



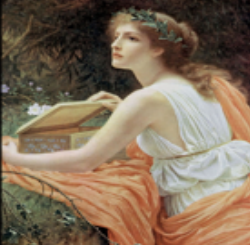
YEAR 7 AUTUMN TERM KNOWLEDGE ORGANISER:

FIRE STARTERS

GREEK MYTHOLOGY, FAIRY TALES AND LEGENDS

MYTHS involve gods, goddesses or other religious figures. They are fictional and tell us stories about creation.

LEGENDS are based on true events but have some fictional (untrue) elements to the tale.

Myth	Plot Summary	Legend	Plot Summary
Prometheus 	- Prometheus was a Titan God. - He created man from earth, blood and clay. - Prometheus and Zeus opposed each other. Zeus tortured Prometheus by driving a spike through his chest and sent an eagle to feed on his liver. - One trick included Zeus eating a pile of bones. As punishment, Zeus took fire from mankind, which left them cold and in the dark. - Prometheus secretly climbed Mount Olympus to steal the fire. He gave it to the humans. Zeus swore his revenge.	King Arthur: The Sword in the Stone 	- Merlin, the wizard, told the Archbishop that a new king was needed for England. - All of the knights were ordered to come to London. - When they arrived at the church, the Archbishop showed the knights a stone with a sword stuck in the middle of it. It read: 'Only the king can take the sword from the stone.' - Every knight tried to pull out the sword but none were successful. - Only a young boy, named Arthur, was able to pull out the sword. He became king.
Pandora's Jar 	- The story of Pandora follows Prometheus' stealing of the fire. - Zeus vowed to have his revenge on Prometheus and mankind. His revenge was Pandora. - He asked the Gods and Goddesses to create the first woman: Pandora. She was given as a gift to Prometheus' brother, Epimetheus. - Pandora became curious of the jar (sometimes described as a box) and opened it. - When Pandora opened the jar (box), evil, hard work and diseases were placed on mankind. Only Hope remained inside.	King Arthur: The Lady of the Lake 	- During a battle with a knight, King Arthur's sword, Excalibur, broke in two. - Merlin took King Arthur to be treated for his battle wounds. - They stopped at a lake. The Lady of the Lake appeared and returned Excalibur to King Arthur if he promised a gift to her in the future. King Arthur accepted. - Years passed and the Lady of the Lake appeared at King Arthur's castle. She asked for another knight's head (Sir Balin) as her gift. Sir Balin found out. He cut the Lady of the Lake's head off instead!

FAIRY TALES are fictional stories, involving magic and supernatural elements, aimed to teach children moral lessons.

Fairy Tale	Plot Summary	Fairy Tale	Plot Summary
The Little Mermaid 	- The Little Mermaid witnessed a shipwreck and saved the prince onboard. - Wishing to join the mortal (human) world, she made a deal with the sea-witch to swap her voice for human legs. - The Little Mermaid met the prince on land. He did not remember her or realise that she saved him from the shipwreck. Instead, he married a princess. - Upset, the Little Mermaid vowed to kill the prince and his bride. However, hundreds of heavenly beings persuaded her not to and to join them as a daughter of the air. - She agreed. The purpose of the daughters of the air is to watch over mortal children's behaviour. After 300 years, they will float to heaven.	Cinderella 	- Cinderella's stepmother and stepsisters were cruel to her: they treated her like a slave. They wouldn't allow Cinderella to go to the king's three-day festival. - Cinderella asked the magic tree at her mother's grave to help her. Birds from the tree gave her dresses and slippers to wear. - At the festival, the prince would only dance with Cinderella. Each night, Cinderella would run away. On the third night, one of slippers became stuck in the carpet. - The prince searched for the owner of the slipper. - Her stepsisters tried to trick the prince by getting their feet to fit the shoe: the eldest stepsister cut off her toe while her other stepsister cut off her heel. The tricks did not work. - Cinderella tried the shoe and it fit. - On Cinderella and the prince's wedding day, birds plucked the stepsisters' eyes out as a punishment for their wickedness.



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GREEK MYTHOLOGY, FAIRY TALES AND LEGENDS

Key Symbols

Fire



Pandora's Jar



Water



Big Ideas

Creation

Bringing something into existence; the creation of the universe by a God.



Influence

To have an effect on someone or something; the power to shape something or someone.



Fate

Events that are destined to happen, often regarded (thought of) as predetermined by a supernatural power and outside a person's control.



Morality

Social standards for good or bad behaviour and character.

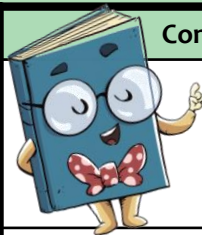


Power

The ability or capacity to do something or act in a particular way; the ability to influence the behaviour of others or events.



Context – Myths, legends and fairy tales teach their readers moral messages.



Moral Message: A message or lesson a story teaches the reader. For example, in the story of The Boy who Cried Wolf, the story teaches the reader to always tell the truth; otherwise, people won't believe you when it matters.

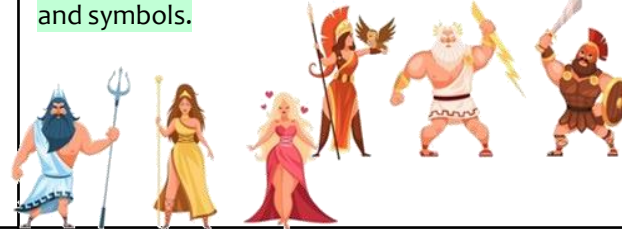
Classical Literature: The literature of ancient Greece and Rome (1200 BC – 455 AD).

