

Lesson 4: Temple in Tikal: Ancient Architecture

Students will put their math skills to the test as they explore the concept of building a pyramid.

This lesson complements the **Mayan Mysteries Temple Building** puzzle. To learn more about the online game, visit www.dig-itgames.com.

Objectives:

- Understand who the Maya were
- Understand Maya heritage
- Understand the Maya belief system
- Engage in analytical thinking and deductive reasoning

Materials: The *Temple in Tikal: Ancient Architecture* student [activity sheet](#)

Time Required: 30 minutes

Directions:

1. In this activity, students will explore one of the ancient Maya temples of Tikal and how the structure was built.
2. Distribute the *Temple in Tikal: Ancient Architecture* student activity sheet and review the page with students. Students will use their math skills to calculate the number of stone squares that would be needed to re-create the Temple of the Grand Jaguar in Tikal, Guatemala.
3. Review the answers with your students.
4. As a follow-up activity, students can test their luck with the **Mayan Mysteries Temple Building** puzzle and then design their own temple-building math challenges.

Answers: *Temple in Tikal* [answer key](#)