

# Learning Organiser for English – Y7 Mythology

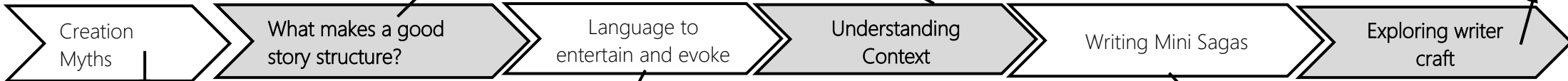


What am I going to learn?

5 stages of Aristotle's plot structure

How do myths reveal and celebrate culture and tradition?

Showing what we understand about how writers use language and structure to create impact.



What is the purpose of a myth? What are the common features of creation myths?

What language devices make a story exciting or evocative?

Transforming and extending sections of myths to show our creativity.

## Creation Myths

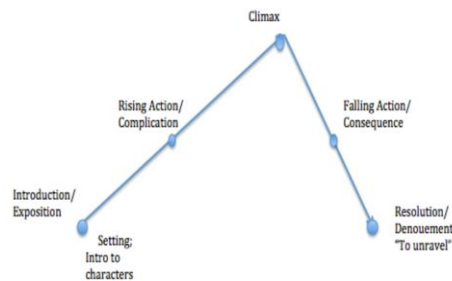
Throughout history, people have told different stories about **how the world was created**.

Many parts of the **world still have different explanations for how the world was created**.

Creation Myths should:

1. **teach us a moral** or show us how to act.
2. have **memorable characters**. They typically contain Heroes and Villains.
3. **explain** to us the **purpose** or plan behind something, eg; why nature is the way it is.
4. Use **language** to help us imagine **extraordinary** and **exciting** worlds.

## 5 Stages of Aristotle's Plot Structure

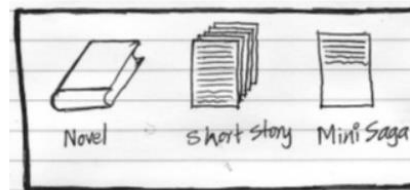


- Exposition:** the background; the setting.
- Inciting Incident:** The moment that starts the action.
- Rising Action:** What happens after the inciting incident leading towards the climax.
- Climax:** The point at which the main character in the story will succeed or fail.
- Falling Action/Denouement:** The consequences of the outcome of the climax.

## What is a Mini-Saga?

A mini-saga is a story (or part of a story) told in exactly 50 words.

This means you have to think really carefully about what to include and what to edit out!



### SUCCESS CRITERIA:

- ✓ Write a mythological monster saga in 50 words or less.
- ✓ Use relative clauses- that, which, who, whose, when, whom.
- ✓ Use interesting adjectives and vocabulary.
- ✓ Use simile.

## Key Vocabulary to Learn

**Creation** – something that has been built, produced or made.

**Forethought** – considering the near future, before you act!

**Malevolent** – causing or wanting to cause harm or evil.

**Hubris** – to have excessive pride in yourself.

**Avaricious** – an extremely strong desire to gain money or possessions.

**Banishment** – sending someone/something away. Refusing to allow them/it to return.

**Redemption** – improving your morals and behaviour through self-reflection.

**Unyielding** – being unwilling to change.

**Tradition** – beliefs or ways of thinking that have existed for a very long time.