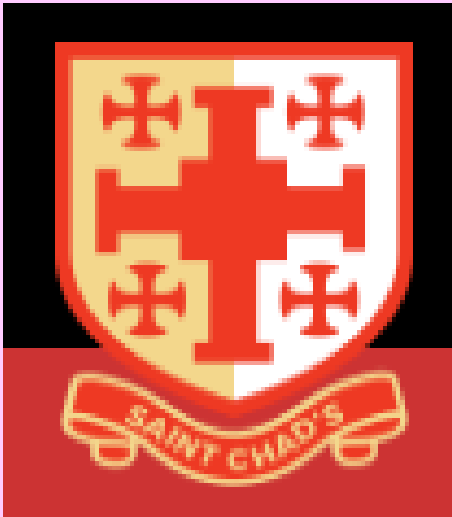


# Summer 2 – Week 1

## MONDAY – LESSON 1

LO: To identify the features of a Greek myth.



# Myth or legend?

Myths and legends are types of traditional story. But what are the key features of each – and how do they overlap?

## Myths

Were often created long ago to explain the mysteries of the world.

Tell of miraculous or unbelievable events.

Are rooted in sacred beliefs.

Often have gods or supernatural beings as main characters.

Have key themes such as trials, journeys and quests.

Show us that mistakes have consequences.

## Legends

Are based on real characters, places or events.

Usually have human main characters.

Often focus on a single character.

Are told chronologically, often in episodes.

Often include a moral.

Have themes such as: good and evil, magic, rich and poor, and journeys.

Ensure that tricksters get their comeuppance.

Often have opposites as themes: good and evil, wise and foolish, old and young, beautiful and ugly...

Use rich and evocative language.

Are passed on orally down the generations.

Use imaginative imagery.

Usually contain a moral.

# What are the features of myths?

## MYTHS

- Provide a fictional explanation for natural phenomena, e.g. how the world was created. They can also pass on cultural, religious or spiritual beliefs and traditions.

### Structure

- Set in the past, usually a distant and non-specific past.
- Presented as something that actually happened.
- A plot often based on a long and dangerous journey, a quest or a series of trials for a hero.
- Usually includes incredible or miraculous events, where characters behave in superhuman ways, using unusual powers or with the help of superhuman beings.
- Often longer than other traditional stories, especially in their original form.

### Language Features

- Rich vocabulary, e.g. Hercules hurled the glittering spear with all the strength of a mighty army.
- Similes are used to help the reader to imagine, e.g. Thor's hammer was as heavy as a mountain.
- Vivid descriptions of characters and settings.
- Fast-moving narration of action.
- Little dialogue.
- Symbolic meanings.

### Remember!

- Make your characters larger than life by giving them supernatural powers or strong characteristics like courage and wisdom.
- Choose a setting that gives a dramatic backdrop for the action, e.g. a sun-baked desert or a mountain shrouded in icy fog.
- Create a negative character who is the opposite of your hero: good and evil, brave and cowardly, strong and weak.
- Include a fantastical beast, e.g. a unicorn or minotaur.

### Examples

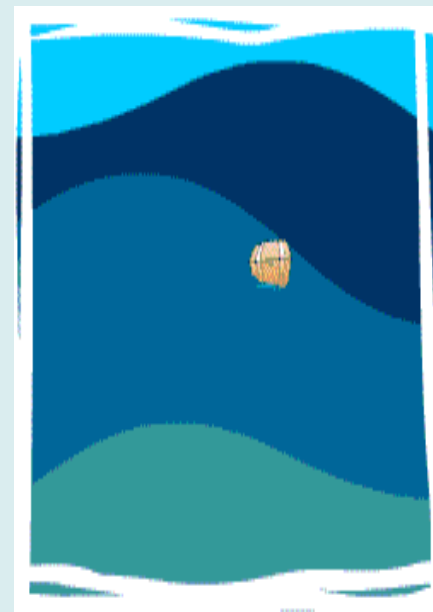
- Theseus and the Minotaur
- Pandora's Box
- Perseus and Medusa.



# Perseus and the Gorgan

## **The Oracle**

King Acrisius of Argos was warned by an oracle that he would be killed in time by a son born to his daughter Danae. So he promptly locked Danae up in a tower. But the god Zeus got in, disguised as a shower of gold and Perseus was born. So Acrisius straightaway stuck daughter and infant into a chest and pushed it out to sea. Perhaps he expected it to sink like a stone, but instead it floated quite nicely and ended up on a beach on the island of Seriphos.



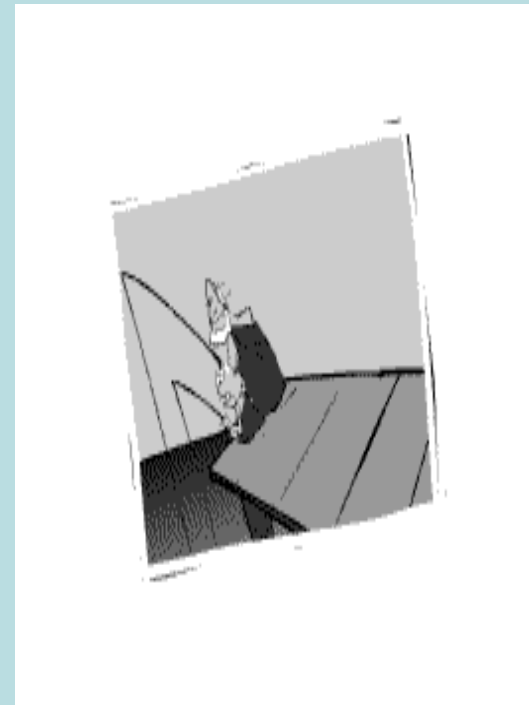
What  
features  
can you  
find?

