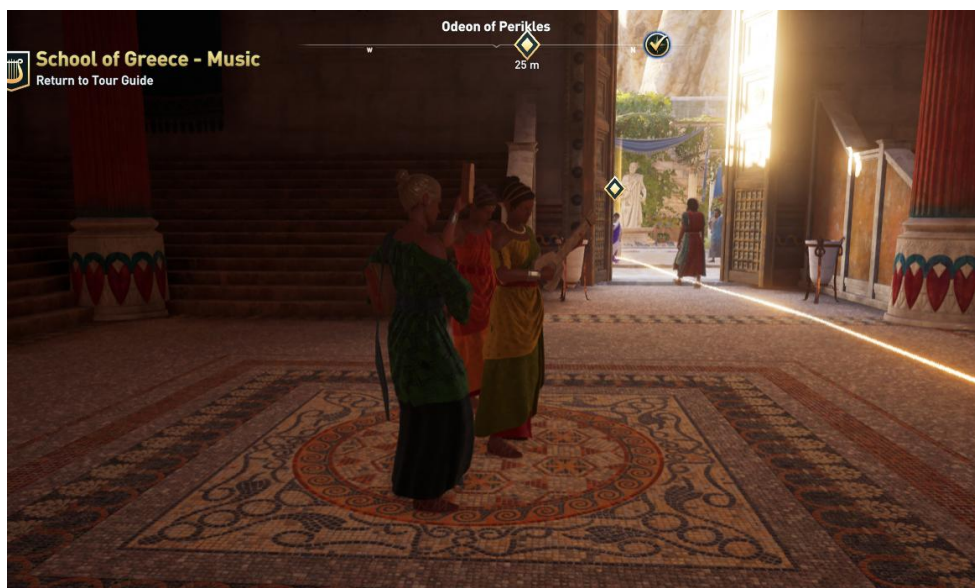




3) What can you find out about the Odeon building?

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4) What different types of music can you hear or find out about?

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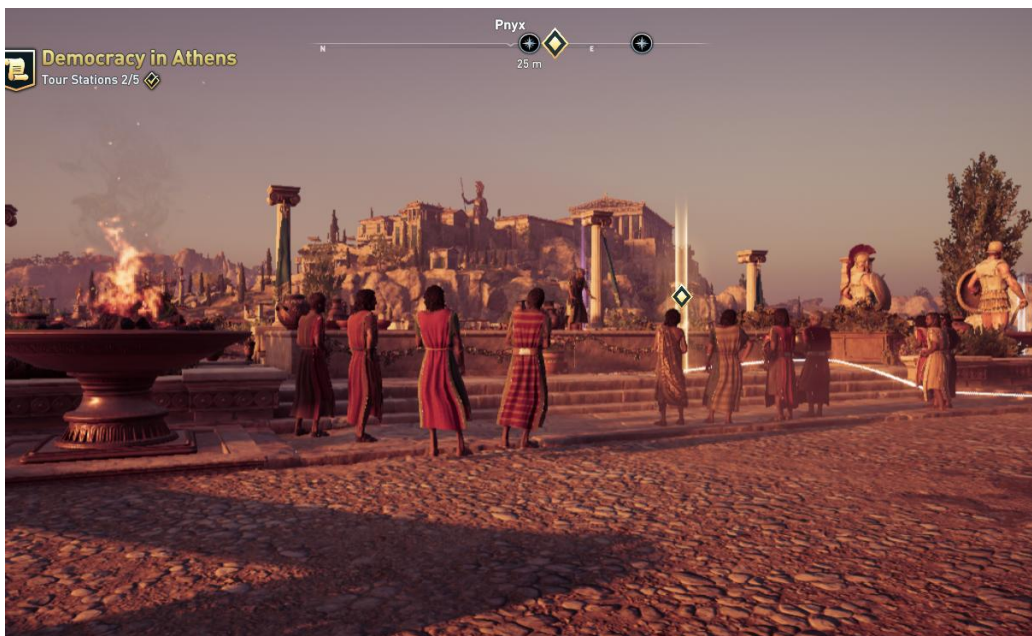
## Discovery Tours – Ancient Greece

### *Democracy in Athens*



1) What was the name of the place where Athenian citizens met and voted?

