



Getting Dressed

What kind of clothes did people wear in the ancient world? How can we find out?

A good source of information about ancient clothing is through ancient sculpture and vase painting. Of course, most clothes rot over time, so we have very few actual examples of fabric from the ancient world.

If you have done the spinning and weaving activities in this pack you will have learnt about the fabric that was spun and woven. How did this translate into clothing?

For hundreds of years people wore variations on what we will learn about in this activity – a Greek woman's dress called a *peplos*. Here is a statue of the Goddess Artemis wearing a peplos dress from the Archaeological museum of Delos: You can see if you look carefully that this is one big sheet of material that is wrapped and gathered in a particular way.

This makes sense because the natural shape of fabric as it comes off a loom is a rectangle shape.

This design, then, is very simple as it requires no sewing!

You have

For each team you will need:

- 1 sheet (about half the size of a double bed sheet)
- 2 big safety pins, kilt pins or brooches
- A length of cord for the belt (you could use dressing gown belts if you like! Or try weaving/ making your own)

Activity

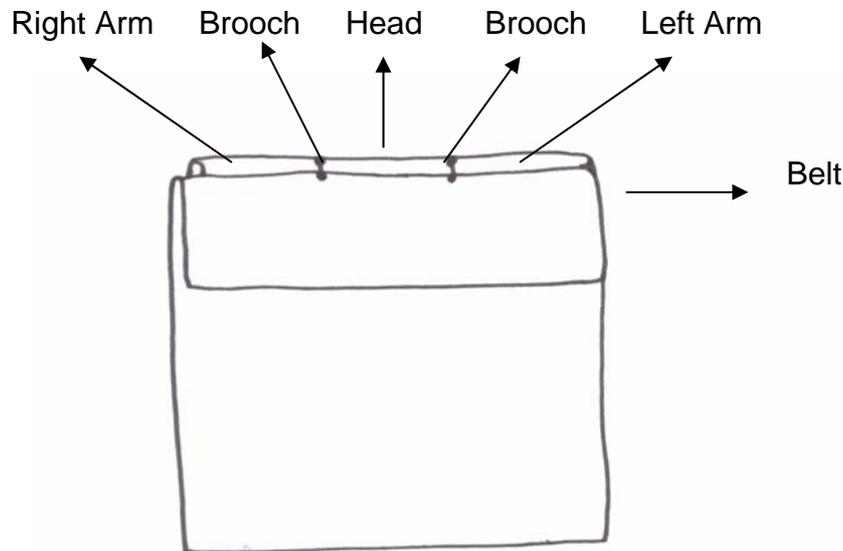
This activity is a problem solving game. It works best if you work in 2s or 3s. Rich people in the ancient world would have had a slave to help them to get dressed each day. Decide in your group who will be the master or mistress and who will be the slave(s) (you might want to change over to give everybody a try).

In your team you will need to dress your master or mistress. The main difference between men's and women's clothing is that the man's tunic was shorter than the woman's. Each team has a sheet, 2 pins and a belt. If you want to make it more difficult, you could have a race between teams to see who has got dressed first. Using the card on the next page, the 'slaves' should dress their mistress or master in a Greek-style peplos.



Getting Dressed Action Card

Take a sheet, two brooches or pins and a belt or cord and fold, pin and tie like this:



Note: the right hand side of the dress is open and needs to be discreetly wrapped around the body before tying with the belt or cord! The brooches should sit on the shoulders.

For a boy's tunic, use the same pattern but make the 'dress' knee length instead.

Useful Questions

- Did you find this activity easy or difficult? Did you need to work as a team?
- What problems did you encounter? How did you solve the problems?
- Did you need help to get dressed in a peplos or do you think you could do it on your own?
- Can you make your friend look like the statue of Artemis picture in this pack?!
- What other kinds of dresses and tunics can you make from your sheet? Maybe you could try a fashion show and vote on your favourites!

Research Opportunities

- Try and find some different pictures of ancient clothing – statues, vase paintings, wall paintings. Can you work out how the clothes were made? Can you copy them using your sheet and pins?
- What cultures in the world today can you think of that have similar kinds of clothing? You could invite somebody in to show you different kinds of ethnic dress people wear in your community.

Useful Websites

To see what Roman civilians wore have a look at the pictures from the Roman re-enactment group the Ermine Street Guard:

<http://www.esg.ndirect.co.uk/cov/index.htm>

For a selection of statues and vase paintings try searching on:

www.thebritishmuseum.ac.uk/childrenscompass/

Anglo-Saxon clothes:

<http://www.bbc.co.uk/schools/anglosaxons/life/lifeind3.shtml>

Iron Age Celts' clothes:

<http://www.bbc.co.uk/wales/celts/factfile/clothes.shtml>

	National Curriculum	QCA Unit
KS 1	DT 2d, 3a&b, 4a History 2b, 4a, 5 English – En1, Drama 4a,b&c	History Unit 14
KS 2	DT 4b, 5b History 4a, 4b, 12 English – En1, Drama 4a	History Unit 14

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The Creative Minds project works with museums libraries and archives across the Yorkshire region, to provide young people with learning opportunities in Science, Technology, Engineering & Maths (S.T.E.M.). This ground-breaking project is the first of its kind in the country and is managed by MLA Yorkshire. This pack was developed by Creative Minds with funding from Yorkshire Forward.