# Trouble

Here a fisherman named Dictys discovered the chest and looked after it. Perseus had a good role model as he grew up to be a young man. One day Dictys's brother, who was the king there, fell in love with Danae.

"You leave my mother alone," insisted Perseus, clenching his fists for he knew what a cruel and evil man the king was.

What features can you find?





# The Challenge

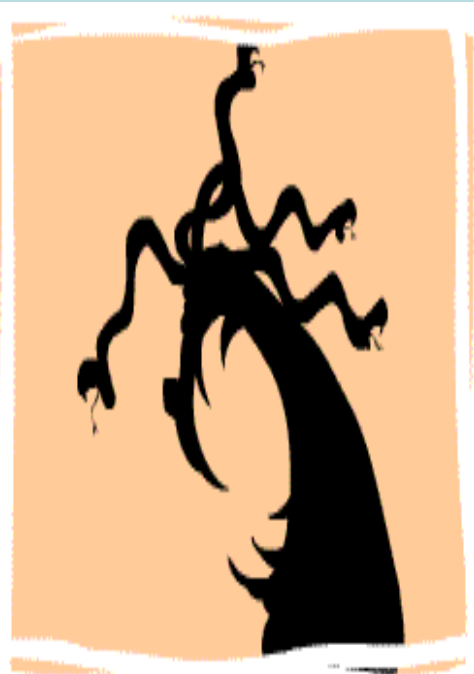
What features can you find?

Danae refused to marry the king but he would not leave her alone. He was trying to force her to marry him, by pretending to marry another woman. When Perseus turned up at the wedding without a wedding present, Polydectes scorned him for being a lazy good-for-nothing. Perseus reacted furiously, boasting that he could get anything in the world that the king wanted; the king demanded the head of a Gorgon. Perseus recoiled in horror, but accepted the challenge, impossible though it seemed. The king had succeeded in getting rid of Perseus. He thought Perseus would never return.



# The Gorgons

There were three Gorgons: Medusa, Stheno and Euryate. All had once been very beautiful women but unfortunately they had since been turned into hideous monsters with bronze wings, claw-like hands, tusks for teeth, and live snakes for hair. Anyone who looked into their eyes would be turned to stone forever.



**What features can you find?**

Perseus knew that he would probably die trying to get the Gorgon's head, but he had to try for his mother's sake. As he left the king, he was surprised by two figures suddenly appearing before him. It was Athena, Goddess of Wisdom, and Hermes, Messenger of the Gods.



They brought him five gifts from his father, Zeus, and advised him to travel north until he came to the sea, and then to seek help from the 3 sisters of the Gorgons. They disappeared again, and he looked at the gifts: a sharp sickle, a bright polished shield, a cap, a bag to hang from his shoulder, and winged sandals. Perseus was much happier now, especially when he found that the cap made him invisible and the sandals made him fly. With such help from the Gods he could not fail in his task.

**What features can you find?**

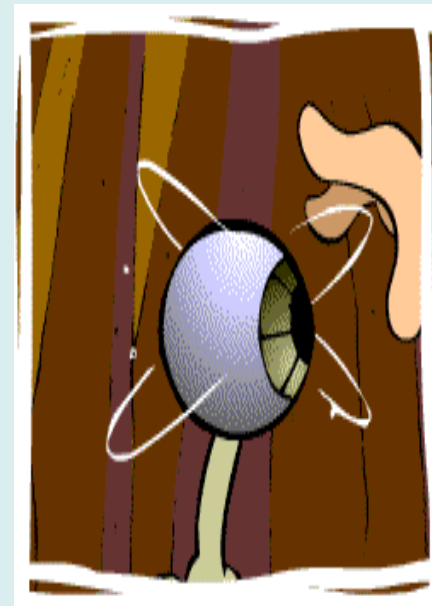


## **The Graeae (the 3 sisters of the Gorgans)**

Perseus flew north toward the sea. When he came to the shore of a dark, misty sea he did not know where to find the Gorgons. He saw the Graeae on the beach below and stopped to talk to them. They were old and very ugly with just one tooth and one eye to share between them. They were the only people who knew where to find the Gorgons, but they would not tell Perseus. He flew away, put on his cap, then hovered above them until they were passing the tooth and the eye between each other.

He flew down, snatched the tooth and eye, and threatened to throw them into the sea unless they gave him the information. They finally gave in so Perseus flew on toward the Gorgons.

