



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

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.

Pandora's Jar

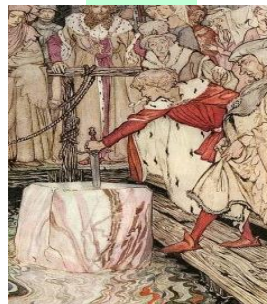


- The story of Pandora follows Prometheus' stealing of the fire.
- Zeus vowed to have his revenge on Prometheus and mankind. His revenge was Pandora.
- He asked the Gods and Goddesses to create the first woman: Pandora. She was given as a gift to Prometheus' brother, Epimetheus.
- Pandora became curious 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.

Legend

Plot Summary

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.

King Arthur: The Lady of the Lake



- During a battle with a knight, King Arthur's sword, Excalibur, breaks in two.
- Merlin takes King Arthur to be treated for his battle wounds.
- They stop at a lake. The Lady of the Lake appears and returns Excalibur to King Arthur if he promises a gift to her in the future. King Arthur accepts.
- Years pass and the Lady of the Lake appears at King Arthur's castle. She asks for another knight's head (Sir Balin) as her gift.
- Sir Balin finds out. He cuts 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

The Little Mermaid



- On her fifteenth birthday, the Little Mermaid is allowed to sit on the rocks at moonlight to watch the ships as they sail by.
- The Little Mermaid witnesses a shipwreck and saves the prince onboard. However, he does not remember her.
- Wishing to join the mortal (human) world, she makes a deal with the sea-witch to swap her voice for human legs.
- The Little Mermaid meets the prince on land. However, he does not realise that she saved him from the shipwreck. He marries a princess.
- Upset, the Little Mermaid vows to kill the prince and his bride. Before she can kill them, hundreds of beautiful transparent beings persuade her to let go of her anger and join them as a daughter of the air.
- The Little Mermaid agrees. The daughters of the air watch over mortal children's behaviour. After 300 years, they will float to heaven.



YEAR 7 AUTUMN TERM KNOWLEDGE ORGANISER:

FIRE STARTERS

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.

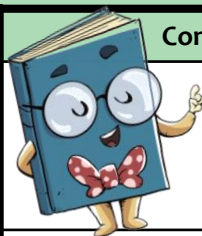


Power

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.

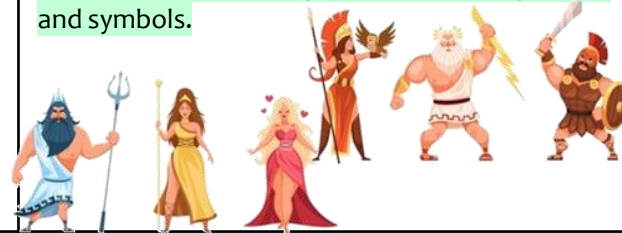
Classical Literature: The literature of ancient Greece and Rome (1200 BC – 455 AD).

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.







YEAR 7 AUTUMN TERM KNOWLEDGE ORGANISER: FIRE STARTERS

TECHNICAL ACCURACY & KEY DEVICES





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

Part	Key Features
SETTING 	<ul style="list-style-type: none"> Introduce your story by focusing on the setting Describe the weather / environment / surroundings / objects / décor DEVICES: Personification / pathetic fallacy / symbolism / prepositions / foreshadowing
CHARACTER 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> 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 







Punctuation

Capital Letters <ul style="list-style-type: none"> Start of a sentence Proper nouns: names of places, people or things The pronoun 'I' Months and days of the week 	Commas <ul style="list-style-type: none"> Separating 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 
Apostrophes <ul style="list-style-type: none"> To show that letters are missing in a word To show possession 	Full Stops To end a sentence 



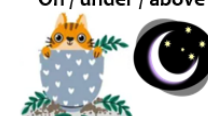



Tenses

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  e They're 
Your  You're 
Its  It's 

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 
---	---	---	--	--	---

Which  Witch 
