

W.5: LESSON PLAN

Title	Mythology in Mundos de Mestizaje
Subject	Writing
Grade Level	K – 5
Time	2 to 3 hours
Purpose	Students analyze the significance of the fresco and explore associated mythology and complete a story map for an Aztec myth in order to understand the complexity of the meaning of the fresco.
Key Questions	<ol style="list-style-type: none"> 1. What is mythology? 2. What mythological figures do you notice in the fresco? 3. What is the purpose of mythology?
Values	Exploration, Diverse Perspectives, Making Meaning
Materials & Resources	Virtual tour of the fresco; fresco images NW11 and NW13 in part two and image SW17 in part four of the image guide; Notecards; Mythology Story Map
Activities	<ol style="list-style-type: none"> 1. Lead students through a virtual tour of the fresco and bring their attention to three mythological images in the fresco: Quetzalcoatl, Coatlicue and Mesoamerican Player and Ball Game. 2. Students receive a Mythology Story Map related to a myth about Quetzalcoatl and take notes while the teacher reads a story. 3. The teacher will read one of the following stories to the students: <ol style="list-style-type: none"> a) <i>The Sad Night: The story of an Aztec Victory and a Spanish Loss</i> by Sally Schofer Mathews. New York, NY: HMH Books for Young Readers; First Edition. b) <i>How Music Came to the World: An Ancient Mexican Myth</i> by Carol Ober and Hal Ober. New York, NY: HMH Books for Young Readers; First Edition. 4. After listening to the story, students complete their Mythology Story Maps.

-
5. Students discuss the purpose of mythology. Students describe other myths that exist among different cultures.
 6. Extension: Students may conduct research and discover other mythological stories. Students may use the imagery from the *Mundos de Mestizaje* fresco to inspire their own myths.

Evaluation/Assessment

[Share results of the lesson with the NHCC](#); formative and summative assessment (e.g. [Edutopia](#); [CRLT](#)); state assessment tools.



Characters

Plot

Title

Setting

Problem-Resolution

Author