**What features can you find?**



## The Gorgons' Lair

## What features can you find?

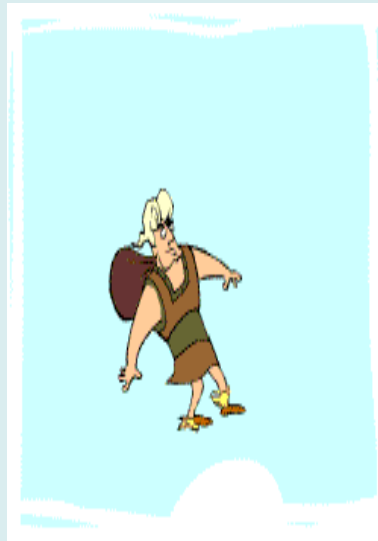
As Perseus entered the lair, he saw all around him figures of stone men and animals, all killed by one look into the Gorgon's eyes. He approached quietly and found the sisters asleep. He was able to look on them safely. The snakes were awake and were writhing and hissing at him. Fearing that they would wake and open their eyes, he used the bronze shield as a mirror and cut off the head of the nearest sister, Medusa. He grabbed her head, put it in his bag, and quickly flew off before the others could catch him.



# The Journey Home

As he flew past an island on the way back to Seriphos, Perseus saw a girl standing chained to a rock. He stopped to help her and found out that Poseidon had sent a sea monster to terrorise the islands as a punishment for Andromeda's mother boasting that her daughter was more beautiful than the sea nymphs. The only way to stop the monster was Andromeda's sacrifice. As Perseus prepared to rescue her, the monster appeared. He took the Gorgon's head out of the bag and held it behind him, facing the monster. It was immediately turned to stone. He took Andromeda back to Seriphos to be his wife.

What features  
can you find?



## The Banquet

When they arrived back at Seriphos, Perseus went straight to the palace. Polydectes was in the middle of a feast and obviously had not expected to see Perseus again. The king did not believe that he had managed to bring back the head of a Gorgon.



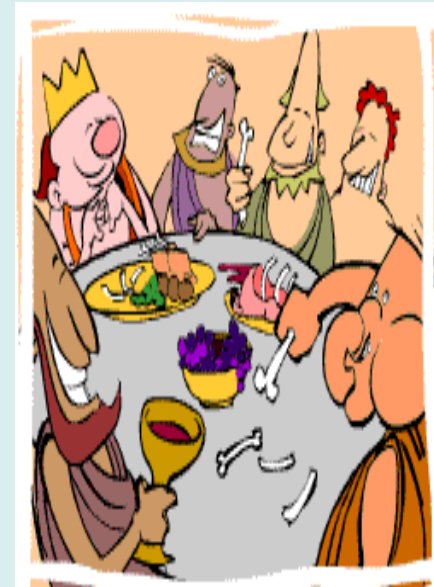
What features  
can you find?

Perseus took the head out of the bag and showed them. They all turned to stone. Danae was left in peace, as the king had not been able to force her to marry him. Perseus gave back the gifts of the gods and made Athena a present of the Gorgon's head, as thanks for her help.

Perseus and Andromeda had many children and became the great-grandparents of Heracles.



What features can you find?

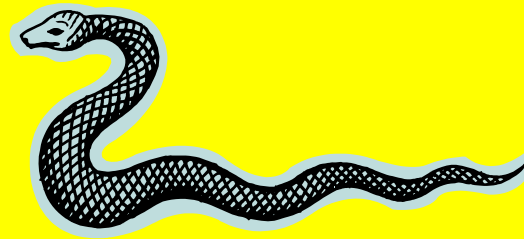


What features of myths did you find?



<https://www.youtube.com/watch?v=qbYkejgeAXc>

- Note down the words / phrases used to describe Medusa.



## Look at this description:

Medusa is a bad monster, she has killed lots of people. She has ugly snakes sticking out of her head. Her skins is green and her teeth are bad. She lives in a cave with her sisters. If you look into her eyes she will turn you to stone.

1. What do you think about this description?
2. How could you make it more powerful?
3. How could you make your reader scared of the Medusa?

# Improve this poor sentences in your books.

Can you use a simile / metaphor / personification / other

Medusa is a bad monster, she has killed lots of people.

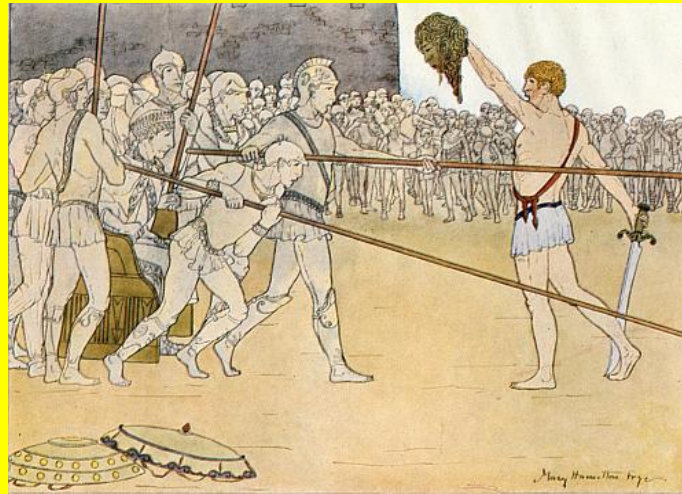
She has ugly snakes sticking out of her head.

Her skins is green and her teeth are bad.

She lives in a cave with her sisters.

**EXT: Write a descriptive paragraph of your own.**

EXT : Describe this picture.



