

**CHAPTER**  
**2**  
**Section 2**

**SKILLBUILDER PRACTICE** *Interpreting Visual Sources*

*Paintings, drawings, carved statues, and other visual sources are valuable clues to the past. Rich in detail, they reveal much about the historical period in which they were created. Look at the images on pages 42–43 of your textbook. Examine the different images of work and play in ancient Egypt and read the captions to learn more about the culture of Egypt. Then answer the questions that follow. ( See Skillbuilder Handbook)*

1. Look at the image of the temple. What types of craftsmen would be needed to complete this building?

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What type of organization would be needed to accomplish the building of this temple?

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2. What do you think was painted on the walls and columns of the temple?

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3. Look at the cosmetic box. What items are sitting on the top of the box? What did they contain?

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4. What do you think the design on the side of the cosmetic box represents?

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5. Study the senet game boards and the description of the game. What board games does it remind you of? What might a modern player use to determine moves instead of sticks or knuckle bones?

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