



FEZANA Age-Appropriate Lesson Plan

Subject Category (circle one): Religion/Ceremony History Prayer Gathas
Comparative Religion Shahnameh

Age Group (circle one): PreK-k Grades 1-3 Grades 4-5 Grades 6-8 Grades 9-12

Lesson # (if applicable): 2

Subject of the Lesson: **Ahura Mazda**

Introduction:

- In Zoroastrianism, God is called Ahura Mazda which means Lord of Wisdom. Zoroastrians believe that there is only one God. Ahura Mazda is also referred to as Ohrmazd/ Hormazd and even *Ahura Mazda Khodae* as mentioned in the Avesta. Ahura Mazda also has 101 names that represent his many qualities and facets.
- Ahura Mazda is seen as the Creator of all living things, including the seven creations that form the ethical and spiritual structure in Zoroastrianism.
- Ahura Mazda is all knowing, therefore Ahura Mazda is known as the Lord of Wisdom; Wisdom guides us to stay on the path of Asha - Righteousness and Truth
- Ahura Mazda is the divine light and the source of all existence
- Ahura Mazda is Omnipresent
- Ahura Mazda is eternal, he has no beginning and no end
- Ahura Mazda is totally good
- The message of Ahura Mazda was brought to us by Zarathushtra

Material for the teacher:

1. Teacher to develop worksheets related
 - to the key qualities of Ahura Mazda.
 - Match the 101 names to their meanings.
 - *Match the opposite* - for the qualities of good vs. evil.
2. Matching game with 101 names - word to meaning
3. Use Props (Masks – like the sun to represent Ahura Mazda)
4. Books related to stories about who/what is God
5. Game good vs. evil.
6. Pictorial representations of Ahura Mazda's world



Vocabulary:

Ahura Mazda; God; Lord of Wisdom; Dadarji; *Ba name Khodae; Khshnaothra Ahurahe Mazdao; Ahura Mazda Khodae*

Lesson for students:

1. Basic concept of Ahura Mazda
 1. Who is God?
 2. What do we call God in Zoroastrianism? Dadarji?
 3. What does Ahura Mazda (AM) mean - Lord of Wisdom?
2. Discuss qualities of Ahura Mazda: All Knowing; Totally Good; Creator; Best Friend; Parent (Caregiver); Happy; Immortal / Can't die; Very very powerful
3. Many facets of Ahura Mazda - Where do you see AM?
4. How do you talk to Ahura Mazda? - Prayers
5. What does Ahura Mazda look like?
6. Introduction to Ahriman (teacher's discretion)
7. Introduce concept of Jas me Avanghe Mazda - I am a worshipper of Mazda

Activity for Students:

1. Game - Qualities of Ahura Mazda - divide class into 2 groups; assign a quality of Ahura Mazda to each child in one group and the opposite quality to each child in another group; The teacher calls out the quality of AM and the child assigned that quality and the child representing the opposite quality run to the center to pick up a ball; Whoever gets there first, wins the round. (Like the game Dog and the Bone)
2. Interactive discussions, sharing examples, encouraging students to speak
3. Worksheets as mentioned in Teacher Materials section
4. Role play with masks - *If you were Ahura Mazda ...*
5. Songs
6. What does Ahura Mazda look like – draw a picture
7. What does Ahura Mazda's world look like – draw a picture

Sources:

<http://www.heritageinstitute.com/zoroastrianism/overview/index.htm#god>

The Story of Our Religion, Zoroastrianism by Ava Mehta

FEZANA - The Zarathushti Religion - A Basic Text by Shahzadi and Mistree

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