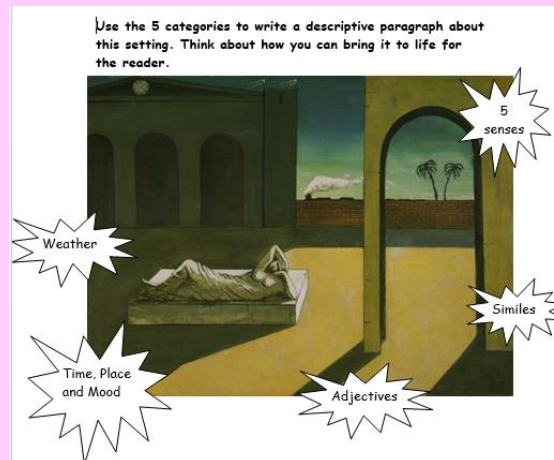
# Summer 2 – Writing – Year 6

## Lesson 2 - 3

Task:

Write your OWN Greek myth!

The following slides will help you.....



# Simple plan you can follow:

## I      An Ancient Greek Legend Planning Sheet (opening)

Think of a sentence to open your story to show this story took place a very long time ago:

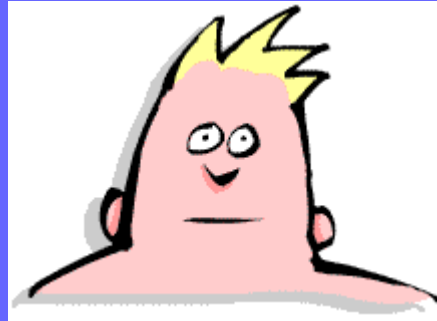
Introduce your hero and explain why they are so heroic:

King..... is sending your hero on a quest. What is it and why is he sending him?

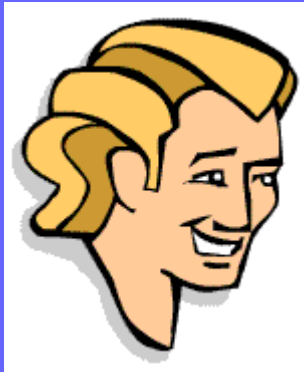
How is he going to get to his destination? Is anyone going with your hero?

What is the first problem your hero encounters on the journey? How is it sorted out?





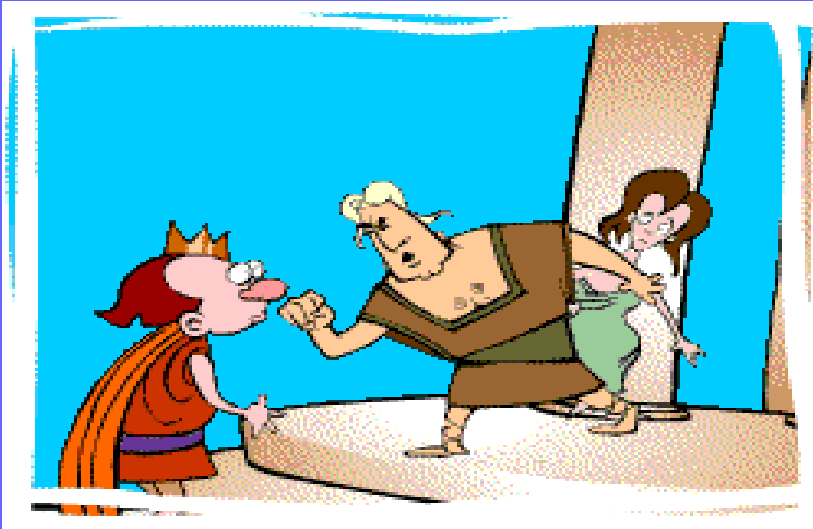
# What You Need To Write A Greek Myth



# The Opening

- Start your story by explaining how long ago it happened. (one sentence)
- Introduce your hero – tell us the name and a little bit about their life. (two sentences)
- Describe their heroic looks. (one sentence)
- EXPLAIN WHY THE HERO IS GOING ON THIS ADVENTURE. (2-3 sentences)

There will be **VILLAINS** to deal with.

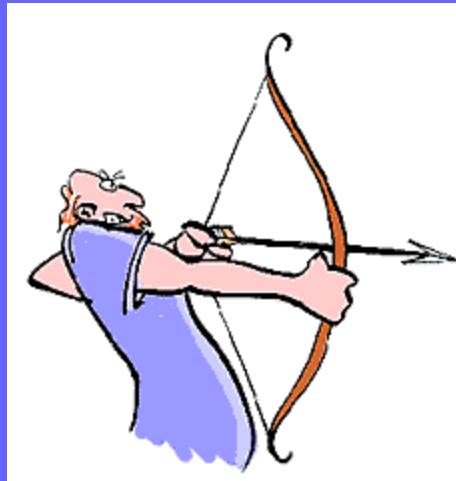
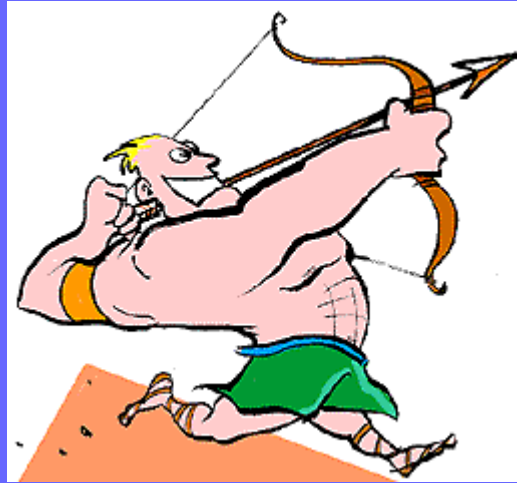


