

The Olympic Mascots and Motto

MOTTO: Citius, Altius, Fortius...Swifter, Higher, Stronger

MASCOTS: Powder (snowshoe hare), Copper (coyote), Coal (black or brown bear)

A legend is a story that has been passed from generation to generation and may or may not be true. A legend often teaches a lesson. The three mascots for the 2002 Olympic Winter Games—Powder, Copper, and Coal—have their own legends and are symbolic of Utah's animals and natural resources. The animals appear as major characters in myth and stories handed down to modern Native Americans, the descendants of the ancient artists who produced rock art. Each mascot wears a charm around its neck that has been fashioned after the original Anasazi or Fremont-style petroglyph to remind them of their heritage.



Primary Grades



LANGUAGE ARTS/ART: Bumper Sticker You

Have students pick three words that best describe themselves. Using bumper sticker-sized paper, have students create their own three-word motto. Decorate each and display on their desks or somewhere in the room.

LANGUAGE ARTS: Similes

Similes are figures of speech that compare two unlike objects. Read some great metaphors in *Quick as a Cricket*, by Audrey Wood or other literary works. Create metaphors for Powder, Copper and Coal. Examples: "As swift as...", "Jumps as high as...", "As strong as..."

Intermediate Grades

(Adapt Primary Grade ideas)

ART: Create a pictogram

The mascots are modeled after Native American pictograms. Have students create their own pictograms to represent themselves. Make a bracelet, pin, badge or pendant from paper. Transfer the pictograms/mottos onto it. Wear or display on student's desk. Students may also include a motto with their pictogram.

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The Olympic Mascots and Motto (continued from previous page)



ART: Create a Pictogram

Using clean, thin styrofoam meat trays, cut into small 3x3 pieces. Paint one side of each piece with brown tempera paint. (You may have to do this more than once to get it covered.) When dry, have students carefully etch a personal petroglyph into the styrofoam with the end of a paper clip.

LANGUAGE ARTS/ ART: Utah's Wildlife

Brainstorm animals that are native to Utah. Select one to research. Write a report on the animal to share with the class. Create pictograms to represent your animal. Draw a picture of your animal.

LANGUAGE ARTS: Applying the motto: Stronger, Swifter, Higher

Identify the kinds of scholastic activities which the motto could represent. (Examples: Math: Swifter = memorizing times tables faster. Higher = moving from the 2's to the 3's. Stronger = applying different math strategies to real life problems) Do this for science, social studies, art, music, gym, etc.

LANGUAGE ARTS: Mythology and the Mascots

Compare and contrast the story of Copper (see worksheet) to the Greek Myth of Prometheus who stole fire from the Gods of Mt. Olympus to save humanity.

LANGUAGE ARTS: Mythology

Research the legends behind the constellations. Compare the constellation legends (particularly those of Ursa Major and Ursa Minor) to the stories of the mascots.

LANGUAGE ARTS: Utah's Resources

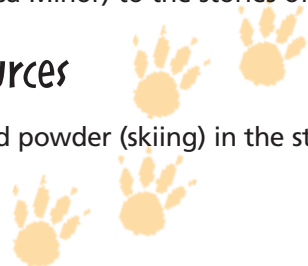
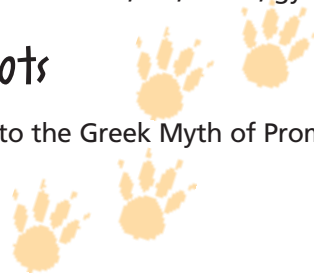
Research and report on copper, coal, and powder (skiing) in the state of Utah.

SCIENCE: Animal Tracks

Using reference sources, find, draw and report on the tracks made by the typical snowshoe hare, black bear and coyote. Analyze the tracks and name three features that help each animal adapt to winter.

SOCIAL STUDIES: Anasazi and Fremont Indian Art

Research and discuss the Anasazi/Fremont Indian rock art. Find out the difference between pictograms and petroglyphs.



NAME _____

A picture is worth 1,000 words

A storyboard is a series of drawings of the main events in a story or movie.
It is like a comic strip without any words.

Create a legend that tells the story of all three mascots.
You can use the lines below to write some of the main events in the story.
Create a storyboard by drawing the main events (in order) in the boxes below.

TITLE _____
