

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.

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

Name: _____ Date: _____

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