

MYTHS

YEAR 2 ENGLISH LESSON 1
MONDAY 22ND JUNE 2020

WALT: CREATE CHARACTERS FOR OUR STORY.

- Do you remember what a myth is?
- What are the features of a myth?

Today you will create your hero and villain.

Success criteria:

Create two new opposite characters

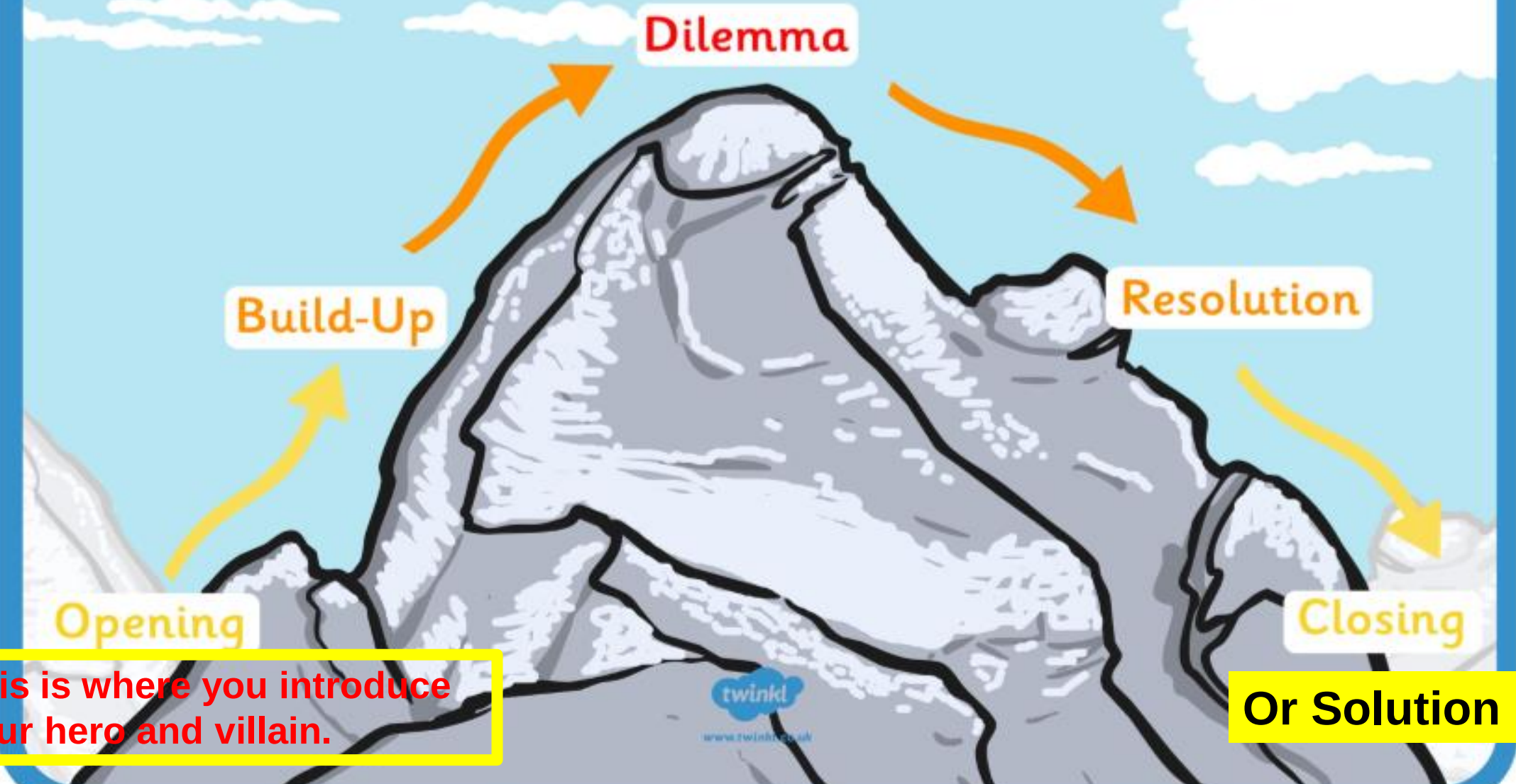
Think about their personality (inside) and appearance (outside)

Use description and pictures.

