

# Year 7 – OUR JOURNEY – KNOWLEDGE ORGANISER – FIRE STARTERS: HOW HAS MYTHOLOGY INFLUENCED OUR LITERARY JOURNEY?

## What is the purpose of this topic?

I will explore how myths have influenced literature, our understanding of our world and our journey as readers and writers.

I will focus on the origins of storytelling, with particular focus on themes of power, conflict, fate, alienation and redemption.

I will study the classical Greek tales of Prometheus and Pandora by Hesiod, as well as The Little Mermaid by Hans Christian Andersen and The Lady of the Lake by Sir Thomas Malory.

I will be inspired by literary conventions and language to create my own mythological tale.

## Questions to ask yourself:

- Which texts (novels, short stories, plays, poems, tales, films etc.) have inspired and influenced me?
- Which BIG IDEAS have I found in texts that have inspired and influenced me?
- Which classical and/or famous texts / writers am I familiar with?
- What makes these texts / writers stand the test of time?
- What is the moral message within the texts we are studying this term?

## English Subject Terminology

No.	Term	Definition
1	Antagonist	A person who actively opposes or is hostile to someone or something; and adversary.
2	Atmosphere	The way a writer uses setting, objects, thoughts, or characters to create emotion, mood or experiences for the reader.
3	Character	A person, animal, being or creature in a story.
4	Classical literature	The literature of ancient Greece and Rome.
5	Connotation	The idea, feeling or abstract meaning that a word invokes/creates for the reader.
6	Convention	The features or characteristics that texts use to help the reader understand its genre.
7	Denotation	The literal meaning of a word that is found in a dictionary.
8	Flashback	A scene in a text that is set in a time earlier than the main story.
9	Imagery	Visually descriptive or figurative language. E.G. Symbolism, similes, metaphors etc.
10	Infer	A conclusion reached from supporting evidence and 'reading between the lines'.
11	Moral message	A message or lesson given to the reader by the story.
12	Protagonist	The main character who drives the story forward.
13	Return to the scene	Returning to the main story after a flashback.
14	Setting	The time and place in which the story takes place in a piece of literature. Setting can establish the mood or atmosphere of a scene or story.
15	Symbolism	The use of symbols to express ideas or qualities. E.G. Objects, colours, sounds and places that represent something.

## BIG IDEAS

No.	Term	Definition
1	Alienation	The state of being/experiencing feelings of isolation or estrangement (no longer friendly).
2	Conflict	A serious disagreement, argument, or state of opposition.
3	Creation	Bringing something into existence, particularly the creation of the universe by a God.
4	Fate	Events that are destined to happen, often regarded (thought of) as predetermined by a supernatural power and outside a person's control.
5	Immortality	The ability to live forever; eternal life.
6	Influence	To have an effect on someone or something; the power to shape something or someone.
7	Justice	Fair and reasonable behaviour or treatment.
8	Morality	Social standards for good or bad behaviour and character.
9	Mortality	The state of being subject to death. E.G. Humans are mortal.
10	Power	The ability or capacity to do something or act in a particular way; the ability to influence the behaviour of others or events.
11	Redemption	The action of saving or being saved from sin, error or evil.
12	Sacrifice	The act of slaughtering or surrendering something as an offering to a deity / Godly figure; to give up something valued for the sake of others.
13	Sin	An immoral act considered to be a transgression against divine (Godly) law.
14	The Divine	Of or like a God; godly; godlike; angelic.
15	Transgression	An act that goes against a law, rule or code of conduct; an offence.