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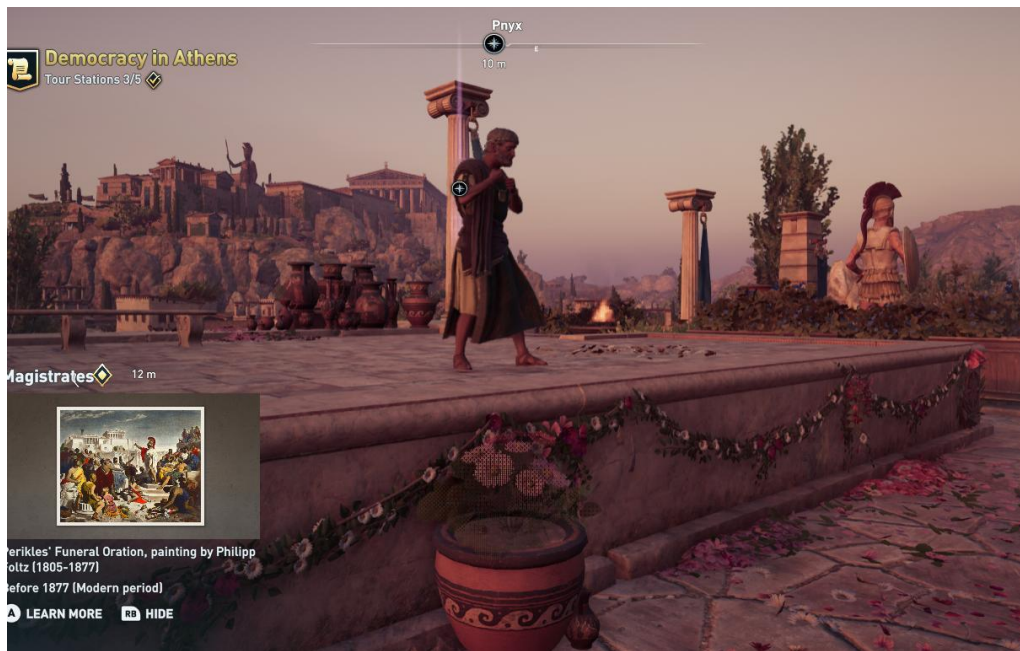


2) What happened in the Pnyx?

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3) Who were magistrates?

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4) Athens had a democratic government. What does this mean?

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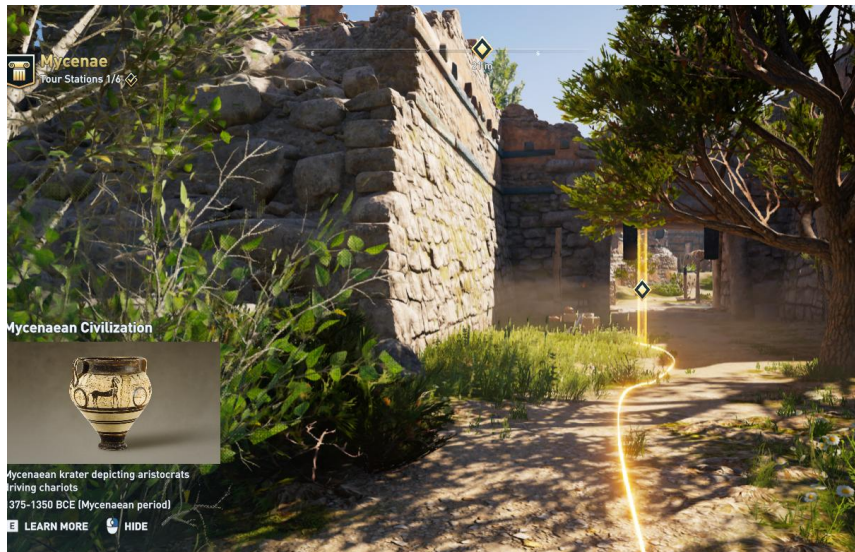
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## Discovery Tours – Ancient Greece

