

## W.5: LESSON PLAN

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### Title

Mythology in *Mundos de Mestizaje*

### Subject

Writing

### Grade

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

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, NW13, NW15 in part two and image SW17 in part four of the [fresco image guide](#); Notecards; Mythology Story Map

### Activities

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 (See image Mask of Itzamna).
  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:
    - a. *The Sad Night: The story of an Aztec Victory and a Spanish Loss* by Sally Schofer Mathews. New York, NY: HMH Books for Young Readers; First Edition.
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- b. *How Music Came to the World: An Ancient Mexican Myth* 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**

[Feedback: Take this survey to share your feedback on this lesson plan](#); formative and summative assessment (e.g. [Edutopia](#); [CRLT](#)); state assessment tools.

Characters

Plot

Title



Setting

Problem-Resolution

Author