FEATURES OF MYTHS

- A hero
- A mythical creature (or 2)
- A suitable setting
- A magical object
- A problem that needs to be solved
- A struggle leading to a heroic victory

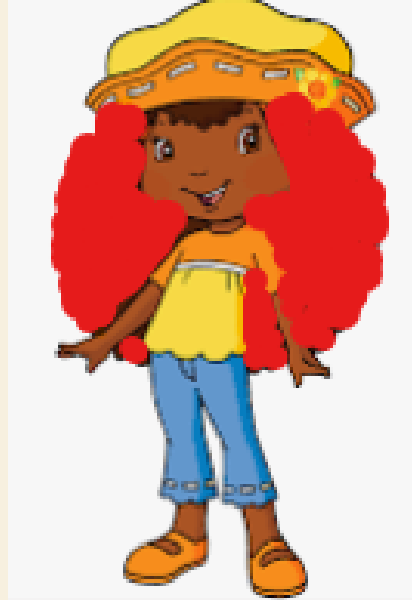
Story Mountain



EXAMPLE: HERO- DIJA

Personality (Inside)

- ❖ Brave
- ❖ Happy
- ❖ Clever
- ❖ Strong
- ❖ Courageous
- ❖ Independent
- ❖ Caring

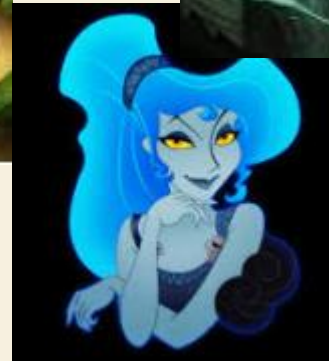


Appearance (Outside)

- ❖ Red hair
- ❖ Twinkling eyes
- ❖ Petite
- ❖ Fit
- ❖ Young
- ❖ Smart looking

TASK: Create your two new characters for your story. Draw them and describe their appearance and their personality.

Remember appearance is what you can see and personality will describe the inside, what you can't see. Below are some examples of characters. You can make your villain as ghastly as you want.



MYTHS

YEAR 2 ENGLISH LESSON 2
TUESDAY 23RD JUNE 2020

WALT: CREATE AN OBJECT USING INTERESTING DESCRIPTION.

Today you create an object your hero will use to help the hero overthrow the villain.

Success criteria:

- Draw your object
- Use descriptive language
- Think of an interesting object
- Think about how will it be used?

Story Mountain

Dilemma

Build-Up

Resolution

Your object will be used here to help solve the problem.

Opening

You could tell me about your object here.

Closing

Or Solution

EXAMPLE: OBJECT- STONE

❖ Object- Stone

❖ Description- Small
Smooth
Ordinary
Lucky
Radiant

❖ Power- Power to hypnotise the person or animal it is used on.

❖ How it will be used- Lift into air to catch the enemy's attention, let them be dazzled and entranced by it, then chant your spell.



TASK: Draw your own object to use in your story. Describe your object. Below are some examples to help you.

Remember to include these features.

- ❖ Object-
- ❖ Description-
- ❖ Power-
- ❖ How it will be used-



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YEAR 2 ENGLISH LESSON 3
WEDNESDAY 24TH JUNE 2020

WALT: CREATE A SETTING.

Today you will choose where your story will take place.

