

Linguistics module

Topic 5 Writing Systems

Topic Overview: In this topic, students are introduced to the topic of 'writing systems'. A writing system is a method of visually representing verbal communication, based on a script and a set of rules regulating its use.

Key Skills	Communicating, working with others Language awareness Communicating Problem-solving	
Expected time	Two hours (not including extra resources)	
Self-assessment (check with students at the end of the topic)	I understand that many languages and cultures use other writing systems. I know how to write and understand Ogham. I can analyse the data I was given in the Runic alphabet puzzle and draw conclusions.	✓ / X

Task 5.1 Description: Students learn about the history of writing and the different types of writing systems. They try a logographic writing system puzzle.

Learning Intentions	Students understand there are different types of writing systems around the world.
Resources	PPT slides Introduction to Writing Systems Puzzle 5.1 AILO Puzzle on English Football teams in Chinese (The Phoenician Puzzle mentioned in the slides is a little harder and could be tried at the end for students who want more writing system puzzles).
Task Outline	Teachers should use the writing systems ppt to introduce each system e.g. Pictographic, Ideographic, Logographic etc. On the slides, the Chinese Football puzzle is introduced. Split the students into pairs and give them the puzzle for 15 minutes to try. The solution is available with the puzzle.

Linguistics module

Task 5.2 Description: Students work together in pairs to transliterate to Ogham.

Learning Intentions	The students understand how the Ogham writing system works and how to write it.
Resources	PPT slides Introduction to Ogham (in Writing Systems slides) Worksheet 5.2 Ogham Writing System (and solution)
Task Outline	The same set of slides give an introduction to Ogham. Give the students worksheet 5.2 to transliterate into and from Ogham.

Task 5.3 Description: The students will be given access to a Runic alphabet and are tasked with matching them with old Norse god names.

Learning Intentions	Students will be able to apply what they have learnt writing systems to the Runic alphabet writing system.
Resources	AILO Elder Futhark Runes Puzzle and Solution All puzzles mentioned in this module are at: https://ailo.adaptcentre.ie/tymodpuzzles/
Task Outline	Give students the adapted new AILO Elder Futhark Puzzle on the AILO site. The students will have to match Old Norse God names to the Elder Futhark Runic Alphabet.

Extra Resources	Project Project to research an ogham stone in your locality / county. *Can you find any local information on it? What ogham letters do you think are written there? Can you use your handout or a resource like https://ogham.co/ to translate it? Is there any evidence of digital recording of this ogham stone for future generations? Create a poster about your local Ogham stone with a picture, describing how ogham works and where your local one is.
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Linguistics module

Ogham resource:

<https://www.heritagecouncil.ie/content/files/Ogham-Stones.pdf>

Free Old Norse app

<https://apps.apple.com/us/app/learn-old-norse/id1609656124>

https://play.google.com/store/apps/details?id=com.TomGrant.LearnOldNorse&hl=en_IE&gl=US

More AILO Puzzles

We encourage every school and student to take part in the 2022/23 [All Ireland Linguistics Olympiad \(AILO\)](#). The preliminary round is held in your own school at the end of January with the National Final in Dublin City University in March 2023.

Register at <https://ailo.adaptcentre.ie/enter/> and try other puzzles at <https://ailo.adaptcentre.ie/puzzles/>.

*Information on visiting ogham stones can be found on the Historic Environment Viewer on www.archaeology.ie (<https://maps.archaeology.ie/HistoricEnvironment/>). You can search ogham stones by townland and county. However, not all ogham stones are accessible. They are frequently located on private land and the landowner's permission should be sought in advance.