

Exploring Númenor

Lesson 3: Númenorean Armour

Duration: 50 minutes

Learning Objectives

- Understand the importance of armour in ancient civilisations and fictional worlds.
- Analyse the concept and purpose of armour design.
- Design a full set of Númenorean-inspired armour based on design drawn by J.R.R. Tolkien.

Materials

- [Lesson Slides](#)
- Art supplies for drawing activity.
- Blank sheets of paper or cardboard

1. Opener (5 minutes):

- Begin the lesson by discussing the significance of armour in ancient civilisations and fictional worlds.
- Display the image of the Númenorean helmet drawn by J.R.R. Tolkien.
- Ask students what they see and what kind of imagery does the helmet evoke
- Click forward on the slides so the description appears
- Explain that while the full set of Númenorean armour is not depicted, students will use their creativity to design a complete set of Númenorean-inspired armour based on the helmet.

2. Exploration of Ancient Armour (5 minutes):

- Display images of armour from various ancient civilisations, such as Ancient Greece, Rome, or Medieval Europe.
- Discuss the design elements, materials used, and the purposes of different components of ancient armour.
- Encourage students to observe and identify the key features that make ancient armour distinctive and functional.

3. Designing Númenorean-Inspired Armour (30 minutes):

- Instruct students to use the Númenorean helmet image drawn by J.R.R. Tolkien as inspiration to create a full set of Númenorean-inspired armour.
- Provide students with drawing materials and guide them in the creative process.
- Encourage students to think about the overall design, including the helmet, chestplate, gauntlets, greaves, and any additional elements they wish to incorporate.
- Remind students to consider the cultural context of Númenor, its mythical aspects, and the design elements of the helmet while designing the rest of the armour.

The background of the page is a detailed, painterly illustration of a coastal landscape. In the foreground, there are dark, jagged rock formations in the sea. A winding path leads up a steep, green hillside towards a large, imposing mountain peak in the distance. At the base of the mountain, a small town or village is visible, nestled in a valley. The sky is a soft, hazy blue, and the overall scene has a sense of grandeur and mystery.

4. Presentation and Reflection (10 minutes):

- Have students present their Númenorean-inspired armour designs to each other in small groups.
- Encourage them to explain their design choices, including the elements they incorporated and how they were influenced by the Númenorean helmet.
- Facilitate a class discussion on the different interpretations and creative ideas shared.
- Reflect on the process and the challenges faced during the design exercise.

5. Optional Extension Activity:

- See [Teacher Notes](#) for information on how to extend this lesson further

For more detailed teacher notes and lesson resources for this activity, please refer to the detailed lesson plan [here](#)