

Alex Woolf

Encounters With The Past (Series): Meet The Ancient Romans

United Kingdom (2014)

TAGS: [Roman Baths](#) [Roman Daily Life](#) [Rome](#) [Rome \(ancient\)](#)



Cover courtesy of Hachette Children's Group.

General information	
<i>Title of the work</i>	Encounters With The Past (Series): Meet The Ancient Romans
<i>Country of the First Edition</i>	United Kingdom
<i>Country/countries of popularity</i>	United Kingdom, United States of America, Australia
<i>Original Language</i>	English
<i>First Edition Date</i>	2014
<i>First Edition Details</i>	Alex Woolf, <i>Meet the Ancient Romans (Encounters with the Past)</i> , London, Sydney: Franklin Watts (Hachette), 2014, 32 pp.
<i>ISBN</i>	9781445151335 pb
<i>Genre</i>	Handbooks and manuals, Instructional and educational work
<i>Target Audience</i>	Young adults (Juvenile readers)
<i>Author of the Entry</i>	Ayelet Peer, Bar-Ilan University, ayelet.peer@gmail.com
<i>Peer-reviewer of the Entry</i>	Lisa Maurice, Bar-Ilan University, lisa.maurice@biu.ac.il Susan Deacy, University of Roehampton, s.deacy@roehampton.ac.uk

Creators



Alex Woolf (Author)

Alex Woolf is a prolific British author for children and young adults. He writes both fiction and non-fiction. Among his books are: *Iron Sky Series*, *The Shakespeare Plot* and *Soul Shadows*.

[Profile](#) at amazon.com (accessed: February 5, 2020).

Bio prepared by Ayelet Peer, Bar-Ilan University,
ayelet.peer@gmail.com



Additional information

Summary

This book is a combination of a guidebook of ancient Rome and a time traveling adventure book. It combines information about ancient Roman institutions (the senate, arena, baths, temples, shops and craftsmen) with everyday life, such as food, clothing etc. The reader participates in the Roman daily life and also receives additional information on the origin of certain institutions or positions in the Empire. The plot take "you" a school boy/girl through a mysterious wooden door to the city of Rome in 83 CE. The book notes: "your mission is to meet people and find out about their lives. The mission will last six hours." The reader then moves through the city and interviews various characters, such as a senator, gladiator, priestess etc. The textual information is accompanied by photographs (with actors taking various parts) and of related themes such as mosaics and statues. At the end there is a glossary and further reading section.

Analysis

The time traveling elements makes the reading of facts about ancient Rome exciting and entertaining. It resembles a "choose your path" book, in which the reader takes the part of a mythological hero. For example [Hercules](#).

Choosing the year 83 CE under the rule of the crazed Domitian may potentially add to the danger and thrill in the time travel, although there is no reference to Domitian's rule.

The aim is pedagogical, learning about the ancient Roman Empire via the means of an imaginary adventure narrative. Through walking in the city as part of the Roman crowd and not a distant reader, Roman culture becomes more accessible and close to a modern reader. Rome therefore leaves the history books and becomes a vivid and exhilarating city, in which the daily life of the Romans (such as baths, tending to the sick, etc.) become clearer.

In the end, the traveling ends and the reader returns to his modern history class. Hopefully, he will enjoy it more. The aim of books such as these is to show that the Romans were people as well, who were busy with their daily lives, just as we are. They did not only engage with great battles, but also did everyday mundane things. They had dark side to their society, the most prominent example of which is



slavery, and this is an important aspect of their culture that one should learn about as well.

The book could also be used to form short sketches in the classroom, with the different interviews. Therefore it can be utilized for various activities.

Classical, Mythological,
Traditional Motifs,
Characters, and
Concepts

[Roman Baths](#) [Roman Daily Life](#) [Rome](#) [Rome \(ancient\)](#)

Other Motifs, Figures,
and Concepts Relevant
for Children and Youth
Culture

[Adventure Knowledge](#)

Addenda

The entry refers to the 2016 paperback edition by Arcturus publishing.

