

Year 9 Ancient History

ANCIENT RELIGION (GREECE / ROME / EGYPT)

1. **Polytheism** – Belief in many gods and goddesses.
2. **Temple** – A special building where people worshipped the gods.
3. **Priest/Priestess** – A person who led prayers and cared for the temple.
4. **Offering** – A gift (like food, animals, or objects) given to a god.
5. **Sacrifice** – Killing an animal or giving something valuable to please a god.
6. **Myth** – A story about gods, heroes, or how the world works.
7. **Afterlife** – What people believed happened after death.
8. **Ritual** – A special religious action or ceremony.
9. **Oracle** – A person or place believed to give messages from the gods.
10. **God/Goddess** – A powerful being worshipped by people (e.g. Zeus, Ra, Jupiter).
11. **Mummification** – The Egyptian way of preserving a body for the afterlife.
12. **Pharaoh** – The ruler of Ancient Egypt, seen as a god on Earth.
13. **Pantheon** – All the gods of a religion or culture.
14. **Divine** – Something holy or god-like.
15. **Festival** – A special day to celebrate and honour the gods.
16. **Sacred** – Something very special or holy.
17. **Tomb** – A place where someone is buried, often with religious meaning.
18. **Cult** – A religious group dedicated to worshipping a particular god or goddess.
19. **Iconography** – An image or set of images used to identify a particular god or goddess.
20. **Worship** – The process of honouring or giving thanks to a god or goddess.

ANCIENT EGYPT

1. **Herodotus** – A Greek historian who visited Egypt and wrote about it.
2. **Historian** – A person who studies and writes about the past.
3. **Customs** – The everyday traditions and behaviours of Egyptian people.
4. **Priests** – Religious leaders who performed rituals and cared for temples.
5. **Sacred Animals** – Animals like cats and crocodiles that were worshipped.
6. **River Nile** – Egypt's main river, vital for farming, travel, and religion.
7. **Mummification** – The process of preserving bodies, described in detail by Herodotus.
8. **Gods** – Powerful beings Egyptians worshipped, such as Osiris, Isis, and Ra.
9. **Temples** – Religious buildings where Egyptians worshipped and made offerings.
10. **Beliefs** – What Egyptians thought about life, death, and the gods.
11. **Afterlife** – The life Egyptians believed came after death.
12. **Embalming** – The process of treating a body to preserve it.
13. **Pharaoh** – The ruler of Egypt, seen as a god on Earth.
14. **Mythology** – A set of stories about gods or supernatural events, often used to explain natural things like the creation of the world or seasons.
15. **Tomb** – A place where the dead were buried, often with treasures.
16. **Pyramid** – A large triangular building often used as a tomb.
17. **Worship** – Showing love and respect to a god or goddess.
18. **Hieroglyphs** – The symbols used to write in Egypt.

HANNIBAL

1. **Hannibal** – A famous Carthaginian general who led an army against Rome.
2. **Carthage** – A powerful city in North Africa, Rome's enemy in the Punic Wars.
3. **Rome** – The growing empire that fought Carthage in three Punic Wars.
4. **Punic Wars** – A series of wars between Rome and Carthage.
5. **General** – A leader of an army.
6. **Alps** – A mountain range Hannibal crossed to invade Italy.
7. **Strategy** – A plan used in war to win battles.
8. **Battle** – A fight between armies.
9. **Siege** – Surrounding a city to force it to surrender.
10. **Victory** – Winning a battle or war.
11. **Defeat** – Losing a battle or war.
12. **Republic** – Rome's system of government during the Punic Wars.
13. **Scipio** – A Roman general who defeated Hannibal at the Battle of Zama.
14. **Tactics** – Small actions used in battle to gain advantage.
15. **Legacy** – What someone is remembered for in history.
16. **Expansion** – Growing an empire by taking more land.
17. **Territory** – Land belonging to a particular group of people.
18. **Ambush** – A surprise or secret attack the enemy is not expecting.

PERSIA: CYRUS THE GREAT

1. **Cyrus the Great** – Founder of the Persian Empire.
2. **Persian Empire** – A large empire started by Cyrus the Great in the 6th century BCE; encompassing modern day Iraq, Iran, Syria and Turkey.
3. **Conquest** – Taking control of land or people through war.
4. **Shepherd** – Someone who takes care of sheep.
5. **Tolerance** – Allowing people to keep their own beliefs and customs.
6. **Babylon** – A great city conquered by Cyrus without destroying it.
7. **Lydia** – A country near modern day Turkey conquered by Cyrus the Great.
8. **Liberation** – The process of freeing someone from something, usually bad leadership.
9. **Empire** – A group of lands ruled by one leader.
10. **Respect** – Treating others fairly, even if they are different.
11. **Religion** – Beliefs about gods or the meaning of life.
12. **Astyages** – Cyrus' grandfather, king of Media.
13. **Media** – A country nearby to Persia.
14. **Harpagus** – Astyages' main advisor.
15. **Croesus** – King of Lydia.
16. **Marduk** – Main God of Babylon.
17. **Tomyris** – Queen of the Massagetae people.
18. **Massagetae** – A group of people which Cyrus tried to conquer.

ALEXANDER THE GREAT

1. **Alexander the Great** – A famous king who created one of the largest empires in history.
2. **Macedonia** – Alexander's homeland in northern Greece.
3. **Philip II** – Alexander's father and king of Macedonia before him.
4. **Empire** – A large group of lands ruled by one leader.
5. **Olympias** – Alexander the Great's mother and princess from Epirus.
6. **Persian Empire** – A powerful empire that Alexander defeated, run by Darius III.
7. **Phalanx** – A Greek battle formation using long spears and shields.
8. **Hellenism** – The spread of Greek culture across Alexander's empire.
9. **Asia Minor** – A region Alexander conquered (modern-day Turkey).
10. **Egypt** – A country Alexander conquered and where he was treated like a god.
11. **Bucephalus** – Alexander the Great's beloved horse.
12. **Darius III** – The Persian king defeated by Alexander.
13. **Aristotle** – Alexander's tutor who taught him about the *Iliad*, philosophy and reason.
14. **Hephaestion** – Alexander's closest friend, companion and possible boyfriend.
15. **Ambition** – A desire to achieve greatness and conquer the world.
16. **Temper** – Anger.
17. **Self-control** – The ability to stay calm and not act on emotions.
18. **Loyalty** – The quality of being faithful to someone, not switching sides.

INDEPENDENT RESEARCH PROJECT

1. **Question** – What you want to find out or explore.
2. **Topic** – The subject you are researching.
3. **Source** – Where your information comes from (e.g. book, website).
4. **Evidence** – Facts or examples that support your ideas.
5. **Plagiarism** – Copying someone else's work without saying where it's from.
6. **Bibliography** – A list of all the sources you used.
7. **Presentation** – How you share your research (e.g. poster, slideshow, report).
8. **Evaluation** – Judging how good and trustworthy your sources are.
9. **Summary** – A short version of the main points.
10. **Paraphrasing** – Rewriting information in your own words.
11. **Fact** – Something that is true and can be proven.
12. **Opinion** – What someone thinks or feels, not always based on facts.
13. **Reliable** – A source that is trustworthy and accurate.
14. **Bias** – When a source shows only one side or opinion.
15. **Primary Source** – Original material from the time (e.g. letters, photos).
16. **Secondary Source** – Information written later by someone who wasn't there.
17. **Deadline** – The date your project needs to be finished.
18. **Planning** – Organising your time and tasks to complete your research.