### *The Ancient city of Mycenae*



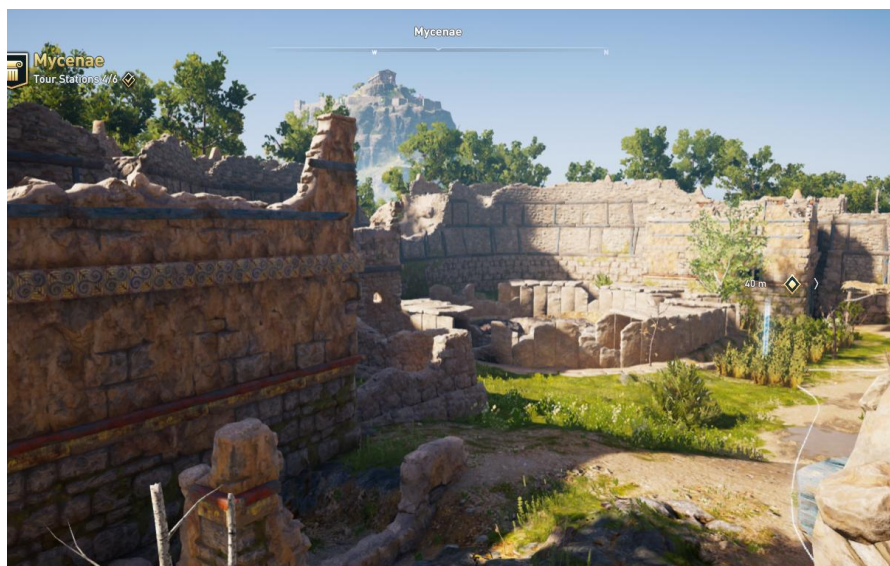
1) What can you find out about the Mycenaean civilization?

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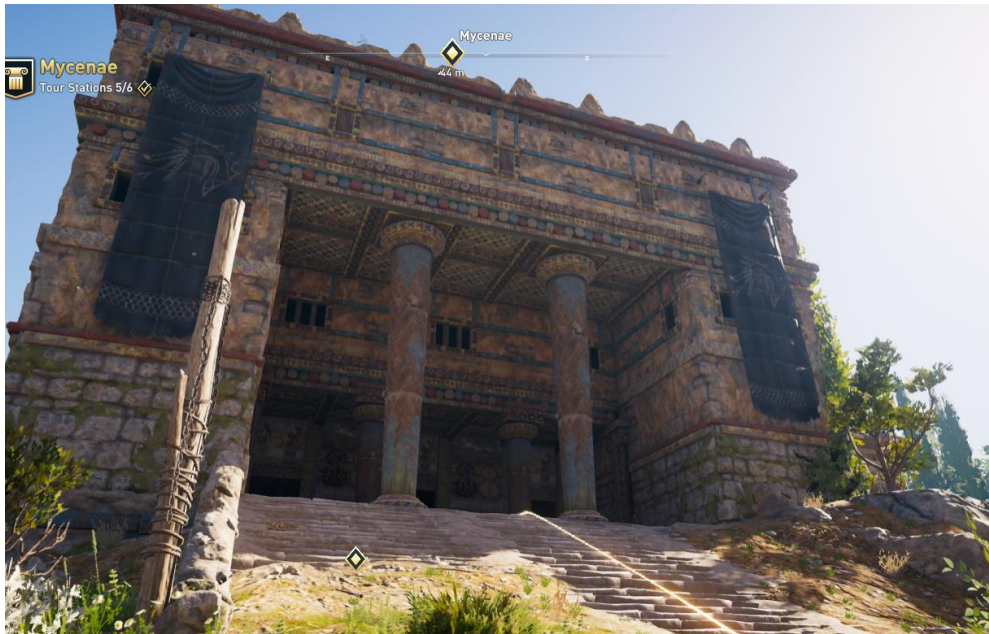


2) Who was Agamemnon?

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3) What do you notice about the Propylon?

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4) What can you tell about life for the Mycenaeans from the details in the ruins?

