

### Knowledge Organiser

Year Group	Subject	Topic
5	English	Myths and Legends

#### The Big Picture

In Summer 2, children in year 5 will be learning about Myths and Legends. Myths are usually stories with deep, symbolic meaning. Certain myths have survived for thousands of years and they are often used to explain how the world began or how a certain culture evolved.

Legends are stories which can be part truth. The stories usually involve a hero fighting monsters and being helped by magical creatures. They often involve the beliefs of the culture they are spawned from.

As well as reading them, your children will write their own versions.

#### How are Myths and Legends used ?

Some of the Myths that the children will learn this term are Theseus and the Minotaur, King Midas and the golden touch, Pandora's box, Hercules and Medusa. By reading different myths, children will understand about the key features of the genre. Reading and highlighting the common features, they will understand what makes them Myths and Legends.

When children are taught a myth or legend, they will usually be read an **illustrated version of the story** that is written for their age-group and therefore is likely to engage them. They will carry out a number of activities to deepen their understanding of the text, for example:

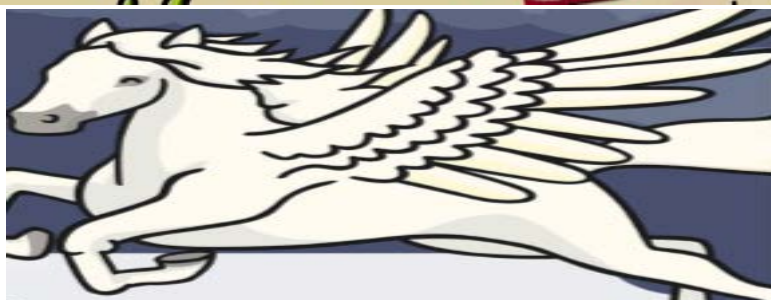
- Drawing a story mountain to get an idea of the structure of the story
- Making notes on a [spider diagram](#) about a particular character
- Writing a letter from one character to another
- In pairs, improvising a conversation between two characters in the story
- Writing a diary entry as one character in the story

Once teachers feel that the text has been thoroughly explored, they will guide the children in **writing their own version of the myth**. This involves planning the story, brainstorming characters and setting and then writing a draft of the story. If the story they have studied involves a hero and a mythical beast (like 'Theseus and the Minotaur') teachers will usually encourage children to follow this formula for their story, but change it according to their imagination, for example: their hero may be a girl and their mythical beast may be half-fish, half-man and live in the sea.

All the time, teachers will encourage children to use as much description in their stories as possible. They may be shown sections from the original myth they read and asked to think about how the writing is effective (for example: use of similes, use of adverbs) and then consider how they can write their story in a similar way.



# Myths and Legends



Key Vocabulary	
Angel	Divine attendant or messenger from God.
Banquet	Lavish feast or dinner, usually as a celebration.
Casket	A box for jewellery. A container.
Dragon	A mythical monster like a reptile usually with talons and wings often breathing fire they can be guardians of treasure as well as terrifying beasts.
Deity	God or spirit that is worshiped.
Enchant	Put someone under a magic spell or make someone delighted.
Guardian	Keeper, defender or protector
Hero	A person showing superhuman qualities admired for noble achievements.
Immortal	1. Living for ever, not mortal 2. Famous for all time
Maze	Complex network of paths designed to puzzle those trying to find their way through it.



# Myths and Legends



A **myth** is a story used to explain why things are the way they are in the world around us. A **legend** is a semi-true story, which has been passed down through generations and has important meaning or symbolism.

## Key Words

Mortal	Hero
Immortal	Heroine
Heavens	Nymphs
Monster	Underworld
Creatures	Beginning of Time



## Settings

Heavens  
Earth  
Underworld  
Ancient Cities  
Another World