# Introducing the Villain

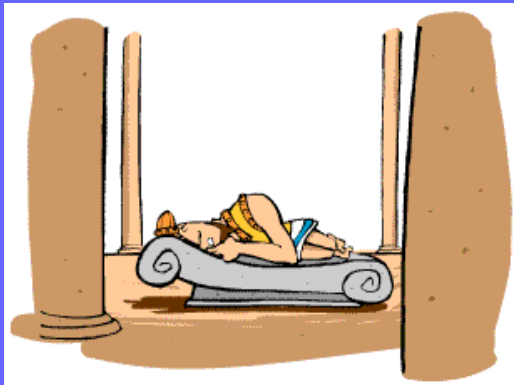
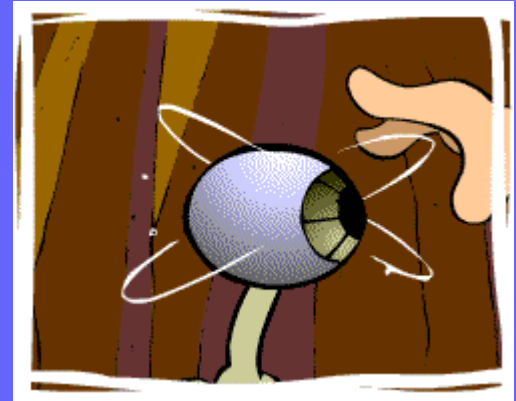
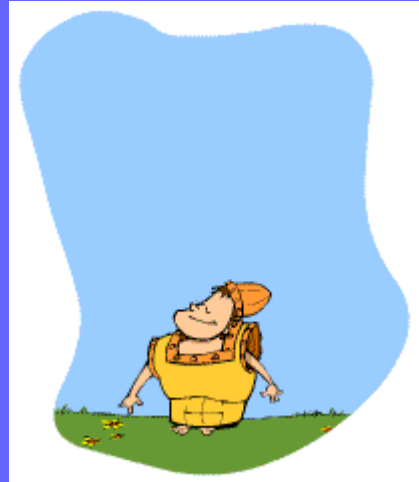
## – Build Up 1

- Villains are usually royal, powerful and jealous. What is your villain jealous of?
- Where is he sending your hero?
- Why does he want to get rid of the hero?
- What has the villain told the hero to do – make it very hard, if not impossible!
- How does the villain behave after the hero leaves – does he say something nasty?

# WEAPONS will be needed.



There will be things to FIND and  
people to HELP the hero.

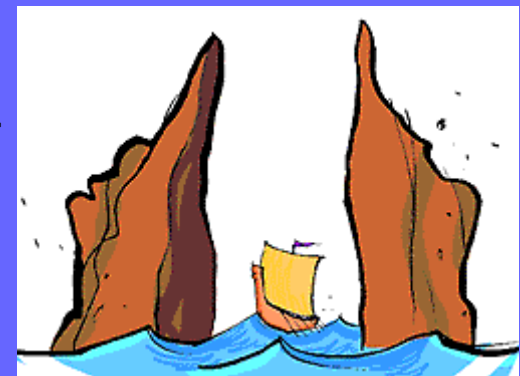
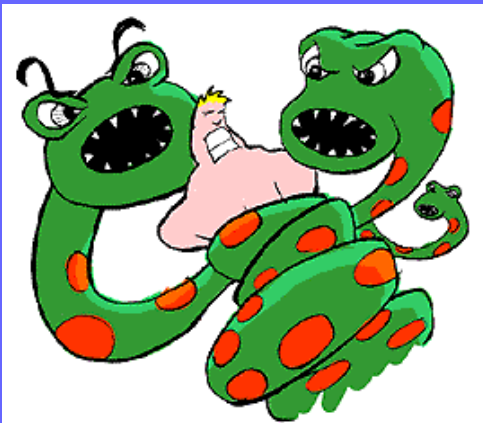
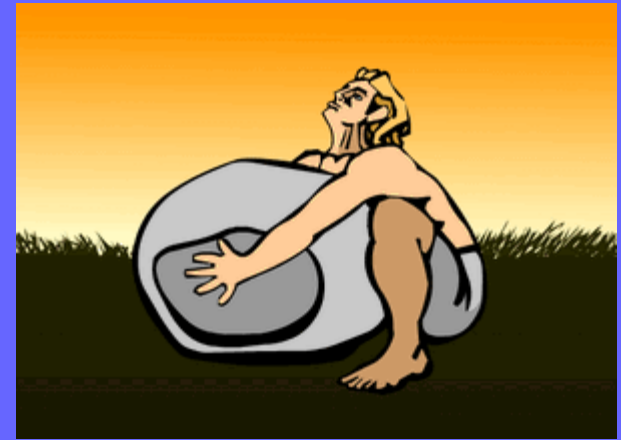
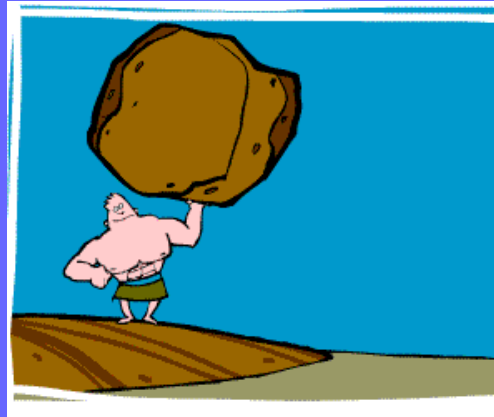




# Help Arrives – Build Up 2

- A god or goddess will help you're hero – but which one?
- How and where do they tell the hero that they will help?
- What do they give the hero – how does it work? How much can the hero use it?
- Any other helpful advice for the hero?

