



MYTHS AND LEGENDS



Knowledge Organiser

Myths

- Myths often included gods, demigods or supernatural characters.
- Gods will often behave in a similar way to humans and experience human emotions.
- Myths can sometimes be used to provide an explanation about how the world was originally created.
- They often have moral lessons - they aim to teach the audience something.
- Myths often contain magic and the supernatural.
- Sometimes characters will change or transform in what is known as a 'metamorphosis'.



Legends

- Unlike myths, legends focus on people rather than gods.
- The characters can sometimes be based on real people.
- As the stories were often told through speaking rather than being written down, often many changes would occur over time.
- Legends are told as if they actually happened in the past, but often they did not.

Key characters

Type of character:	What does it mean?
Protagonist	In myths and legends, the protagonist (main character) is a type of hero - a representation of goodness, virtue and morality that usually looks to maintain order and justice in a society and thwart or stop a villain's attempts to do the opposite.
Antagonist	Opposes the protagonist and is similar to a villain, although isn't as hyperbolic or exaggerated in terms of personality. They are usually a bad or dishonest person, although this sometimes isn't the case.
Confidante	Someone that the protagonist confides in. This helps readers to find out more about the protagonist's personality. They can help to bring the best out in the hero or protagonist.
Dynamic character	This type of character changes as the story progresses. Sometimes a good character may turn bad, or the other way around, but it is usually a permanent change.
Static/ stock character	A character that doesn't change and we learn little about them. They serve a purpose in terms of moving a plot (story) forward. They can sometimes be quite stereotypical or play a specific role, perhaps to make people laugh.

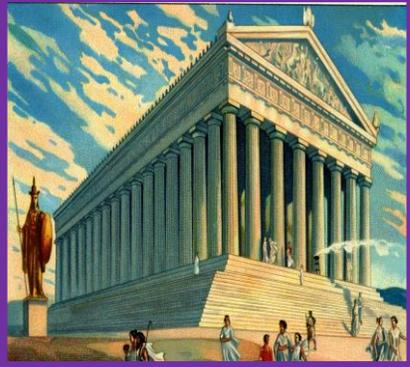
Key themes



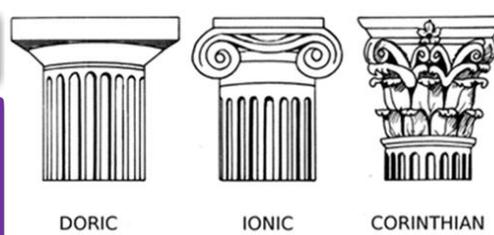
Common themes in Myths and Legends:

- Good against evil
- Friends against foes
- Strength and weakness
- Justice and injustice
- Journeys
- Tests, trials and forfeits

Ancient Greece - Settings



Doric - Simple and thick, no decoration, wider at the bottom than the top
 Ionic - Thinner and had a base at the bottom. Scrolls appear at the top.
 Corinthian - Very decorative and including leaves of the acanthus plant.



DORIC

IONIC

CORINTHIAN

Temples were grand buildings and had a simple design. They had a row of columns at the front and a decorative sculpture on top called a frieze. Above that was a triangular area with more sculptures called the pediment. Inside the temple was an inner chamber that housed a statue of the god or goddess of the temple.

The Parthenon (pictured here) was the most famous temple of Greece. It was located on the Acropolis in the city of Athens and built for the goddess Athena. It was built in a Doric style. Inside was a gold and ivory statue to the goddess.

Upgrade your analysis

Analytical verb	Meaning
Emphasises	Makes clearer to an reader by focusing on something
Connotes	Implies something beyond a literal meaning to the reader
Conveys	To get across a message or idea to the reader
Highlights	Makes the reader focus on something by making an idea stand out
Exaggerates	To make something seem better or worse than it is to emphasise an idea to the reader.
Illustrates	Makes the reader see a particular image or idea
Amplifies	Emphasises something by making it clearer by adding more detail
Indicates	Helps the reader to see a particular idea
Evokes	Make an reader feel a particular emotion
Provokes	Makes the reader react to something
Foreshadows	Provides hints to the reader about something that may happen in the future
Parallels	Seems to be similar or the same as another part of the play, character or theme.
Reiterates	To re-emphasise to the reader; to repeat an idea for added emphasis.
Symbolises	Uses a particular image to represent a deeper meaning for the reader

As well as temples, there were a number of common buildings. They built theatres that had a capacity of 10,000 people and often built on the side of a hill and in a way so that the sound could be heard even at the back.



