
Unit Code	HST350
Unit Title	Animals in the Ancient World
Provider	Macquarie University
Unit Type	UGRD
Level of Study	Undergraduate Level 3
EFTSL	0.125
Delivery Method	Fully Online

Unit Overview This unit explores the role of animals in cultures of the ancient Mediterranean region. All taxonomic classes will be considered, including mammals, birds, reptiles, amphibians, fish and invertebrates. The topics to be covered range from the use of animals in agriculture, hunting, warfare and entertainment, to their significance in religion, philosophy, symbolism and art. Through an assessment of artefacts, images and texts, we will investigate the ways in which both wild and domesticated species influenced the minds and behaviour of ancient peoples.

- Topics**
1. What is an animal?
 2. Animals in philosophy and ethics
 3. Animals in warfare
 4. Entertaining animals
 5. Animals in Roman religion
 6. Animals in Greek religion
 7. Animals in Egyptian religion
 8. Animal exploitation
 9. Agriculture and animal husbandry
 10. Domestication of species
 11. Hunting methods and rituals
 12. Representing animals in the Classical world
 13. Representing animals in prehistory and the ancient Near East

Learning Outcomes At the completion of this unit students will be able to:

1. understand the role that animals have played in shaping ancient societies
2. appreciate the value of different forms of evidence (art, artefacts, texts) for analysing cultural history
3. conduct independent research
4. think independently and express their ideas clearly in online discussions.

Assessment

- Essay (40%)
- Online Discussion (10%)
- Report1 (20%)
- Report2 (30%)

Textbooks

Recommended

- **Animals in Greek and Roman Thought** (Print), Newmyer Stephen, ISBN: 9780415773355

Prerequisites

You must complete Level 1 and 2 studies in Ancient History before starting this unit.

**Special
Requirements**

- Additional materials;Broadband access