There will be BRAVE things to do.

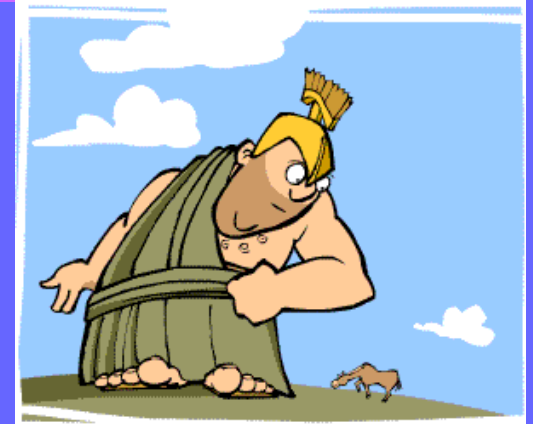
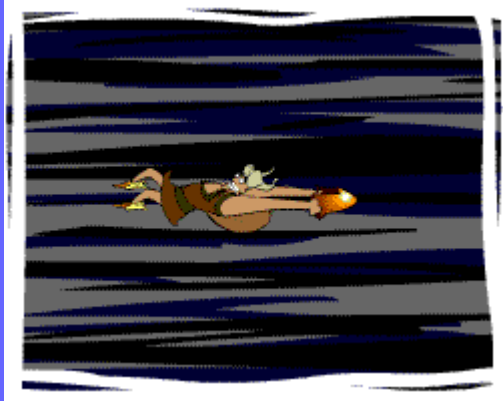


# The First Brave Action

## - Main Part 1

- On the journey the hero has to find something to help him on his way.
- What is it?
- Who has it?
- Do they want to give it to the hero?
- How does the hero get it?
- What problems does he have getting it?

# There will be DANGERS to face.



# There will be MONSTERS.



# The Main Action Part 2

- Our Hero arrives at the destination...
- What does he see around him?
- What does he hear coming towards him?
- Can he smell or feel anything unpleasant?
- How does he come face to face with the MONSTER?
- Describe the monster in all its foulness!



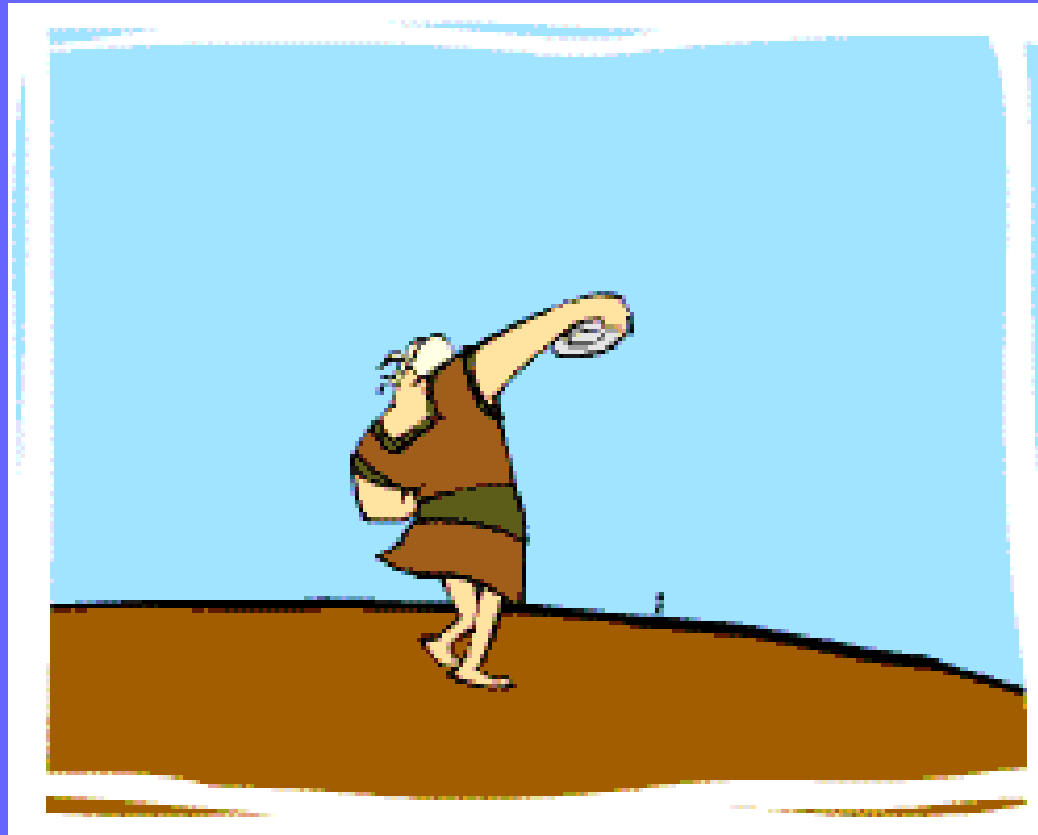
# The Main Action Part 2

- The monster attacks first – describe what it does?
- Our hero falls but.....what happens next?
- Our hero is fighting back .....How does his special gifts from the gods help?
- The monster attacks for a final time.....how does our hero defeat it?
- What amazing thing happens as the monster dies?

