

The Myth-Maker's Workshop: Crafting Legends

Learning objective: To analyse the structural features of myths and legends and apply them to create an original character archetype.

In this creative task, you will act as a 'Myth-Maker'. Look at the archetypes below and select two to combine into a new, original legendary hero. You must justify your choices using the vocabulary provided to ensure your character fits the traditional style of a myth.

Word bank: supernatural · feat · courageous · mortal · hubris · quest · formidable · cunning · divine · treacherous

1. Select two archetypes from this list: The Wise Elder, The Cunning Trickster, The Reluctant Warrior, or The Nature Guardian. Describe your new character and explain why their personality makes them perfect for a challenging quest. (4 marks)

2. Every legendary hero needs a 'fatal flaw' or 'hubris'. If your character is incredibly strong, what is their weakness? Explain how this weakness might make their journey more difficult. (3 marks)

3. Define a 'feat' that your hero must accomplish. Why is this task considered 'formidable' by the other mortals in the story? (3 marks)

4. Compare and contrast a myth with a historical account. Why do you think ancient civilisations used myths to explain natural phenomena instead of scientific facts? (4 marks)

5. Justify your answer: If your hero encountered a 'treacherous' path, would they rely on 'cunning' or raw power to succeed? Why? (3 marks)

6. What might happen if your hero failed their quest? Describe the consequence for their world in one paragraph using at least two words from the word bank. (3 marks)

Draw: Draw your legendary hero in their natural environment. Include one 'supernatural' item or companion they carry with them on their journey.



Extension challenge: Write a short opening paragraph (no more than 100 words) for a new myth featuring your character. Use a 'hook' to grab the reader's attention and establish the setting immediately.