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## Discovery Tours – Ancient Greece

### *The gods of Olympia*

1) What do you already know about gods and goddesses that the Greeks believed in?

What would you like to find out?

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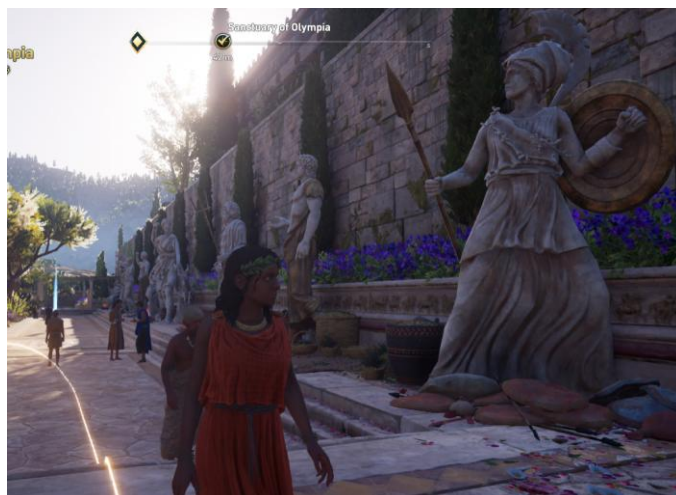
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2) What was special about Phidias' statue?

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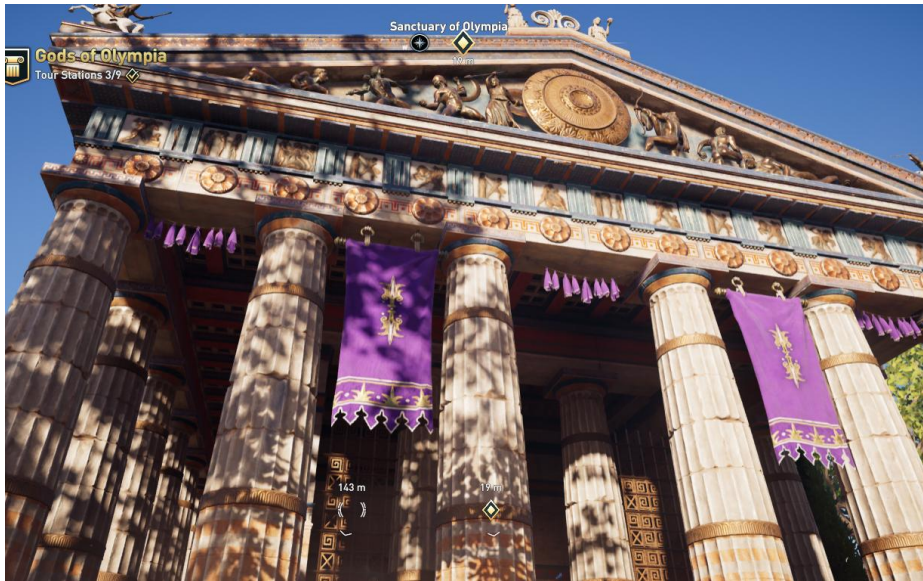


3) Do you recognise any of the statues in the Sanctury of Olympia?

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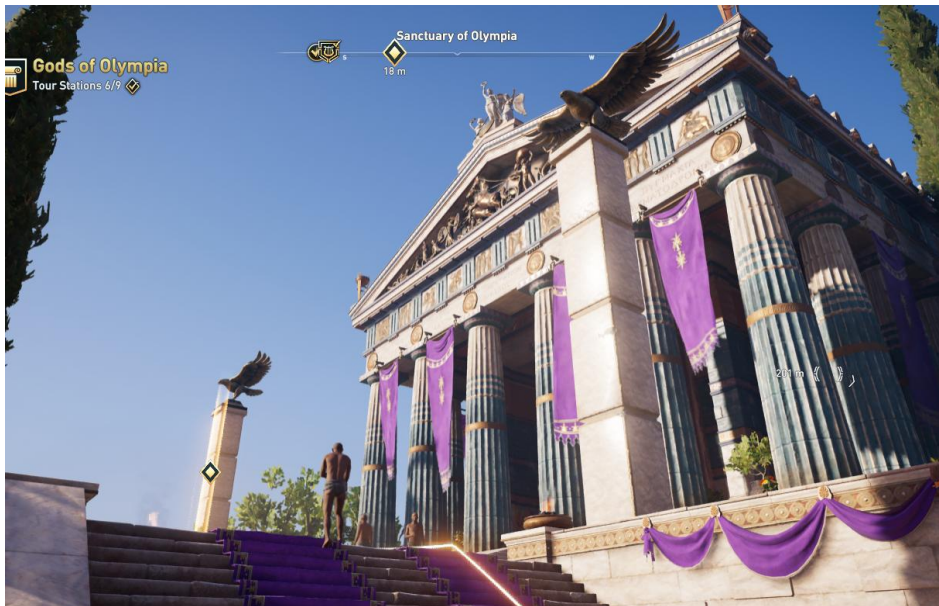


