



# Postgraduate Certificate Teaching Classical Culture

» Modality: online

» Duration: 6 months

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

» Exams: online

Website: www.techtitute.com/pk/education/postgraduate-certificate/teaching-classical-culture

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## tech 06 | Introduction

Classical culture is essential in the education of young people because of the impact that the ancient world has had and still has on today's world, especially Greco-Roman culture. In this way, it provides a wide variety of knowledge about disciplines such as history, art, philosophy, mythology or historical figures and everything that is part of the legacy of Rome and Greece. And therefore, the teacher has to manage these areas and the keys to successful teaching, to get the student interested and acquire knowledge in an effective way.

And that is the reason why TECH Technological University has designed a complete Postgraduate Diploma in Teaching Classical Culture with which to provide students with the skills and advanced knowledge required to carry out the teaching of a subject so relevant to students. And this, with a syllabus that addresses aspects such as the Sources of Study of Classical Culture, the Wars that forged Greece, the Origin of Rome, the Roman Empire, the Cult of the Gods or the Social Classes in Greece and Rome.

All this, under a convenient 100% online modality that allows students to enhance their skills and acquire this new knowledge, without time limits and without the need to travel. In addition, with the availability of the most complete multimedia content, the most innovative didactic materials and the most up to date information.

This **Postgraduate Diploma in Teaching Classical Culture** contains the most complete and up-to-date educational program on the market. The most important features include:

- The development of case studies presented by experts in Teaching Classical Culture
- The graphic, schematic, and practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- Practical exercises where the self-assessment process can be carried out to improve learning
- Its special emphasis on innovative methodologies
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an Internet connection



Know in depth the Social Classes or the Structures of Government in Greece and Rome, from any place and at any time of the day"



This is the most complete and up to date program in the current educational market, with which you will be able to enhance your professional profile and achieve your most demanding goals"

Test your knowledge on Classical Religion or Greco-Roman Mythology, thanks to a wide variety of practical exercises available on the Virtual Campus.

Enroll now and delve into aspects such as legends and reality about the Origin of Rome.

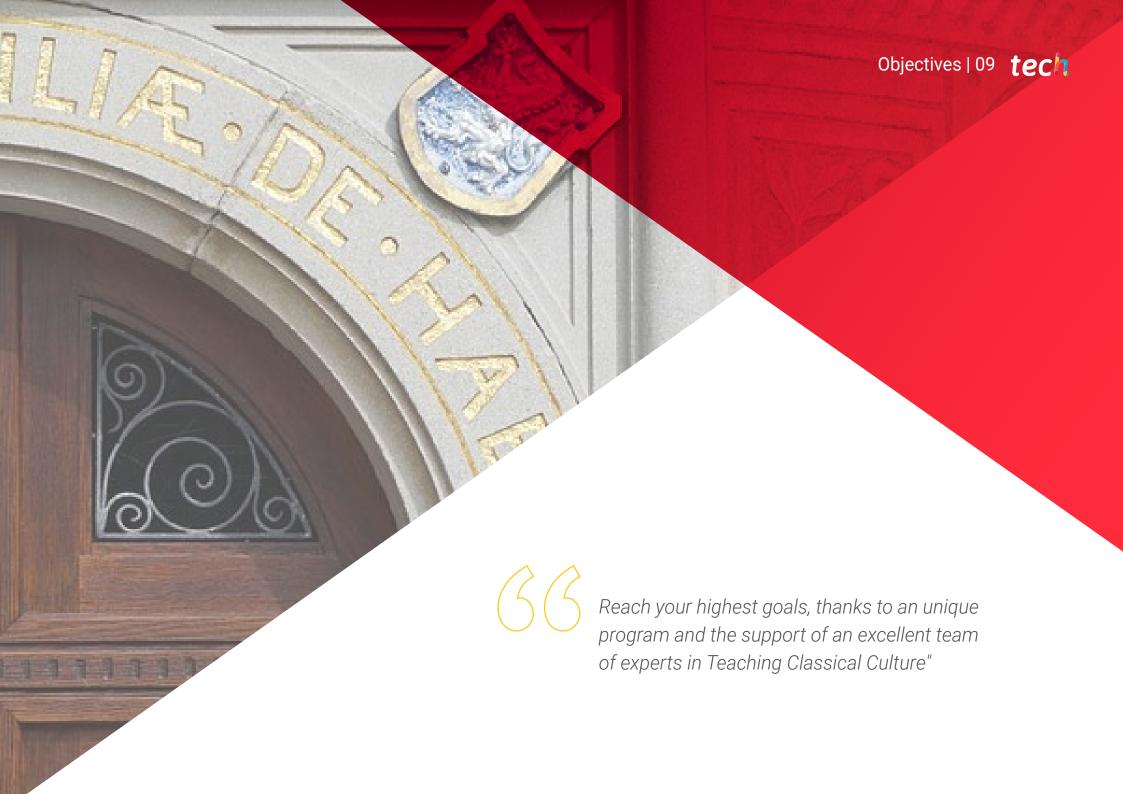
The program's teaching staff includes professionals from the field who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive education programmed to learn in real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the academic year For this purpose, the students will be assisted by an innovative interactive video system created by renowned and experienced experts.







