

# World Religions and Philosophies



**Name:** \_\_\_\_\_

**Period:** \_\_\_\_\_

**Due Date:** \_\_\_\_\_

# **World Religions and Philosophies**

## **Vocabulary**

Brahman:

Dharma:

Diaspora:

Hegira:

Karma:

Messiah:

Monotheism:

Nirvana:

Polytheism:

Reincarnation:

Sharia:

# **Faith and Belief: Five Major World Religions**

## **Video**

**Directions**-As you watch the video, answer each of the following questions. Your answers do not need to be in complete sentences.

### **Introduction**

1. What types of questions do religions attempt to answer?

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2. How did early peoples attempt to explain the world around them?

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3. Identify two major world religions:

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### **Judaism**

4. Which two great empires surrounded the Hebrews in the Middle East?

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5. What is monotheism?

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6. What are the Ten Commandments?

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### **Christianity**

7. Which ancient civilization controlled the Middle East at the time of Jesus' birth?

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8. What were some of the teachings of Jesus?

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9. Identify one of the religious denominations that practice Christianity.

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**Islam**

10. Where did the religion of Islam first begin? \_\_\_\_\_

11. Who is the founder of Islam? \_\_\_\_\_

12. What is the name of the Islamic holy book? \_\_\_\_\_

13. Identify the five duties (Five Pillars) of Islam:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

14. To which parts of the world did Islam spread?

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**Hinduism**

15. Where did Hinduism begin? \_\_\_\_\_

16. Which Indian river is held sacred by Hindus? \_\_\_\_\_

17. How do rivers symbolize the concept of reincarnation?

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18. What are some of the characteristics of a caste system?

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19. Identify a Hindu god.

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## **Buddhism**

20. What do Buddhists seek to achieve?

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21. Who was the founder of Buddhism?

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22. Why did Siddhartha Gautama seek enlightenment?

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23. What is the Middle Way?

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24. What is Nirvana?

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25. To which areas of the world has Buddhism spread?

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# World Religions and Philosophies

## Notes Guide

### First Religion

Animism	
<b>Founder</b>	
<b>Location</b>	
<b>Time Period</b>	Pre-History
<b>Writings</b>	None
<b>Key Beliefs</b>	

### Religion/Philosophies of China

Confucianism	
<b>Founder</b>	
<b>Location</b>	
<b>Time Period</b>	500 BC
<b>Writings</b>	
<b>Key Beliefs</b>	

**Daoism (Taoism)**

<b>Founder</b>	
<b>Location</b>	
<b>Time Period</b>	500 BC
<b>Writings</b>	
<b>Key Beliefs</b>	

**Legalism**

<b>Founder</b>	
<b>Location</b>	
<b>Time Period</b>	233 BC
<b>Writings</b>	
<b>Key Beliefs</b>	

## Religions of India

<b>Buddhism</b>	
<b>Founder</b>	
<b>Location</b>	
<b>Time Period</b>	500 BC
<b>Writings</b>	
<b>Key Beliefs</b>	

<b>Hinduism</b>	
<b>Founder</b>	
<b>Location</b>	
<b>Time Period</b>	3000 BC
<b>Writings</b>	
<b>Key Beliefs</b>	



## Religion of Japan

Shintoism	
Founder	
Location	
Time Period	500 BC
Writings	
Key Beliefs	

## Monotheistic Religions

Judaism	
Founder	
Location	
Time Period	2000 BC
Writings	
Key Beliefs	

<b>Christianity</b>	
<b>Founder</b>	
<b>Location</b>	
<b>Time Period</b>	30 AD
<b>Writings</b>	
<b>Key Beliefs</b>	

<b>Islam</b>	
<b>Founder</b>	
<b>Location</b>	
<b>Time Period</b>	622 AD
<b>Writings</b>	
<b>Key Beliefs</b>	

## Board Game Assignment

You are a board game manufacturer, and you have been assigned the task of creating a board game that will help students review everything they learned about religion in a fun and interesting way.

**DIRECTIONS:** Using a file folder, colored paper, colored pencils, and markers, create a game board. Put the name of your game on the tab of the folder and decorate the inside so that it is a game board.

- Make your game board neat, colorful, interesting, and creative!
- Create at least 25 questions and answers for your game that relate to the novel. The questions must be somehow incorporated into playing the game.
- Relate the format and purpose of your game to the religions we studied in some way.
- Write directions for your game that would make it perfectly clear how to play the game.
- Make sure the content and difficulty of your game is appropriate

Information for the board game may be obtained from your notes or in the textbook.