4) What is the name of this building? What can you find out about it?

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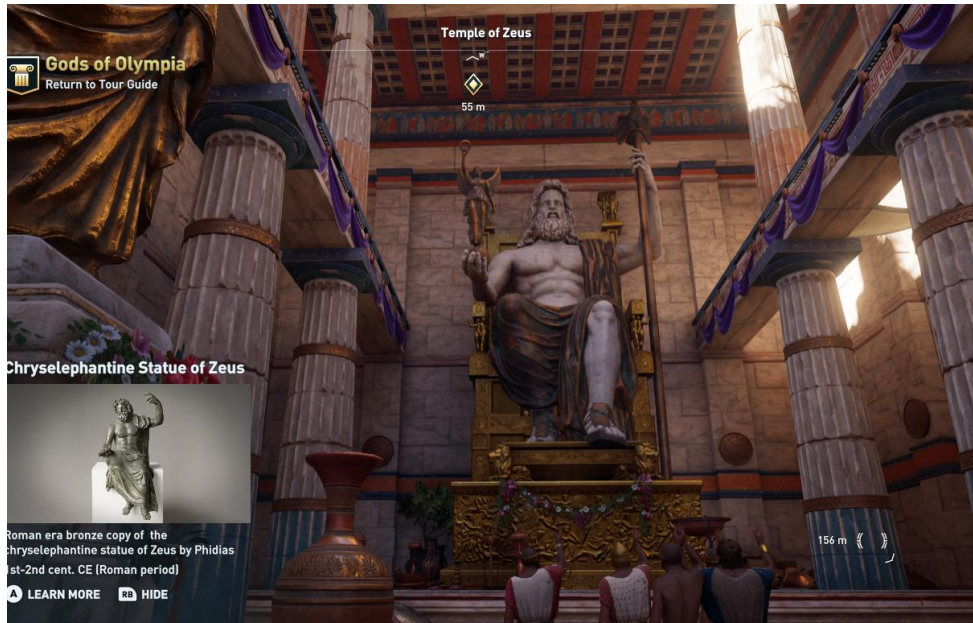


5) What is the name of the biggest temple on the hill? What can you find out about it?

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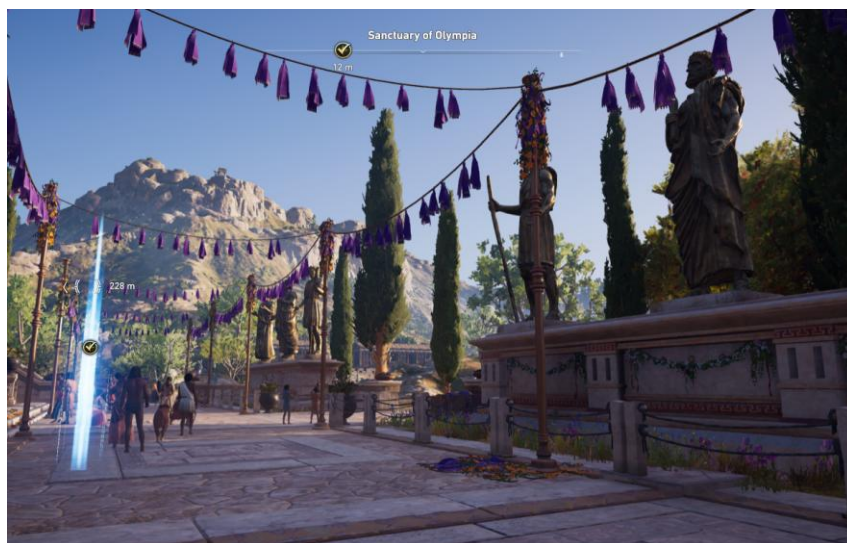