These tales were spoken aloud and recited from memory, then written onto papyrus scroll many years later. We still have fragments of original scrolls today.

Writers attempted to make the universe understandable to us, as humans. Greek mythology includes stories that tell us how the world was created and the nature of the universe.



Greek Gods and Goddesses: Greek mythology includes stories that tell us how the world was created and the nature of the universe, which were based around the Titans and Olympians (Greek Gods) who were said to live on Mount Olympus – the highest mountain in Greece. Each God is associated with particular stories, powers and symbols.



Twisted Fairy Tales: The original versions of popular fairy tales were much darker than today's versions. Originating in European folk stories, often designed to be parables with a moral twist: they featured painful punishments, sadistic parents and children being devoured by wild beasts – hardly the stuff of bedtime stories. Instead, they were as much warnings for children to behave themselves as anything else – discipline instilled through fear.



The Original Sin: The belief that when Adam and Eve disobeyed God, they 'fell' from perfection and brought evil into a perfect world.

God told Adam that he could do anything he wanted, except eat the fruit of the tree of the knowledge of good and evil.

Eve was tricked by the serpent into eating the forbidden fruit. She gave some of the fruit to Adam and he ate it too. Adam and Eve realised that they were naked and hid in shame. God banished them from the Garden of Eden into the harsh world outside and death entered the world.



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TECHNICAL ACCURACY & KEY DEVICES

'FOUR FOR MORE'-THE 4-PART SUCCESS STORY

Part

Key Features

SETTING



- Introduce your story by focusing on the **setting**
- Describe the **weather** / environment / surroundings / objects / décor
- **DEVICES:** Personification / pathetic fallacy / symbolism / prepositions / foreshadowing

CHARACTER



- Describe your **character(s)** within your setting
- One or two characters – keep it minimal
- Craft their actions / behaviour to reflect their personality and emotions
- **DEVICES:** Sensory language / similes / metaphors / minimal dialogue

FLASHBACK



- Include a flashback to teach the reader something about your character and / or their world
- Begin this section with a trigger
- This memory should contrast your character's current situation
- **DEVICES:** Sensory language / juxtaposition / light imagery / similes / metaphors / symbolism

RETURN TO THE SCENE



- Begin this section with a trigger that forces your character back to their current world
- Offer a glimpse of change / a subtle change to end your story
- Return to something that you described in your opening paragraph to create a cyclical structure
- **DEVICES:** Sensory language / personification / pathetic fallacy / symbolism / cyclical structure

Device / Feature

Simile

Comparing something to something else: 'as', 'like'



Metaphor

Describing something by stating it is something else



Symbolism

Objects, colours, sounds, places



Sensory language

Five senses



Personification

Giving living qualities to something non-human



Show Not Tell

Describing a character through their actions and facial expressions



Tenses

PAST

Something that has already happened
Had / went / said / walked

PRESENT

Something that is currently happening
Have / go / say / walk

FUTURE

Something that will happen
Will have / will go / will say / will walk

Common Homophones



The ^a There
They're

Your ^a You're

Its ^a It's

Which ^a Witch

Word Classes

Adjective

Describes a noun or pronoun.

Blue / young / powerful



Adverb

How, when or where something happens.

Furiously / yesterday / here



Preposition

Where something is; the time, direction or cause of something.

On / under / above



Pronoun

Words that replace nouns or noun phrases.

She / he / they



Noun

Person, place, thing, idea or state of being.

Manchester / cat / love



Verb

An action or state of being.

Jump / write / be



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TECHNICAL ACCURACY & KEY DEVICES

Sentences are created by using different types of clauses

Main clause

A main clause contains one subject and one verb. It has one main idea and it forms a complete sentence (it makes sense on its own).



Subordinate clause

A subordinate clause adds extra information to a sentence and does not function as a complete sentence (it does not make sense on its own). It depends on the main clause to make sense and is usually separated by a comma.



Sentence Structure

Example

Simple sentence: one main clause



The prisoner escaped.

Compound sentence: two main clauses linked with a connective / conjunction



The prisoner escaped and he never returned.

Complex sentence: one or two main clauses with embedded dependent / subordinate clauses



The prisoner escaped despite the elaborate security system.

2A/3A: use two or three adjectives



The road was long, empty and bewildering.

Fronted adverbial: begin your sentence with an adverb



Quickly, he leapt over the wall.

As / When / Although: use any of these words at the beginning of your sentence to introduce a subordinate clause



Although sweat trickled down her face, she continued to climb.

Punctuation

Capital Letters

- Start of a sentence
- Proper nouns: names of places, people or things
- The pronoun 'I'
- Months and days of the week



Commas

- Separate three or more items in a list
- After a fronted adverbial
- Before and after a subordinate clause (like brackets)
- After subordinate clauses and phrases that begin a sentence
- Separate question tags
- Separate direct speech from non-speech
- Before and after a relative clause



Apostrophes

- To show that letters are missing in a word
- To show possession



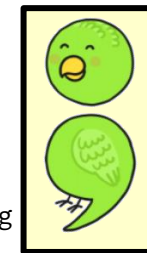
Full Stops

- To end a sentence



Semicolons

- Separate two main clauses that are closely connected to each other but could stand alone as two separate sentences
- To replace a coordinating conjunction
- To break up a list using longer phrases to signal which items are together



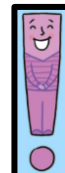
Colons

- At the end of a clause to elaborate / give more details
- At the end of a clause to give an explanation
- At the end of a clause to show an answer



Exclamation Mark

- To show strong feelings
- To show a raised voice



Question Mark

- After a direct question



Speech Marks

- Around direct speech (after the punctuation)

