

Story Cards

Myths & Legends

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About the series

Story Cards is an exciting and innovative series of books and cards aimed at developing and enriching the storytelling and story-writing skills of children at Key Stages 1 and 2.

There are two books and card packs for Key Stage 1:

Traditional tales

Fantasy

and four books and card packs for Key Stage 2:

Myths and legends

Science fiction

Fantasy

Traditional tales

Each book and accompanying card pack aims to:

- support teachers by providing a wealth of interesting ideas for storytelling and story-writing lessons;
- reduce teachers' preparation time through the provision of differentiated activities and photocopiable resources;
- stimulate children's interest and enjoyment in storytelling and story writing;
- develop children's speaking and writing skills through stimulating and purposeful activities that are fun to do.

About each book and card pack

There is one book and an accompanying pack of cards for each story genre (see above) at Key Stages 1 and 2.

Each book contains:

- background information about the writing genre;
- detailed lesson plans for using the cards to develop storytelling and story-writing skills;
- exemplar stories that are differentiated;
- differentiated planning sheets;
- further activities – a wealth of further ideas for using the cards for additional writing tasks as well as speaking and listening games and activities.

Each lesson plan includes differentiated tasks to take into account children of differing ability levels –

thereby enabling all the children to work towards the intended learning objectives.

In Key Stage 2, the story cards are divided into six categories and these vary for each different story genre. For example, in the *Myths and legends* pack they are:

- hero
- quest
- companion
- item
- setting
- enemy

Each category consists of six cards. For example, the enemy cards in the *Myths and legends* pack feature a one-eyed giant, a many-headed beast, a troll, a huge serpent, a dragon and an evil knight.

Thus by selecting just one card from each of the six categories, a complete story outline is created. By varying the cards used, a different outline can be created each time. The idea of giving the hero a companion and a special item to take on his quest is partly traditional but also, importantly, it allows the children to be more imaginative with their stories.

How to use the book and card pack

It is recommended that teachers follow the lesson plans first, in order, from Lesson 1 to Lesson 5. This ensures that the cards are introduced to the children in a structured way and that the teacher achieves confidence in using them as a basis for lesson planning.

After the lessons have been carried out, the children will have gained valuable knowledge about the particular writing genre as well as greater confidence in storytelling and writing. To extend the life of the cards, the children can be encouraged to create their own cards to add to each category – or even make up their own complete set of cards to keep themselves.

The tasks in the further activities section can be used to extend and follow up the lessons. These activities are fun to do and will encourage the children to develop their speaking, listening and language skills.

About this book

This book forms part of the *Myths and Legends Story Cards* pack. It explains how to use the story cards for storytelling and story-writing activities. The pack is intended for use with children at Key Stage 2. The lesson plans and activities contained in this book are adaptable enough to be used with children across the key stage because suggestions for manageable differentiation are included.

The lesson plans

The book contains five lesson plans. It is suggested that the lessons are followed in order because their intention is to introduce the children to the myths and legends genre and then encourage them to write their own.

Each lesson plan contains:

- **Learning objectives**
This outlines the learning objectives for the lesson.
- **Resources**
This lists the resources needed to carry out the lesson.
- **What to do**
This outlines the lesson in detail.
- **Ideas for differentiation**
This gives suggestions for how the teacher might differentiate the main task in the lesson.
- **Plenary**
This provides suggestions for the plenary session at the end of the lesson.

Exemplar texts

There are three exemplar stories provided in the book:

- Text 1 – Jason and the Golden Fleece (this is only part of the much longer story)
- Text 2 – Rona and the Legend of the Moon
- Text 3 – Prince Ivan and the Firebird

The texts have been illustrated, making them suitable for the children to read and enjoy. These can be enlarged using an OHP or photocopied for individual use. Text 3 is an example of a 'poor' piece of writing that the children are encouraged to improve.

Comic strip versions of Texts 1 and 2 have also been provided in order to provide differentiation. You can choose to use these in different ways:

- to support less able children by providing them with a version they can read themselves;
- to use in future lessons to encourage the children to write their own comic strip versions of their own story or other well-known stories;

- to demonstrate how stories can be shortened and still retain meaning;
- to use as a model for a playscript;
- to provide ideas for creating picture-book versions of the story.

'Jason and the Golden Fleece' is a traditional Greek story, 'Rona and the Legend of the Moon' is from New Zealand and 'Prince Ivan and the Firebird' is of Russian origin.

Planning sheets

At the back of the book there are three planning sheets that are used as part of the lessons. They are the same sheet differentiated for three levels of ability.

Further activities

This section of the book contains ideas for the teacher to use the story cards in many different ways and suggests ideas for developing the lesson plans further.

It contains:

- 10 minute speaking and listening activities – a collection of exciting ideas for using the story cards in a variety of games and activities;
- notes about storytelling;
- notes about drama;
- arts and crafts ideas;
- geography ideas;
- extended writing activities.

Story cards

The story cards consist of:

<u>Hero</u>	<u>Setting</u>
young boy	island
knight	mountains
son of a god	forest
young girl	ancient city
prince	wilderness/desert
warrior	ruined temple

<u>Enemy</u>	<u>Quest</u>
one-eyed giant	save something
troll	rescue someone
huge serpent	defeat evil/monster
many-headed beast	gain courage
dragon	gain knowledge
evil knight	deliver something/someone safely

Jason and the Golden Fleece

Long, long ago Aeson, the King of Thebes, was removed from the throne by his evil but powerful brother, Pelias. Aeson and his family were sent to live far away. However, Aeson had a son who was called Jason, and Jason promised that one day he would return the throne of Thebes to its rightful owner, and his father would again become king.