6) *What did the Ancient Greeks believe about Zeus?*

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6) *What else can you find out in Olympia?*

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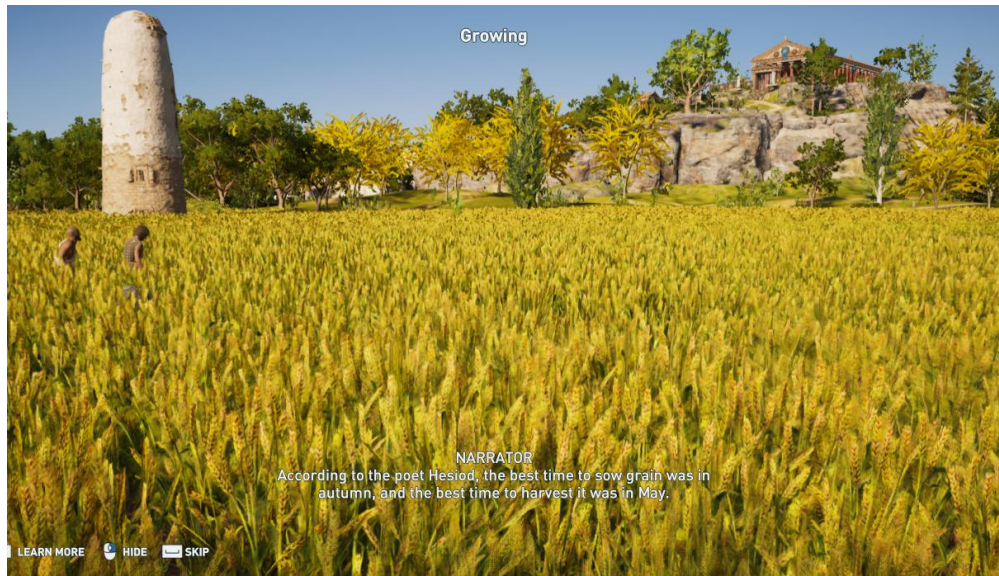
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## Discovery Tours – Ancient Greece

### *Daily life – agriculture*

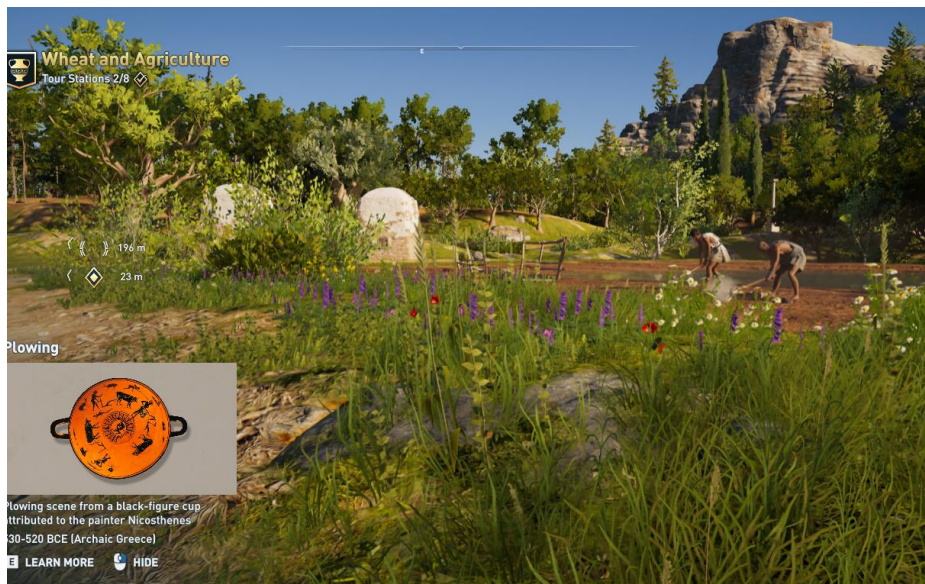


1) What can you find out about Ancient Greek farming?