## tech 10 | Objectives



#### **General Objective**

- Introduce students to the world of teaching from a broad perspective that will enable them for future work
- Show the different options and methods used in teaching
- Favor knowledge acquisition of the contents of the subject of Latin and Classical Culture
- Know the main elements of the Greco-Latin influence in current societies
- Promote continuous education of students and encourage an interest in teaching innovation
- Acquire a responsible civic conscience for a more just society
- Identify facts, events and other factors born in the Greco-Latin civilization that have survived to this day
- Interpret and understand current circumstances based on one's own cultural background
- Know and use the phonological, morphological, syntactic and lexical foundations of Latin
- Reflect on the substantial elements that make up languages
- Recognize elements of the Latin language that have evolved or remain in the current language
- Identify and value the main contributions of the Greco-Latin civilization

- Know the main facts of the Greek and Roman past, with special attention placed on the Iberian Peninsula
- Identify facts, events and other factors born in the Latin civilization and which have survived to the present day
- Acquire specific skills to teach Latin and Classical Culture
- Understand the origin and evolution of romance languages
- Use the fundamental rules governing the phonetic evolution of Latin



A qualification adapted to the highest level, so that you can teach Classical Culture in an innovative, dynamic and effective way"



### **Specific Objectives**

#### Module 1. Ancient Greek and Roman History

- Differentiate between and recognize the different stages of Antiquity
- Know the most important processes in the historical construction of Greece and Rome
- Understand the legacy of these two cultures in the present

#### Module 2. Greco-Roman Religion

- Differentiate between and recognize the foundations of ancient religion
- Understand the impact of religion on society
- · Understand the imprint of religiosity in today's world

#### Module 3. Politics and Society

- Develop a broad and specialized body of knowledge of government structures and social classes in Ancient Greece and Rome
- Understand the concept of citizenship in Antiquity and what it meant to be a citizen in Athens, Sparta and Rome
- Delve into the characteristics and social significance of public spectacles in Ancient Greek and Roman theater







## tech 14 | Course Management

#### Management



### Mr. Maciá Pérez, José Ángel

- Teacher of Compulsory Secondary Education and Baccalaureate in the San Alberto Magno School
- Teacher of Secondary Education and Baccalaureate in public institutes
- Director and founder of EDYCU Educational and Cultural Management
- Degree in Religious Sciences

#### **Professors**

#### Ms. Olcina González, Andrea 10

- Humanities teacher
- Professor of Spanish Language and Literature at IES La
- Head of Department and Teacher of Spanish and Valencian Language and Literature at IES Rafal
- Professor of Spanish Language and Literature at IES La
- Private teacher/tutor
- Degree in Humanity, University of Alicante
- Master's Degree in Compulsory High School Education, High School and Vocational Training from the University of Alicante
- Head of Department and Teacher of Spanish and Valencian Language and Literature at IES Rafal

#### Dr. Belso Delgado, Marina 12

- Art historian and researcher
- Guide of the Museum of the Cathedral of Murcia
- External evaluator in the Eviterna Magazine
- Extracurricular Practices in the Salzillo Museum
- PhD in Art History from the University of Murcia
- Degree in Art History, University of Murcia
- Student of practices in the Museum of Easter Week of Crevillente
- Master in Management and Investigation of the Historical-Artistic and Cultural Heritage by the University of Murcia
- Expert in Sculpture and Sculptors of the Royal Academies
- Member of: Culture Team of the Municipal Board of the East Central District of Murcia



## Course Management | 15 tech

#### Ms. Antón López, Estefanía

- Specialist in Digital Competences for tourist destinations and travel agencies
- Specialist in digital competences for tourist destinations and travel agencies for the Valencian Community
- Expert in Cataloguing materials and bibliographic collections of the Pusol Museum
- Master's Degree in Historical and Artistic Heritage Protection from the University of Granada.



