

PROJECT ARCHIMEDES

Archimedes was one of the World's greatest polymaths.

He was a mathematician, physicist, astronomer, engineer, inventor, and weapons-designer. As we'll see, he was a man who was both of his time and far ahead of his time.

Archimedes was born in the Greek city-state of Syracuse on the island of Sicily in approximately 287 BC

He directly inspired Galileo Galilei and Isaac Newton to investigate the mathematics of motion. Archimedes' surviving works (tragically, many have been lost) finally made it into print in 1544. Leonardo da Vinci was lucky enough to see some of the hand-copied works of Archimedes before they were eventually printed.



An artist's view of Archimedes' friend Eratosthenes teaching in the Library of Alexandria.

Of course, the books in the library would have been scrolls, rather than the codex style shown here.

GROUP WORK: PROJECT ARCHIMIDES

Classroom Setting:

At least 6 different groups

Research on Books & Computers

Every group member will be assigned a different area of invention of the Archimedes to research.

Groups need to write a paragraph and find or draw the best image to explain the invention.

All the work will be collected to form a brochure or poster about Archimedes. (Using the templates of word processors or online platforms like Canva, Glogster ..

An example brochure is attached as a link.

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GROUPS	1	2	3	4	5	6	extra
SEARCH TOPICS	Eureka Moment	Gold Crown story	Sphere in Cylinder	Finding Pi	War Machines	Lever and Screw	Archimedean Solids

References:

- <https://www.famousscientists.org/archimedes/>
- <https://www.zmescience.com/science/archimedes-legacy-inventions-discoveries/>
- PROJECT ARCHIMEDES BROCHURE - [Link](#)



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GROUP NUMBERS	NAMES	SEARCH TOPICS
1		Eureka Moment
2		Gold Crown story
3		Sphere in Cylinder
4		Finding Pi
5		War Machines
6		Lever and Screw
7 ...		Archimedean Solids

**You can copy and paste this table as a Google Doc to collect students' work!*