Animism page 12	Buddhism pages 78-80	Christianity pages 141-146	Confucianism pages 89-90	Daoism pages 90, 92
Hinduism pages 76-78	Islam pages 252-255	Judaism pages 45-47	Legalism page 90-91	Shintoism page 317

# Board Game Rubric

	<b>20 points</b>	<b>16 points</b>	<b>12 points</b>	<b>8 points</b>	<b>4 points</b>
<b>Design &amp; Creativity</b>	Everything is neatly created and directions were followed completely.	Game board is excellent but some parts are a little sloppy.	Game board is complete but 1 or 2 elements are missing and it could be neater.	Most of the directions were ignored and the board is sloppy.	There is a game board but it is not colored and no extra efforts were made at creativity.
<b>Questions</b>	There are 25 questions and answers, and they are well incorporated into the game.	A couple of questions or answers are missing or incorrect.	Some questions are missing OR one could play the game with answering most questions.	Half of the questions are missing OR questions are hardly used in the game.	Many questions are incorrect or missing and very few are required to play the game.
<b>Format &amp; Purpose</b>	The purpose of the game relates directly to religions and the game board represents the theme.	The purpose closely relates to religions and the game board somewhat represents the theme.	The purpose partially relates to religions and the game board doesn't clearly represent a theme.	The purpose slightly relates to religions but does not represent a theme.	It is unclear what the purpose and theme of the game are from the appearance.
<b>Directions</b>	Directions make it perfectly clear how to play the game. They are neatly typed with minimal grammatical errors.	Directions are typed but have 2-3 minor grammatical errors. They are somewhat unclear or 1 step is missing.	There are more than 3 errors. Directions are unclear and 2-3 steps could be added to clarify.	Errors in grammar interfere with understanding of the directions. Much revision is needed.	Complete revision needed. Many steps are missing or incomplete and it is very difficult to understand how to play the game.
<b>Content &amp; Difficulty</b>	Questions and rules of play are of an appropriate level-- not too difficult and not too easy.	Rules of play are age appropriate but some questions are too easy or too difficult.	Game is a bit too simple for the grade level and some questions are too easy.	Game is very simple and most questions are too easily answered.	Game is not appropriate for the grade level and questions are too easy or too difficult.

Group Members: \_\_\_\_\_

Score: \_\_\_\_\_ / 100

# **Thirty Days Islam**

## **Video**

- 1) Where is the main character (Dave Stacey) originally from?
- 2) What town is he going to in order to live with Muslims?
- 3) What are the three rules Dave Stacey must follow?
- 4) What happened to Dave Stacey at the airport?
- 5) What is the holy book of Islam?
- 6) What happened at 5:30am on day 2?
- 7) Why does Dave Stacey have to leave the house after Mr. Haque leaves?
- 8) What happened to the store owner's brothers? (store for Arab clothing)
- 9) What do Judaism, Christianity, and Islam have in common?
- 10) What is Juma?
- 11) What makes the three religions different?
- 12) How many times a day do Muslims hear the call to prayer?
- 13) What does Dave Stacey do in order to learn more about the language?
- 14) Why do they separate the men and the women during prayer?
- 15) What is Halal?
- 16) What is the purpose of the petition that Dave is trying to get signed?
- 17) What does the term Jihad mean?

# Religions and Philosophies

## Review Sheet

- Animism - World's first religion, all things have a spirit, ancestor worship
- Shintoism - Japan, all things have a spirit, ancestor worship, Kami- divine spirit, *Kokiji* – key book
- Confucianism – China, Five Relationships, Filial Piety (respect elders), *Analects* - key book, Li, Jen
- Taoism/Daoism – China, Yin/Yang, balance in nature, *The Way of Virtue* - key book
- Legalism - China, founded by Hanfiezi, strict adherence to the rules, harsh punishments
- Hinduism – India, karma (deeds), dharma (duties), reincarnation (soul is reborn), polytheistic (belief in many gods), *Vedas* – key book, caste system
- Buddhism – India, Four Noble Truths/Eightfold Path (beliefs), reincarnation, founded by Siddhartha Gautama, Nirvana (one with the universe)
- Judaism – Monotheistic (belief in one God), founded by Abraham, Ten Commandments (laws), synagogue (place of worship), *Torah* – key book
- Christianity - Monotheistic, founded by Jesus Christ, Ten Commandments (laws), Holy Trinity, *Bible* – key book, several different branches like Catholicism, Lutheran, Baptists
- Islam - Monotheistic, Mohammed (prophet), Allah is God, *Qur'an* – key book, Five Pillars (1-Allah is God, Mohammed is his prophet, 2-pray 5 times a day, 3-give to the poor, 4-fast during Ramadan, 5-make a pilgrimage (trip) to Mecca)