Take the opportunity to learn about the latest advances in this field in order to apply it to your daily practice"





## tech 18 | Structure and Content

#### Module 1. Ancient Greek and Roman History

- 1.1 Definition of Classical Culture and Sources for Study
  - 1.1.1. Building the Concept
  - 1.1.2. Archaeology
  - 1.1.3. Epigraphy
  - 1.1.4. Numismatics
  - 1.1.5. Papyrology and Codicology
  - 1.1.6. Paleography
  - 1.1.7. Historiography and Philology
- 1.2 The Geographical Framework of Ancient Greece
  - 1.2.1. Helad or Greece?
  - 1.2.2. Continental Greece
  - 1.2.3. Northern Greece
  - 1.2.4. Central Greece
  - 1.2.5. Peninsular Greece or Peloponnese
  - 1.2.6. Insular Greece
  - 1.2.7. Asiatic and Colonial Greece
- 1.3 The Minoan Civilization, the Mycenaean Civilization and the Dark Ages
  - 1.3.1. The Transition to the Bronze Age
  - 1.3.2. The Minoan Civilization
  - 1.3.3. The Mycenaean Civilization
  - 1.3.4. The Sea Peoples
  - 1.3.5. The Dark Ages
  - 1.3.6. Politico-Social Organization during the Dark Ages
  - 1.3.7. The Homeric Poems
- 1.4 The Stages in Greek History: Archaic, Classical and Hellenistic
  - 1.4.1. Archaic Greece and Colonization
  - 1.4.2. Classical Greece
  - 1.4.3. Athens and Sparta
  - 1.4.4. The Wars that Forged Greece
  - 1.4.5. Philip and Alexander the Great
  - 1.4.6. Hellenistic Greece

- 1.5 The Origin of Ancient Rome, Legend and Reality
  - 1.5.1. The Physical and Geographical Framework
  - 1.5.2. The Reading of Romulus and Remus
  - .5.3. Aeneas: The Trojan Legend
  - 1.5.4. The Albanian Dynasty
  - 1.5.5. Cacus or the Frustrated Hero
  - 1.5.6. The Rise of Ancient Rome
- 1.6 The Monarchy and the Republic
  - 1.6.1. The Mythical Kings of Latium
  - 1.6.2. The Monarchy
  - 1.6.3. The 509 Crisis
  - 1.6.4. The Roman Republic
  - 1.6.5. Patricians and Commoners
  - 1.6.6. The Punic Wars
- 1.7 The Roman Empire
  - 1.7.1. The Transition to Empire
  - 1.7.2. The Figure of Augustus
  - 1.7.3. The High Empire
  - 1.7.4. The Later Empire
  - 1.7.5. Economics and Society
  - 1.7.6. Christianity

#### Module 2. Greco-Roman Religion

- 2.1 Classical Religion
  - 2.1.1. General Characteristics
  - 2.1.2. Organization of Worship
  - 2.1.3. Politics and Religion
  - 2.1.4. Sanctuaries
  - 2.1.5. New Divinities: Adoption, Assimilation and Syncretization
  - 2.1.6. Rituals

## Structure and Content | 19 tech

2.2 Greco-Roman Mytholo	NDC	

- 2.2.1. The Lineage of the Gods
- 2.2.2. Chaos
- 2.2.3. Gaea Uranus: First Divine Generation
- 2.2.4. Rhea Cronus: Second Divine Generation
- 2.2.5. Zeus Hera: Third Divine Generation
- 2.2.6. The Creation of Humanity

