

Myths and Legends: Overview 7.1

Key Vocabulary	
1. Convention	Story elements such as characters, key events, and settings that are commonly found in a specific genre.
2. Naïve	A person showing a lack of experience, wisdom, or judgement.
3. Analysis	A detailed examination of the elements, language or structure of something.
4. Subvert	To behave contrary to an established belief or assumption for the purpose of being fresh and interesting.
5. Chariot	A two-wheeled vehicle pulled by horses, usually used for racing in ancient times.
6. Hubris	Excessive pride or self-confidence.
7. Nemesis	A god-given punishment or destruction, often for an act of hubris.
8. Enchanted	Placed under a spell or bewitched with magic.

Context of Greek Myths and Fairy-tales

1. Greek Myths	Greek myths are the stories of the gods and goddesses of ancient Greece , beginning in 700BCE. Many of these gods were adopted by the Romans , who changed their names and then absorbed the stories into their own culture. Many of these myths try to explain how the world was created and how the processes of nature came to be , before science had begun to explain the world. We know many of the Greek myths because of the writings of the Greek poets Hesiod and Homer , who wrote long poems known as Greek epic poems.
2. Fairy-tales	Fairytales are folk tales , often handed down through families from parents to children for generations through traditional storytelling. Hans Cristian Anderson and the Brothers Grimm travelled through Europe collecting these stories in the 19 th century.

Language techniques	
1. Verb	A word used to describe an action or state of being .
2. Adverb	A word used to describe a verb, adjective, or another adverb and often is used to show degree, manner, place, or time .
3. Adjective	A describing word used to describe a noun
4. Noun	A word used to identify a person, place or thing .
5. Simile	A figure of speech involving the comparison on one thing with another thing using like or as .
6. Metaphor	A figure of speech in which something is compared to be something else.
7. Personification	Giving human characteristics to something non-human .

Genre Conventions

1. Fairytales	Fairy tale castles, enchanted forests, woodland cottages, naïve children, princesses, princes, evil step-mothers, wolves
2. Greek Myths	Ancient Greece, Mount Olympus, Greek islands, ships, dungeons, mazes, caves, Gods, Goddesses, magical armour and weapons, monsters/mythical beasts, long journeys, impossible tasks, heroes
3. Heroes	Christian values, honourable, chivalrous, talented fighter and horse rider, overcomes challenges

Narrative arc