There were walkways called 'stoas' used by merchants to sell goods and for people to hold public meetings. Moreover, they built gymnasiums, court houses, council buildings and sports stadiums.

A good writer will always research their chosen settings to make them accurate and engaging. If you're writing in the past then find out about the places and buildings that existed then. For instance, in Robin Hood you would find castles, forests, small towns and villages.



Key language features

	<p>Using like/as to compare one thing to another. The man was <u>as</u> tall as a skyscraper. She moved <u>like</u> a snail!</p> <p>Similes help readers to picture a particular object, person or place by comparing something they don't know to something they do. They can also be used for exaggeration.</p>		<p>This where a number of words begin with the same letter or sound. The <u>ang</u>ry, <u>agg</u>ressive <u>g</u>ardvark <u>ate</u> <u>a</u>ll the <u>ap</u>ricots. Mr <u>W</u>rote <u>w</u>ildly on the <u>w</u>hiteboard.</p> <p>Alliteration creates a memorable sound in the readers' head that means they notice that particular line more or they can remember it quite well. This means it can be used to emphasise a particular point, idea or feeling.</p>
	<p>Transforming one thing into another. He <u>was</u> a <i>monster truck</i> on the football field. She <u>is</u> <i>over the moon</i> about her exam results.</p> <p>Metaphors help readers to picture a particular object, person or place by transforming them into something they understand better. They can also be used for exaggeration.</p>		<p>Nouns are people, places or objects. E.g. table, window, ceiling, computer, Birmingham, etc. Verbs are actions or 'doing words'. E.g. run, skip, jumping, arguing, shouting, cry, crying, etc.</p> <p>Both can be used carefully to evoke or give off certain emotions or feelings.</p>
	<p>This is a type of metaphor, where something non-human is described in a human way. The wind <u>whistled</u> past his face. The trees <u>danced</u> in the breeze.</p> <p>Metaphors help readers to picture a particular object or place by transforming them into something they understand better. They can also be used for exaggeration.</p>		<p>Adjectives are words that describe nouns. E.g. tall, short, wide, skinny, ugly, beautiful, amazing, spectacular, boring, etc.</p> <p>Adverbs are words that describe verbs. E.g. quickly, amazingly, powerfully, slowly, shockingly. They usually end in ly.</p> <p>These are both used to add to descriptions and help build specific images or feelings in the readers' heads.</p> <p>The terrifying, disgusting, powerful monster quickly and sharply jumped off the building.</p>

	<p>Repetition is where you repeat a word, phrase or idea again and again.</p> <p>E.g. "Run! Run! Run!" she shouted at him.</p> <p>Repetition helps to stick an idea in the readers' heads or helps to emphasise a particular idea or feeling.</p>		<p>This is a question that is asked in order to create a dramatic effect or to make a point rather than to actually get an answer.</p> <p>Example: Why had they put me in this place?</p>
	<p>This is incredibly difficult to spell! It is when words describe sounds, e.g. Splish! Splash! Splosh! Snap, crackle, pop. Bang!</p> <p>They can be used for emphasis or to create particular imagery in the readers' heads.</p>		<p>This is the way a piece of writing sounds. E.g. it can have a sad tone, or a happy tone. It could sound angry, depressed, energetic, etc.</p> <p>The tone of the writing can change the way a person reads it, so it is very important.</p> <p>E.g. a newspaper wants to be treated seriously, so its tone will be serious and formal as a result.</p> <p>A birthday card wants to be treated humorously, so its tone will be light-hearted and jokey.</p>
	<p>This is the umbrella term for all the techniques that create pictures in the readers' heads. Imagery can be created through personification, metaphor, adjectives, adverbs, alliteration, repetition, etc.</p> <p>You will almost certainly be asked to talk about why certain images are created in the texts in most reading assessments.</p>		<p>Exaggerated ideas that aren't meant to be taken literally or at face value.</p> <p>Example: This is the worst day of my life.</p> <p>You see, it probably isn't the worst day of your life, but the use of hyperbole accentuates the point that this was an awful day.</p>

Here are some different structural features you could think about for Myths and Legends:

- Switching between different points of view.
- Developing and reiterating (focusing on a point of view by expanding and repeating it)
- Cyclical structure (returning at the end to what happened at the beginning)
- Positioning of key sentences and their impact on the whole text.
- Zooming in from something big to something much smaller (and vice versa).
- Shifting between different times and places (you may notice this between paragraphs).
- Sudden or gradual introduction of new characters at significant points.
- Moving from inside to the wider world outside (and vice versa).
- Combining external actions with internal thoughts.