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2) How did Ancient Greeks help their crops to grow well?

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3) How did Ancient Greeks harvest their crops?

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4) What can you learn about how Ancient Greeks kept animals on farms?

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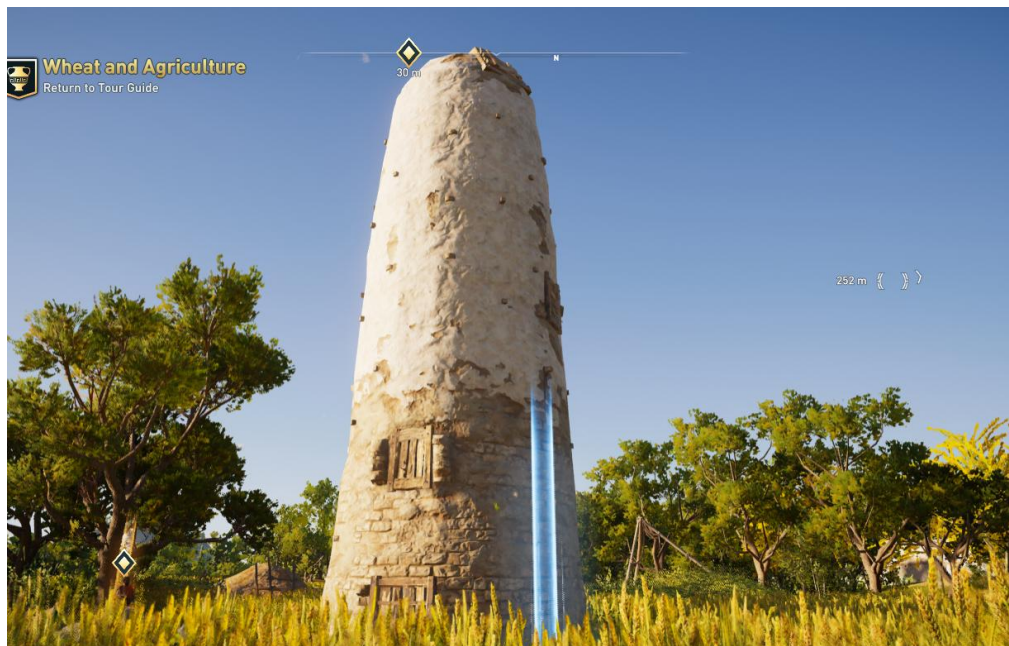


5) What kind of tools were used on farms?

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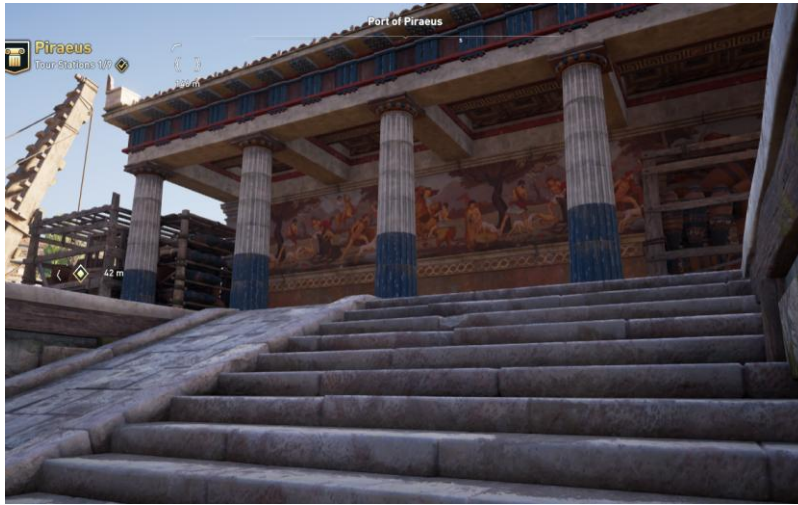


6) What was this building for?

