

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

## **Ancient Greek Thinking Skills Quiz for 1st Grade**

Ethical reasoning, observational skills, and logical questioning. Perfect for a morning meeting activity or an introduction to critical thinking through history.

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**1. Imagine you see a beautiful butterfly. A thinker named Anaximander might ask where it came from. What is the best way to learn more about the butterfly?**

- A. Keeping your eyes closed
- B. Asking questions and watching it closely
- C. Running away from it
- D. Giving the butterfly a name

**2. A philosopher named Heraclitus said everything is always changing. If you step in a river today, it is exactly the same water as yesterday.**

- A. True
- B. False

**3. If you want to be a fair leader on the playground, you should use \_\_\_\_ to help everyone get a turn.**

- A. Loud shouting
- B. Running fast
- C. Good reasoning
- D. Hiding toys

**4. Zeno of Elea told stories (paradoxes) about a racing turtle to show that small steps are important. What does this teach us about finishing a big goal?**

- A. You should never try
- B. Big goals are made of many tiny steps
- C. Turtles are faster than people
- D. Racing is not fun

**5. Greek thinkers believed that a good person is someone who practices being kind every single day.**

- A. True
- B. False

**6. Pythagoras loved patterns in music and numbers. He would say that a song sounds pretty because it has \_\_\_\_.**

- A. Order
- B. Mistakes
- C. Silence
- D. Heavy weight

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**7. Epicurus thought that being a good friend was more important than having lots of toys. Why might a friend be better than a toy?**

- A. Toys break, but friends can talk and help
- B. Friends are more expensive
- C. Toys can walk on their own
- D. Friends don't need to eat

**8. An ancient Greek philosopher would say that 'The Truth' is something we can find by just guessing.**

- A. True
- B. False

**9. Thales looked at the stars to predict the weather. This shows that we can use \_\_\_\_ to understand the future.**

- A. Magic
- B. Observation
- C. Sleeping
- D. Luck

**10. If two friends are arguing about a game, what would a philosopher suggest they do first?**

- A. Stop playing forever
- B. Ask 'What are the rules we both agree on?'
- C. See who can shout the loudest
- D. Flip a coin and ignore the problem