Success criteria:

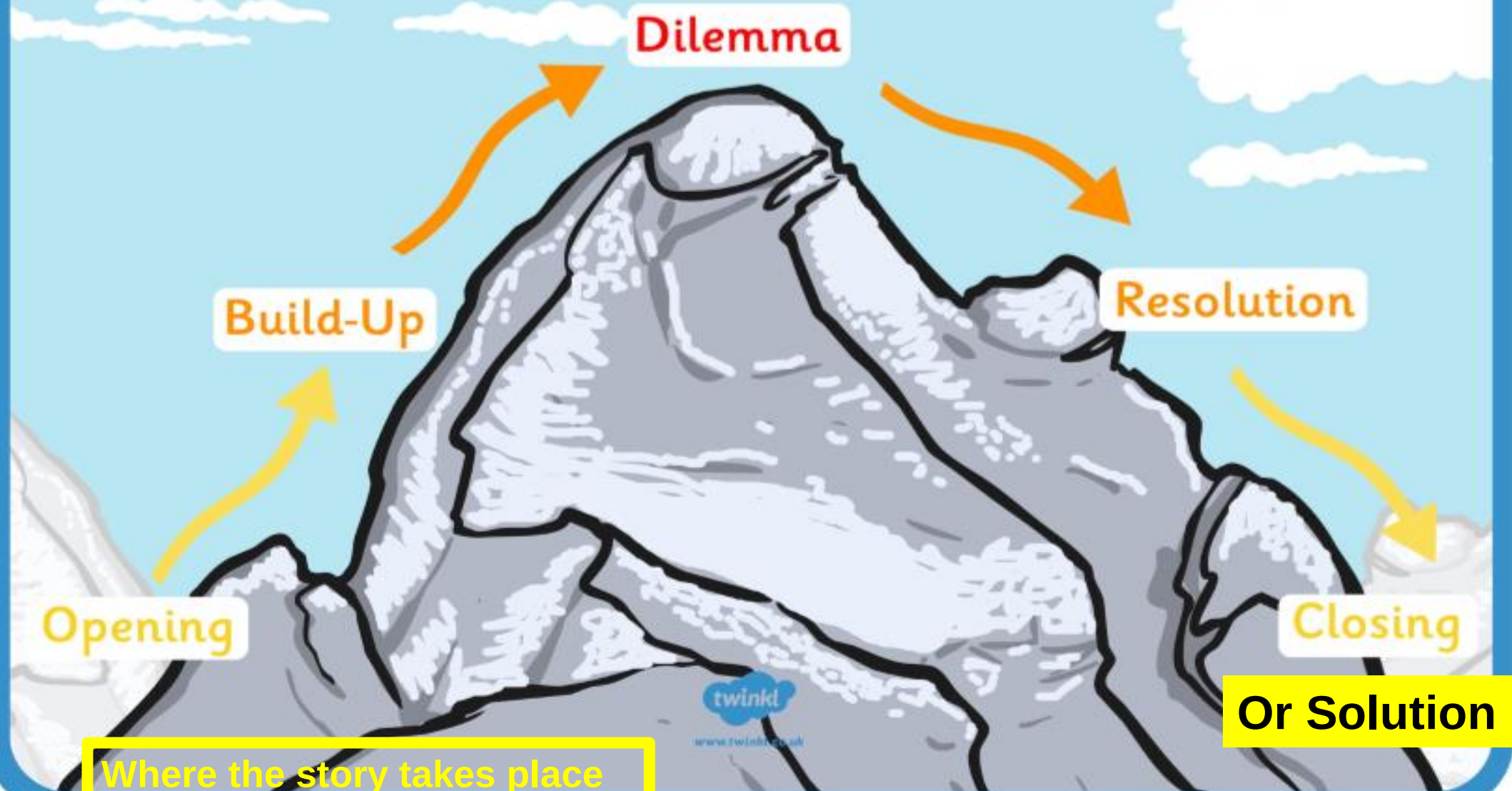
Decide your settings

Draw your settings

Describe your settings

1 setting for your hero character and 2nd setting for your villain.