As the years passed, Jason grew into a brave young man and one day he set off for Thebes to reclaim the kingdom for his father. When Pelias heard that Jason had returned, instead of immediately having him killed, he set him a challenge which he was sure Jason would not be able to fulfil.

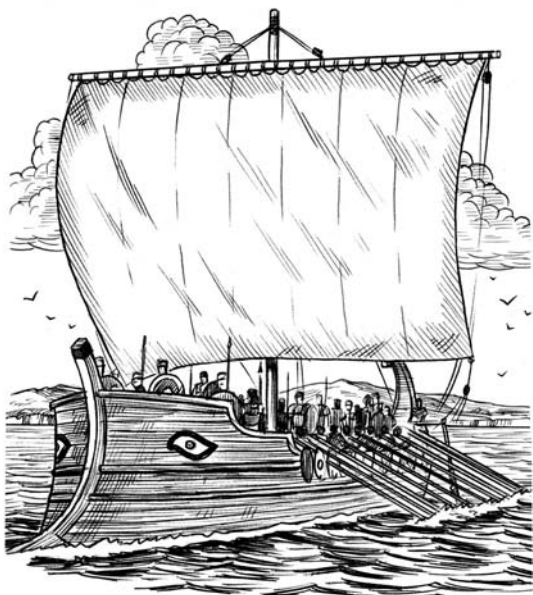
"I'll give up the crown to this land if you can prove you are worthy of it," he said.

Jason was wary of his uncle, but eager to see his father become the rightful king again. "Anything," he said. "I will do anything to return my father to his throne."

"I set you the task of finding the famous Golden Fleece and returning it to me. If you can do this then I will surrender the throne and Aeson will rule this land once more."

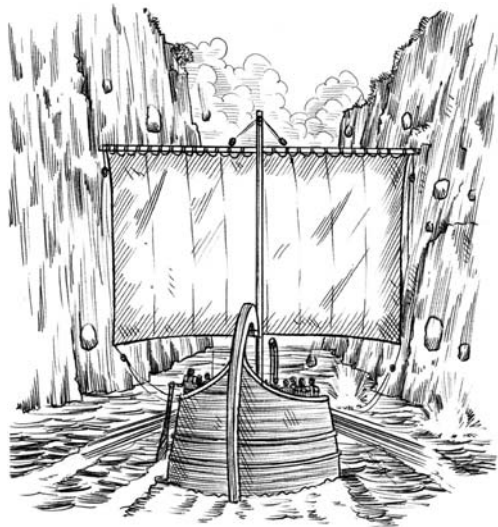
"I accept the challenge," said Jason. "I will return with the Golden Fleece and then my father will once again be king of his beloved Thebes."

As Jason walked away, Pelias smiled. He knew how many had tried to capture the Golden Fleece from King Aietes. None had survived. The Golden Fleece was kept in a sacred grove, protected by a fire-breathing dragon.



Quickly, Jason began to plan his journey. He went to Argus, a skilled carpenter. "Build me the finest ship that has ever sailed," Jason commanded. Argus set to work and built the best ship he had ever crafted. Jason named it Argo which means 'swift'.

While Argus worked, Jason gathered together many great warriors and asked them to accompany him on his journey. He called them his Argonauts. Among them was Heracles, who had great strength, Lynceus, whose eyes could see further than anyone, Tiphys, who could read the stars to navigate their way and Orpheus, whose great talent was playing the lyre.



They set sail. Lynceus scanned the horizon and saw the Golden Fleece lying in a beautiful olive grove in a distant land. He showed Jason the direction they must take. They sailed for many days and nights. During darkness, when Lynceus could no longer see their path across the ocean, Tiphys took over and, using the stars for guidance, directed the ship onwards.

One day, as they sailed close to land, the sky darkened. Soon they came upon two huge walls of rock known as the Clashing Cliffs.

“Go round,” Jason shouted as showers of rock fell crashing all around them into the sea.

“No!” Lynceus called out above the booming, thunderous noise. “We must go through. That is where our true path lies! The sacred grove lies on an island which can only be reached by passing through this dangerous place!”

“We won’t survive. We’ll be crushed by the rocks!” many of the warriors shouted as the sea boiled with chunks of falling rock.

But Jason was calmly watching the seabirds. “See,” he said, pointing at the wheeling birds. “The gulls know when it is safe to pass through. If we watch and follow them we will pass through safely.”

The strong warriors gripped their oars tightly and watched. As the cliffs crashed together then pulled apart briefly, Jason shouted, “Go!” They heaved with all their strength and the ship surged forward. Rocks broke away from the cliffs and tumbled down all around them into the sea. They were almost through when a huge wave swept against the ship and held it back. The Clashing Cliffs began to move together again. Heracles ran to stand in the ship’s stern. As the cliffs came together, Heracles pushed with all his strength against the huge slabs of rock. “Heave!” Jason shouted to the oarsmen. The ship shuddered but slipped forward through the churning waves. They were safe.

Eventually, Jason and his Argonauts landed on the island where the Golden Fleece was. They went to the king and Jason told him his story.

“Of course you can have my fleece,” said the king with a sly smile. “If you can complete three tasks for me, then the Golden Fleece is yours.”

“What are these tasks?” Jason asked.

