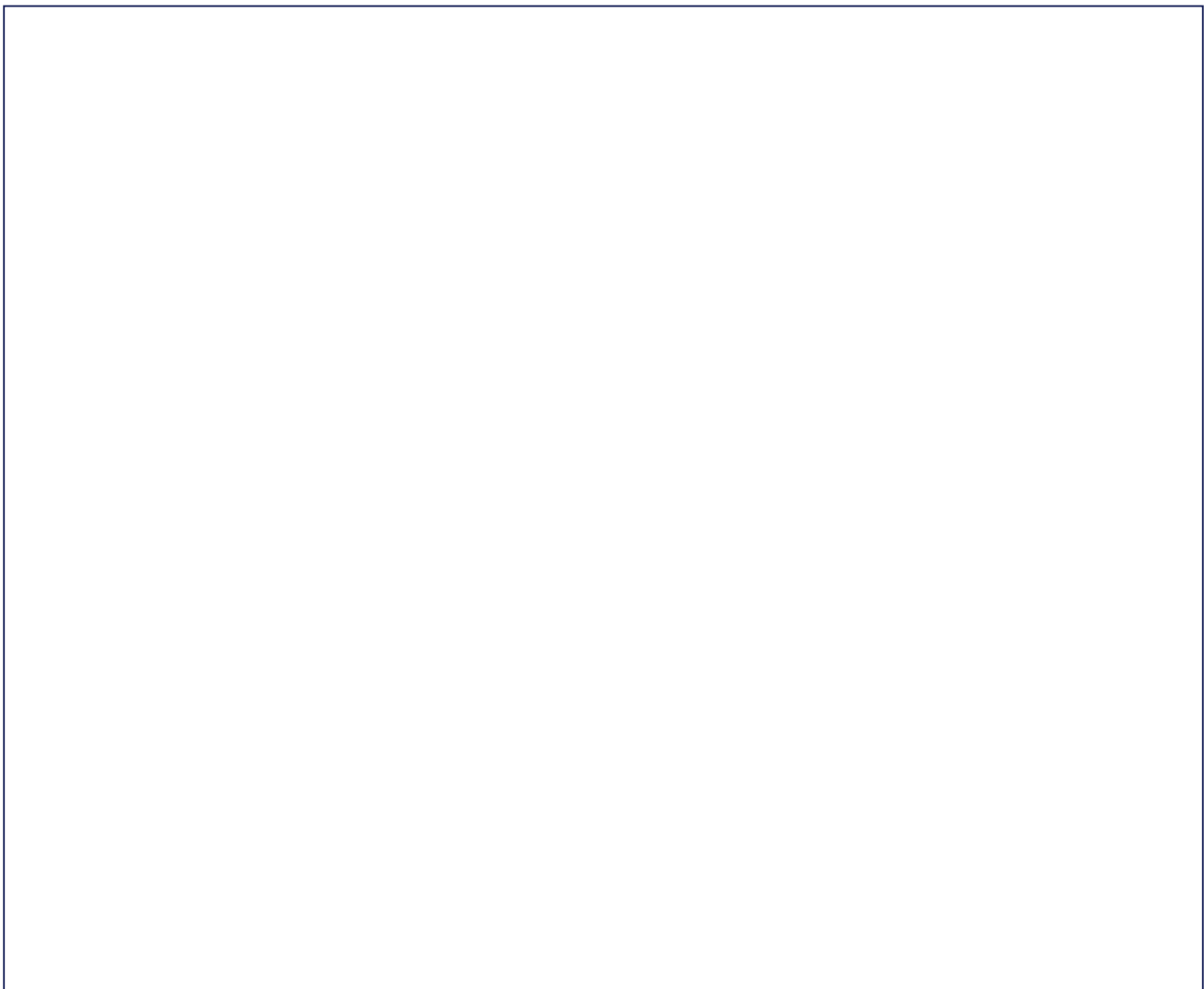


Architects of the Rainforest: Exploring Maya City-States

Learning objective: To identify and illustrate key architectural features of the Maya civilisation, focusing on city layout and societal structure.

Use the drawing area below to design your own Maya city-state. Incorporate the features listed in the word bank and ensure your city reflects the geography of the rainforest environment.

Draw: Create a detailed bird's-eye view of a Maya city-state. Your style should be clear and neat, similar to an archaeological reconstruction. Include a large, central stepped pyramid with a temple on top. Draw a long, rectangular ball court nearby. Surround your city with dense, textured trees to represent the rainforest canopy. Use shading to show the height of the structures.



Label words: Stepped Pyramid · Ball Court · Observatory · Plaza · Causeway · Limestone · Canopy

Steps:

1. Explain why the Maya would choose to build their cities in the middle of dense rainforests. What challenges might they have faced?
2. Compare and contrast the function of a Maya plaza with a modern-day town square. How are they similar?
3. Justify your decision: Where have you placed your observatory in your drawing, and why is this location important for studying the sky?

4. What might happen to the limestone structures if the rainforest was left abandoned for several hundred years? Describe the process.
5. Label your drawing: Identify the 'Stepped Pyramid' and 'Ball Court' on your illustration.
6. Explain the significance of 'causeways' in connecting different parts of a Maya city.