Story Mountain



EXAMPLE: DIJA'S VILLAGE/ BARO'S VOLCANO

Picture



Adjectives

Large
Greenery
Peaceful
Beautiful
Spacious
Chirping
Ancient

Sentence

The ancient, quiet village, where the birds chirp happily.



Smoky
Rumbling
Rocky
Dangerous
Hot, molten lava
Unusual eruptions

Unusual eruptions of hot, molten lava seep through the cracks of the rocky volcano. It rumbles and shakes as it spews cloudy smoke every so often.

TASK: Create your own settings. One for your hero and one for your villain.

Remember to include a drawing, a list of words for your description and finally a sentence or two using your descriptive words.

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YEAR 2 ENGLISH LESSON 4
THURSDAY 25TH JUNE 2020

WALT: INNOVATE A STORY

Today you will innovate the story of 'The girl and the 12 headed Falcon'.

Success criteria:

Include the characters, objects and settings from previous lessons.

Edit from the original story and add your new features.

Example:

The girl and the 12 headed Falcon

Replace village with your new setting

Your new hero add description too.

Long ago in a small ~~village of a remote~~ country, a young, brave girl with flowing curly hair; hair as red as fire, liked being in the forest, **foraging** for berries. Her name was ~~Dija~~. She always kept a ~~special stone~~ inside the pocket of her dress as she felt it was lucky and gave her good fortune. **New special object**

Or his

Setting for villain

Beyond the village not too far away was a ~~volcano~~, which sometimes rumbled and grumbled and let out hot steam, almost like a warning for outsiders not to come near. A ~~fierce falcon~~ with 12 heads lived there by himself, **shielded** away from men for he knew he was the enemy. When he swooped down in to the village everyone would **scurry** inside afraid for their lives. He would grab the cattle such as sheep and goats and take them back to his burning home. He was **infamous** for his stealing and his **piercing** screech. His screech would echo across the village. Loud and **ear splitting**. He was known as Baro, which meant 12 in the language of the villagers. **New villain and add description**

One day Dija was in the forest admiring the strange and beautiful animals, when the top of the volcano let out a slow hiss, a **vapour** of white mist escaped. She started to hurry home but suddenly a dark shadow appeared above her, it got bigger and bigger and before she knew it, she was dangling in between the talons of Baro! He was taking her away, she felt cold and screamed as loudly as she could for help!

Continued

Within moments, she landed with a thump on the sharp rocks of the volcano ground, Baro glared at her with all his 12 pairs of eyes. He licked his lips and hissed at her and **rustled** his wings. His heads were lowered and he was heading towards her, ready to pluck at her! Suddenly her pocket felt heavy and she remembered her stone, the one she always kept with her. Immediately she took it out and held it above her head. She couldn't believe her eyes, the stone **radiated** a **luminous** green, it **dazzled** Baro and he stood as still as a statue. He was hypnotised!

This was her chance to escape, but before she ran she said in a low, calm voice; "You shall not enter any village and steal and scare the villagers" She repeated it three times, before she dropped her hands, stuffed the stone back into her pocket and ran as fast as she could, all the way back to the village. The villagers gathered to hear her story filled with worry as they thought something bad had happened to her. They were all extremely happy to see her again. She told them what had happened and to this day, Baro had never been seen or heard again!

The End.

TASK: Edit original story to include the changes you have innovated throughout the week.

Use the Example on page 19 to help you, if you are unsure.

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YEAR 2 ENGLISH LESSON 5
FRIDAY 26TH JUNE 2020

WALT: DEVELOP OUR INNOVATIVE STORY.

Today you will read and act out your new story.

Success criteria:

Know your story

Act out all or parts of your story

Be loud and clear.

TASK: Retell and act out your innovative story with as much detail as you can. This is the checklist your family can use to evaluate your storytelling.

Did I...
use a clear voice?
use movement or gesture?
consider the speed of my delivery?
suit the tone and intonation of my voice to the meaning of the words?
use different voices for different characters?
speak confidently?
make eye-contact with my audience?