#### 2.3 The Oracles

- 2.3.1. The Concept of Oracle
- 2.3.2. The Influence of Divination on Politics in Antiquity
- 2.3.3. Pythia
- 2.3.4. The Oracle of Dodona
- 2.3.5. The Oracle of Delphi
- 2.3.6. Eleusinian Mysteries

#### 2.4 The Olympic Pantheon

- 2.4.1. The Olympian Gods
- 2.4.2. Other Gods and Heroes
- 2.4.3. Muses and Nymphs
- 2.4.4. Monsters in Classical Mythology
- 2.4.5. The Most Relevant Heroes
- 2.4.6. Roman Assimilation of the Greek Gods

#### 2.5 Worship in Ancient Greece and Rome

- 2.5.1. Types of Worship
- 2.5.2. Public Worship
- 2.5.3. Imperial Worship
- 2.5.4. Priesthood
- 2.5.5. Prayers
- 2.5.6. Offerings
- 2.5.7. Sacrifices

#### 2.6 Greco-Roman Festivals

- 2.6.1. Festivals in Ancient Greece
- 2.6.2. Ancient Roman Festivals
- 2.6.3. The Saturnalia
- 2.6.4. The Lupercals
- 2.6.5. The Vestalia
- 2.6.6. Other Festivities

#### 2.7 Private Religion

- 2.7.1. Private Worship in Ancient Greece
- 2.7.2. Private Worship in Ancient Roman Religion
- 2.7.3. Lares
- 2.7.4. Di Penates
- 2.7.5. Manes and the Genuis
- 2.7.6. The Pater Families and Specific Gods

#### Module 3. Politics and Society

- 3.1 Social Classes in Ancient Greece and Rome
  - 3.1.1. Citizenship in Ancient Greece
  - 3.1.2. Non-Citizenship in Greece
  - 3.1.3. Athens and Sparta
  - 3.1.4. Roma: Patricians and Commoners
  - 3.1.5. Roma: Freed People and Slaves
  - 3.1.6. Rome: Free Women
- 3.2 Government Structures
  - 3.2.1. Conception of Government in Ancient Greece
  - 3.2.2. The Athenian Organization
  - 3.2.3. The Spartan Structure
  - 3.2.4. Political Institutions
  - 3.2.5. Ancient Rome and Its Magistrates
  - 3.2.6. Rome under the Empire

## tech 20 | Structure and Content

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3.3.1. 3.3.2.	The Evolution of the Concept of Citizenship in Antiquity
	Being a Citizen in Athens
3.3.3.	
	Being a Citizen in Sparta
3.3.4.	Citizenship in Ancient Rome
3.3.5.	Implications of Being a Citizen in Ancient Rome
3.3.6.	The Extension of Ancient Roman citizenship
The Ar	
3.4.1.	The Soldier-Citizen in Ancient Greece
3.4.2.	The Army in Athens
	The Army in Sparta
3.4.4.	The Army in Boecio
3.4.5.	The Formation of the Ancient Roman Army
3.4.6.	The Organization of the Ancient Roman Army
Public	Shows
3.5.1.	Athletic Competitions
3.5.2.	The Ancient Greek Theater
3.5.3.	The Circus
3.5.4.	The Amphitheater
3.5.5.	The Ancient Roman Theater
3.5.6.	Other Shows
3.6 Greco-Roman Science and Literature	
3.6.1.	Science in Ancient Greece and Rome
3.6.2.	Astronomy, Mathematics and Physics
3.6.3.	Medicine
3.6.4.	Representatives of Greco-Roman Literature
3.6.5.	Latin Poetry
3.6.6.	Latin Comedy
Womer	n in Greco-Roman Society
3.7.1.	Women in Ancient Greece and Rome
3.7.2.	The Rights of Women in Antiquity
3.7.3.	Daily Life
3.7.4.	The Role of Women in the Family
3.7.5.	Religious Life
	3.3.4. 3.3.5. 3.3.6. The Ari 3.4.1. 3.4.2. 3.4.3. 3.4.4. 3.4.5. 3.4.6. Public 3.5.1. 3.5.2. 3.5.3. 3.5.4. 3.5.5. 3.6.6. Greco- 3.6.1. 3.6.2. 3.6.3. 3.6.4. 3.6.5. 3.6.6. Womer 3.7.1. 3.7.2. 3.7.3. 3.7.4.