There should be a **HAPPY HERO**  
**ENDING** –but there may be a  
surprise, too!



But sometimes it doesn't work out  
**PERFECTLY!**



# The Return – the Resolution

- Don't waste time describing HOW the hero gets home – keep it short and sweet.
- Describe what is waiting for him when he gets home...what is the villain doing?
- What does the hero do to the villain?
- Are there any romantic reunions?
- Does the hero settle down to a quiet life....or is he off on another adventure?

# An Ancient Greek Myth

This story was written by a nine year old child.

Can you see how the story has been planned?

Can you identify the different parts of the story?

What do you think of the descriptive words used?

Long, long ago in Ancient Greece there was a strong and handsome soldier called Apollo. Apollo had a beautiful wife called Athena, who had been kidnapped by an old king called Minos. Apollo was devastated and vowed to rescue Athena. He knew that the king would have taken her to his palace in Crete but a monster called the Chimaera guarded this palace.

Chimaera - "K-eye-mera"

Crete - "Kreet"

The Chimaera was a ferocious monster with the head of a lion, the body of a goat and a long serpent as a tail. Many heroic men had travelled to his cave and tried to beat the Chimaera but had been burnt to death by his fiery flame breath. Although Apollo was a brave man, he did not know how to kill this enormous monster. His father told him to go to Mount Olympus and ask the great god Zeus for advice.

heroic - "hee-row-ic"

fiery - "f-eye-ree"

ferocious - "fee-row-shus"

enormous - "ee-nor-mus"

Apollo set off immediately and soon reached the great mountain, where the twelve gods lived. Apollo called for Zeus and begged for his advice. Zeus appeared before him and explained that although the Chimaera was fierce and strong, his heart was full of poisoned blood. If Apollo could pierce his heart, the blood would leak into his body and the monster would die an agonising death. Zeus then gave Apollo a shield to keep the Chimaera's flames away, a sharp sword to pierce the evil heart and a pair of shoes. These shoes were shoes of swiftness that made the wearer faster than the speed of light. Apollo thanked Zeus and set off on the long journey to Crete.



Apollo walked on dry roads, climbed high mountains and sailed the great seas. A huge storm rocked his ship from side to side. Poseidon was angry that Apollo had asked Zeus for help and not him. The water crashed onto the deck of the ship and all the crew clung to the ship, afraid that any minute they may be washed away. Apollo remembered his shoes. Perhaps he could fly to safety. Poseidon saw him escape and quelled the storm. He would deal with Apollo another day.

Poseidon - "Poss-eye-don"

Apollo flew like the wind until at last he reached the palace of King Minos. He entered the dark cave that was home to the Terrifying monster and could hear his blood-chilling roar.

Apollo crept through the slimy tunnels and edged closer to the evil monster's lair. When he was close enough to hear the serpents nasty hissing, he put on the shoes of swiftness and got his sword and shield ready. With a deep breath he ran towards the Chimaera with his sword in the air.

King Minos - "King My-nos"

## BAD EXAMPLE

Apollo saw the monster. It was scary and big. He was not afraid and he ran at the monster. The monster tried to bite him and grab him with its claws. He stuck his sword in the monster and killed it. The monster was dead.

# Year 6 - Lesson 2 - 3



## Task:

Write your OWN Greek myth!



Look these words up in a thesaurus. Find synonyms and use them in your own sentences below.



cloudy

dark

high

spikey

mysterious

Use the 5 categories to write a descriptive paragraph about this setting. Think about how you can bring it to life for the reader.



5 senses

Weather

Time, Place and Mood

Adjectives

Similes



# Summer 2 – Writing

## Lesson 4 - 5

### Task:

Write your OWN Celtic myth!

Research Celtic characters and legends.

Follow the scheme of work given for Lesson 1-2 to help you write your own CELTIC myth!

Please do not copy from the internet, as the teachers will be checking.....

1. The Opening

2. VILLAINS to deal with

3. Introducing the Villain - Build Up 1

4. WEAPONS will be needed.

5. There will be things to FIND and people to HELP the hero.

6. Help Arrives – Build Up 2

7. There will be BRAVE things to do.

---

8. The First Brave Action - Main Part 1

9. There will be DANGERS to face.

10. There will be MONSTERS.

11. The Main Action Part 2

12. There should be a HAPPY HERO ENDING – but there may be a surprise, too!

13. But sometimes it doesn't work out PERFECTLY!

14. The Return – the Resolution

# Simple plan you can adapt!

## I      An Ancient Greek Legend Planning Sheet (opening)

Think of a sentence to open your story to show this story took place a very long time ago:

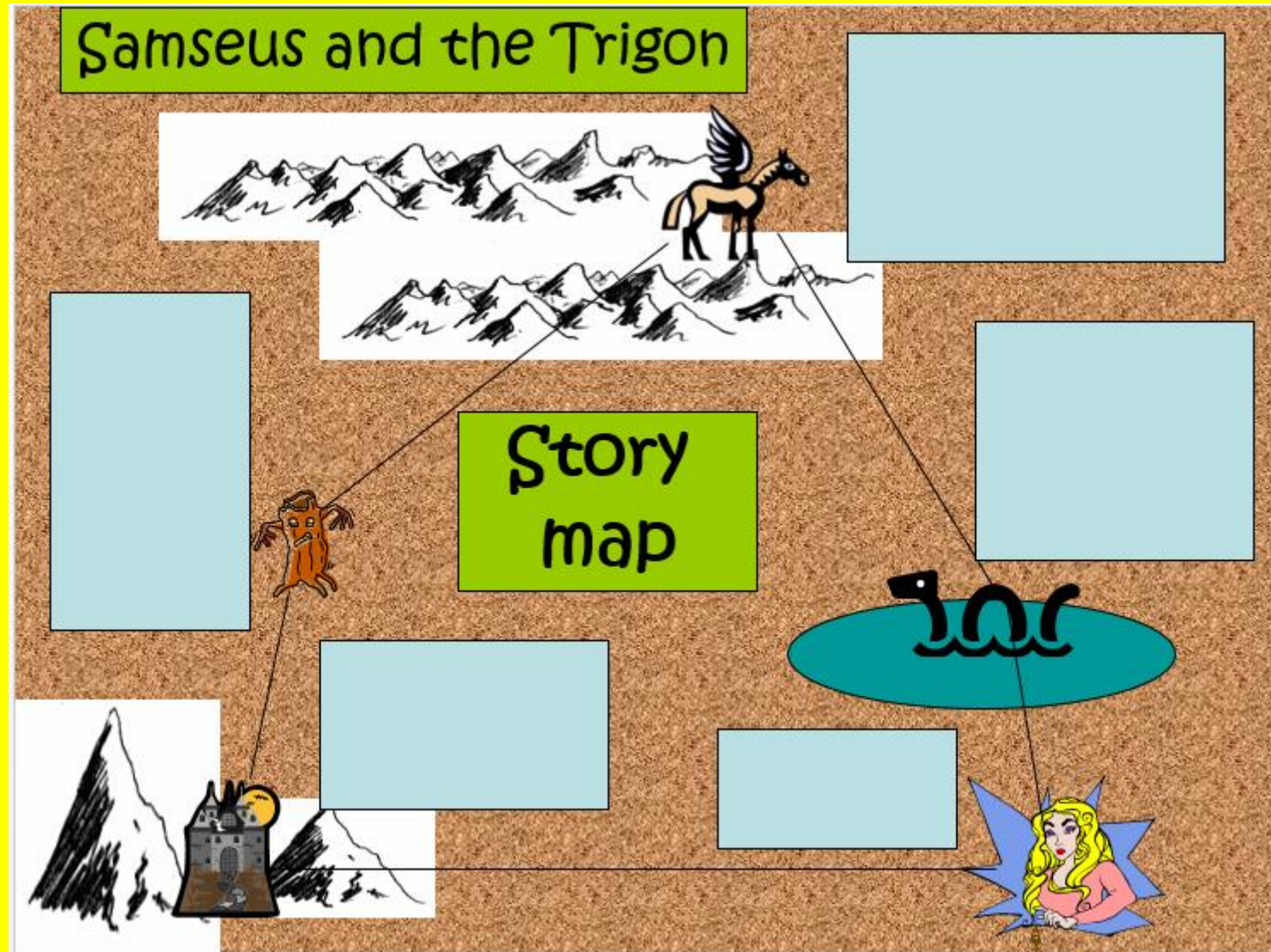
Introduce your hero and explain why they are so heroic:

King..... is sending your hero on a quest. What is it and why is he sending him?

How is he going to get to his destination? Is anyone going with your hero?

What is the first problem your hero encounters on the journey? How is it sorted out?

You could use a story map to help you plan...





# You could use a story mountain map to help you plan...

**Build up** - how does the problem begin and why? What needs to be created in the world?

**Climax** - problem What effect does this have on main character and on others? What happens between the characters?

**Resolution** - problem is solved What is the outcome of the confrontation? What comes to be in the world (Hurricane, flood?)



**Beginning** -  
Who is the  
Main character?  
What are they like? What is the  
world like at that time?

The next day	Later that morning	
After that	Meanwhile	Finally
At last	Suddenly	But
By this time	Since	Eventually
Ever since	As	At that moment

**Ending** - say how everyone feels and  
or look why things are as they are  
today

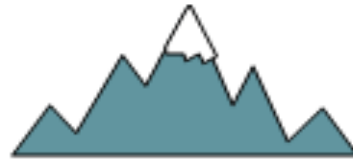
My Myth Title:

By:

# You could use a story mountain map to help you plan...here is another version.

**Problem** - What effect does this have on main character and on others?

What happens between the characters?



**Beginning and build up**

Who is the  
Main character?

What are they like? What is the  
world like at that time?

Character 1

Character 2

Setting

Special power or magical object

My Myth Title:

By:

**Ending** - say how everyone feels  
and or look why things are as they  
are today



# Summer 2 – Writing

## Lesson 4 - 5



### Task:

Write your OWN Celtic myth!

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