Structure

Departure

Initiation

Return

Upgrading your vocabulary

Big	Colossal	Enormous	Monstrous
	Huge	Gigantic	Immense
	Substantial	Mammoth	Vast
	Hefty	Sizable	Massive

Sharp	Knife-edged	Spiky	Serrated
	Acuminate	Barbed	Needle-like
	Pronged	Prickly	Razor-sharp
	Acuate	Pointed	Fine

Scary	Chilling	Creepy	Terrifying
	Horrifying	Intimidating	Shocking
	Alarming	Hair-raising	Blood-curdling
	Spine-chilling	Horrendous	Petrifying

Evil	Wicked	Immoral	Foul
	Vile	Base	Dishonourable
	Nefarious	Depraved	Destructive
	Pernicious	Villainous	Hateful

Angry	Vexed	Raging	Enraged
	Hostile	Provoked	Tempestuous
	Maddened	Ferocious	Tumultuous
	Incensed	Infuriated	Fiery

Strong	Powerful	Robust	Muscular
	Hefty	Indestructible	Unassailable
	Burly	Sinewy	Well-built
	Brawny	Strapping	Herculean

Negative adjectives: disgusting, sickening, repulsive, abominable, awful, distasteful, gruesome, hateful, horrific, loathsome, nasty, objectionable, obnoxious, odious, outrageous, repugnant, scandalous, shocking, vile, vulgar, foul, gross, nauseating, revolting, stinking, detestable, frightful, ghastly, hideous, horrid, lousy, monstrous, offensive, repellent, rotten

Size adjectives: broad, deep, heavy, narrow, shallow, short, thin, thick, wide, colossal, immense, vast, microscopic, tiny, gigantic, substantial, mammoth, extensive, bulky, booming, restricted, limited

Powerful verbs: Thrust, destroyed, punched, hammered, bombarded, smothered, trashed, thudded, thundered, pounded, smacked, collided, squeezed, clobbered, trounced, charged

Narrative Structure

1. Ordinary World

We meet the hero before their journey has started. Their life is often quite mundane or ordinary.

2. Call to Adventure

The hero is taken out of their normal life and are given a challenge or problem they have to confront.

They can either decide to go themselves, be forced to go, find an adventure by accident or to be walking along when something amazing or unusual happens.

3. Refusal of the Call

Sometimes the hero may refuse to go on the adventure. Something happens that makes them change their mind.

4. Meeting the Mentor

The hero is going on their adventure, but they're often inexperienced. A mentor comes along - someone with wisdom and experience to guide our hero.

5. Crossing the First Threshold

The hero is trained up for their adventure and now they make their departure. Now they cannot go back.

6. Tests, Allies, Enemies

The hero is now in a new world and is an unfamiliar environment. This is a good time for a writer to give the hero tests that they have to pass to show how they have changed. It is also a chance to introduce new characters including friends (confidantes) and enemies (villains, antagonists).

7. Approach to the Inmost Cave

The hero doesn't actually go to a real 'cave' but arrives at the most dangerous place in the story. This is where the goal of the journey is to be found. The most challenging part of the story is about to happen.

8. Ordeal

The hero faces their toughest test. Something awful happens, perhaps they must face their biggest fear. The hero discovers something about themselves as a result.

9. Reward (Seizing The Sword)

The hero is now within reaching distance of their ultimate goal or the end of their quest. It might be the keys to a treasure chest or a book of magic spells. Something that the hero has fought for and earned.

10. The Road Back

The hero has what they wanted and they start to head home, but more evil arrives. Is the villain or monster angry that the hero has taken some treasure? Does the villain send out an army of creatures to attack the villain?

11. Resurrection

This is the climax of the story or the tensest part. The hero has one more final test to overcome. It can be a final battle with a villain or monster. If the hero lives then they can enjoy the happy ending.

12. Return with the Elixir

The hero can now return home. They have changed and overcome obstacles in order to be a true hero. The hero has achieved what they wanted and they return home with the 'prize'.