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## Discovery Tours – Ancient Greece

### *The port city of Piraeus*

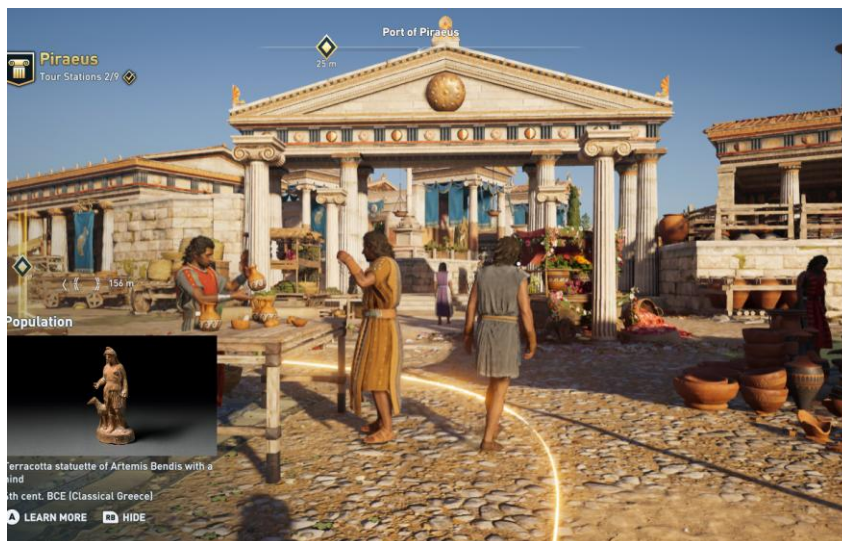


1) Piraeus was a **port**. What did this mean?

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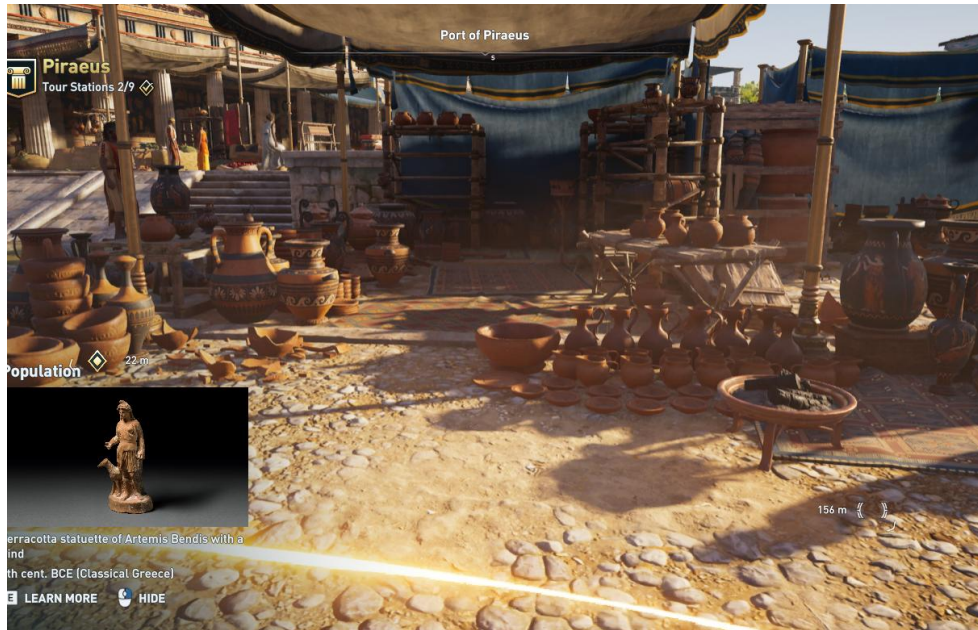
2) What kind of people lived or worked in Piraeus?

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3) What kinds of things were bought and sold in a port like Piraeus?

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4) What kind of ships did the Ancient Greeks use?

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