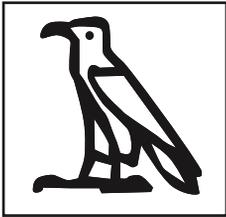
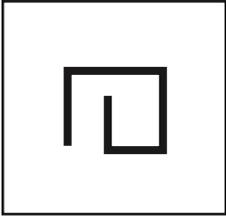
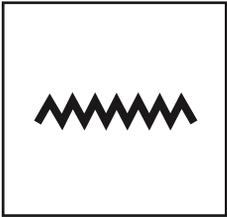
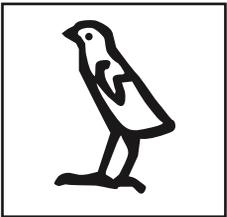
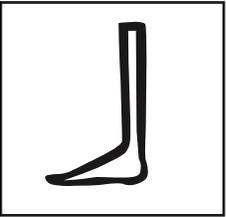
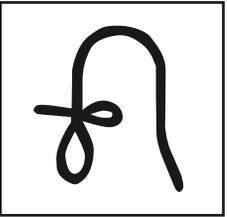
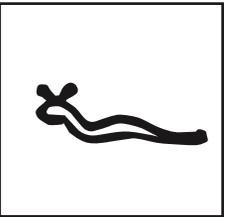
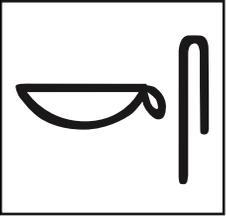
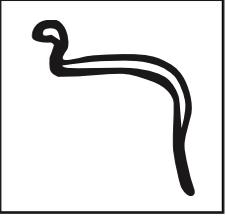
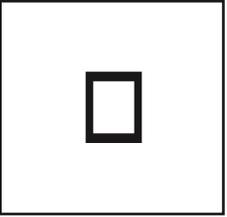
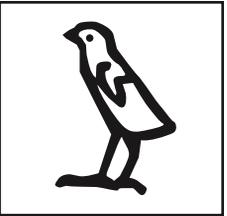
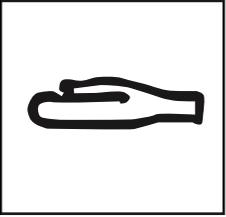
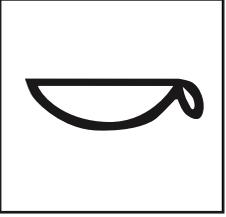
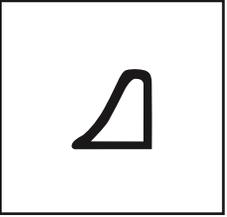
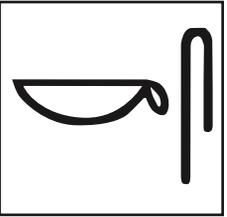
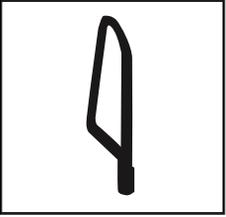
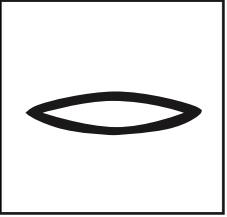
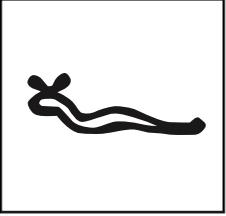
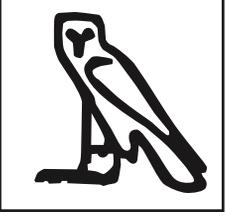
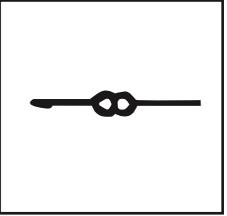
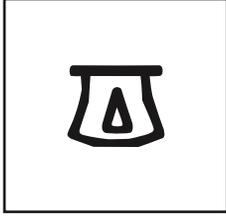
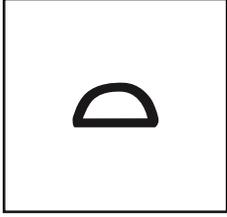


Name _____

Hieroglyphic alphabet

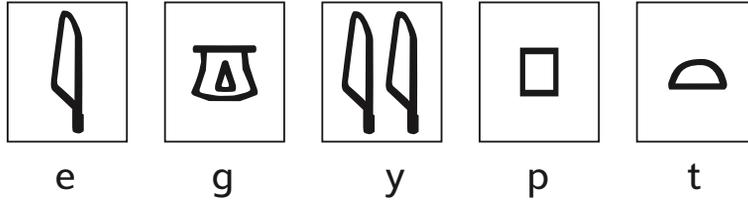
A		H		N		U	
B		I		O		V	
C		J		P		W	
D		K		Q		X	
E		L		R		Y	
F		M		S		Z	
G				T			



Name _____

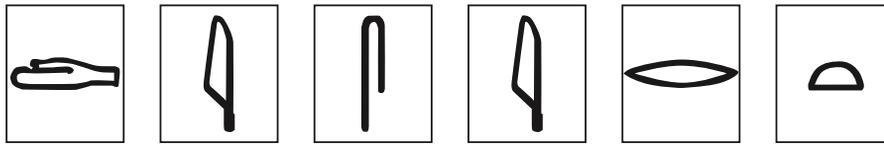
Crack the code

The Ancient Egyptians used pictures called hieroglyphs to represent letters. For example:

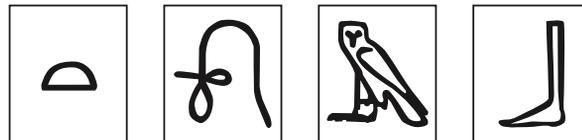


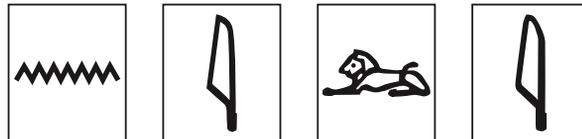
Use the Hieroglyphic alphabet sheet to help you write these words.

(Note: some of the hieroglyphs look very similar so watch out!)









Try spelling your name using Egyptian hieroglyphs.



Name _____

SCHOLASTIC

Sands of time

You will need: a copy of the hieroglyphic alphabet sheet (see photocopyable 4 on back of AI poster); a set of word cards (see below); a one-minute sand timer; paper and pencils.

1. Cut out the word cards below. Shuffle and place in a pile, face down on the table.
 2. Players take it in turns to take a word card from the deck. They must read out the word.
 3. The sand timer is turned over. The player has one-minute to translate the word into hieroglyphics. They must use the hieroglyphic alphabet sheet to translate the word and then draw the pictures on a sheet of paper.
 4. If they translate the word in the time limit they get a point for each letter in the word that is correct. The word card is returned to the bottom of the deck. Play then goes to the next player.
 5. If the player fails to draw out the word in the time limit then the word card is returned to the bottom of the deck. Play then goes to the next player.
 6. The player with the most points after all the word cards have been used, or a set number of turns is reached, is the winner.
- Make the game more difficult by reducing the time limit.