3.7.6. Significant Women Ancient Greece and Rome





Assimilate the contents in an easy and fast way, thanks to the most efficient pedagogical methodology, TECH's Relearning"







## tech 24 | Methodology

#### At TECH Education School we use the Case Method

In a given situation, what should a professional do? Throughout the program students will be presented with multiple simulated cases based on real situations, where they will have to investigate, establish hypotheses and, finally, resolve the situation. There is an abundance of scientific evidence on the effectiveness of the method.

With TECH, educators can experience a learning methodology that is shaking the foundations of traditional universities around the world.



It is a technique that develops critical skills and prepares educators to make decisions, defend their arguments, and contrast opinions.



Did you know that this method was developed in 1912, at Harvard, for law students? The case method consisted of presenting students with real-life, complex situations for them to make decisions and justify their decisions on how to solve them. In 1924, Harvard adopted it as a standard teaching method"

#### The effectiveness of the method is justified by four fundamental achievements:

- Educators who follow this method not only grasp concepts, but also develop their mental capacity, by evaluating real situations and applying their knowledge.
- 2. The learning process is solidly focused on practical skills that allow educators to better integrate the knowledge into daily practice.
- **3.** Ideas and concepts are understood more efficiently, given that the example situations are based on real-life teaching.
- **4.** Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.



## tech 26 | Methodology

#### Relearning Methodology

At TECH we enhance the case method with the best 100% online teaching methodology available: Relearning.

Our University is the first in the world to combine case studies with a 100% online learning system based on repetition, combining a minimum of 8 different elements in each lesson, which represent a real revolution with respect to simply studying and analyzing cases.

Educators will learn through real cases and by solving complex situations in simulated learning environments. These simulations are developed using state-of-the-art software to facilitate immersive learning.



## Methodology | 27 tech

At the forefront of world teaching, the Relearning method has managed to improve the overall satisfaction levels of professionals who complete their studies, with respect to the quality indicators of the best online university (Columbia University).

With this methodology we have trained more than 85,000 educators with unprecedented success in all specialties. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

The overall score obtained by our learning system is 8.01, according to the highest international standards.

## tech 28 | Methodology

This program offers the best educational material, prepared with professionals in mind:



#### **Study Material**

All teaching material is produced by the specialist educators who teach the course, specifically for the course, so that the teaching content is really specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



#### **Educational Techniques and Procedures on Video**

TECH introduces students to the latest techniques, with the latest educational advances, and to the forefront of Education. All this, first-hand, with the maximum rigor, explained and detailed for your assimilation and understanding. And best of all, you can watch them as many times as you want.



#### **Interactive Summaries**

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive multimedia content presentation training Exclusive system was awarded by Microsoft as a "European Success Story".





#### **Additional Reading**

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.

## **Expert-Led Case Studies and Case Analysis**

Effective learning ought to be contextual. Therefore, TECH presents real cases in which the expert will guide students, focusing on and solving the different situations: a clear and direct way to achieve the highest degree of understanding.



#### **Testing & Retesting**

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises: so that they can see how they are achieving your goals.



#### Classes

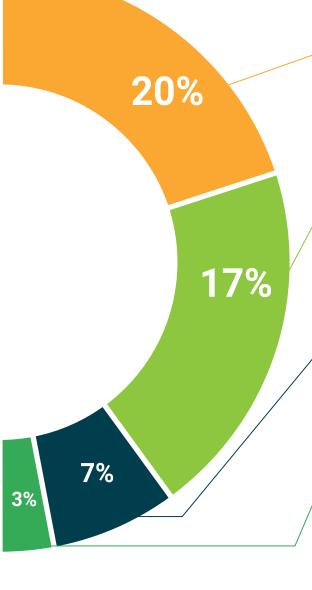
There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



#### **Quick Action Guides**

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical, and effective way to help students progress in their learning.







## tech 32 | Certificate

This **Postgraduate Diploma in Teaching Classical Culture** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Diploma** issued by **TECH Technological University** via tracked delivery\*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Diploma, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: Postgraduate Diploma in Teaching Classical Culture
Official N° of Hours: **450 h.** 



<sup>\*</sup>Apostille Convention. In the event that the student wishes to have their paper certificate issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

technological university

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