

## Exploring democracy in Ancient Greece through Assassin's Creed

Previous compulsory steps / Prior students' knowledge	No prior knowledge is necessary
Learning objectives	Developing knowledge about democracy in Ancient Greece
Subjects	Social Science, History, Politics, Philosophy
Recommended Age	10-14, 15-18
Material needed	Trailers of the video games, game play videos, technological equipment to project the videos
Sequence duration	60 minutes
Individual or group activity	Group activity
Skills developed (after learning objectives)	Critical thinking, cooperation and teamwork
Price range of the game	Free videos
Extension / differentiation activities (at the end of the sequence)	This pedagogical sequence can serve as an introduction to democracy; it may be used in history, social science, politics classes
Similar games to use with the approach of the sequence	Democracy series

## Step by step: how to implement the sequence

- **Step 1 – Familiarising yourself and the students with the game (10 minutes)**

In this sequence we will explore Assassin's Creed, a series of adventure games about the eternal struggle between the Assassins, who want peace via free will, and the Templars, who seek peace by control. The video game series contains history elements, characters and events. We will focus on Assassin's Creed Odyssey series where the game action takes place during the war between Athens and Sparta.

- **Step 2 – Familiarising the students with citizenship in Ancient Greece (10 minutes)**

Split the students in groups and address each group one of the following questions:

- How was the democratic process organized in Ancient Greece?
- Who were the magistrates and what were their roles?
- What were the main measures to encourage democratic participation in Ancient Greece?

- **Step 3 - Showing the videos to the students (25 minutes)**

Start by showing the first video to immerse students in Ancient Greece times, by taking a tour of Athens with [Assassin's Creed Odyssey: A Tour of Athens](#).

Continue with [Assassin's Creed Discovery Tour: Democracy in Athens | Ep. 6](#).

Conduct a short group discussion about how the city was organized in that time: buildings, lifestyles, clothes, etc. Based on the questions in Step 2, ask each group to prepare a presentation on the received theme.

- **Step 4 - Guided discussion and shared reflection, reaching the conclusion (15 minutes)**

In this step, the students will present their works in plenary and discuss the main findings. As follow-up, in order to integrate the learning content and the benefits of the activity, you should conduct a debriefing process. Here are some questions to guide the debriefing process:

- What questions did this video raise in your minds about democracy?
- What are some positive and negative sides of democracy in Ancient Greece?
- What are some differences and similarities between democracy in Ancient Greece and democracy in our country?
- What are some connections between human rights, democracy and the rule of law?

## References

[Assassin's Creed Valhalla for Xbox Series X|S, PS5, PC & More, Gameplay:](https://www.ubisoft.com/en-gb/game/assassins-creed/valhalla)  
<https://www.ubisoft.com/en-gb/game/assassins-creed/valhalla>

Assassin's Creed® Odyssey:

[https://store.steampowered.com/app/812140/Assassins\\_Creed\\_Odyssey/](https://store.steampowered.com/app/812140/Assassins_Creed_Odyssey/)

Assassin's Creed: Odyssey - FULL GAME - No Commentary, Youtube:

<https://youtu.be/iOqPkwC7NAM>

Walking in Ancient Greece City of Sparta | Assassin's Creed: Odyssey | 4K Ultra Max Graphics, Youtube [https://youtu.be/5nlwto\\_YcKE](https://youtu.be/5nlwto_YcKE)

Ubisoft Discovery Tour Ancient Greece Gameplay, Youtube:

<https://youtu.be/cQ7Mfs46zlo>