Year 4 Myths and Legends Flashcards

Learning objective: To understand the key features of myths and legends, including traditional storytelling elements and character archetypes.

Use these flashcards to test your knowledge of myths and legends. Read the front, guess the answer, and then check your response against the answer provided after the pipe symbol.

What is a Myth?

A traditional story, often involving gods or supernatural beings, created to explain natural events or the origins of the world.

What is a Legend?

A story from the past that is believed to be based on real people or events, but which has been exaggerated over time.

Who is the Protagonist?

The main character in a story, often the hero who faces the biggest challenges.

Who is the Antagonist?

The character or force that opposes the main character and creates conflict in the story.

What is a 'Quest'?

A long and difficult journey taken by a hero to achieve a specific goal or find a special object.

What does 'Supernatural' mean in stories?

Something that cannot be explained by science or nature, often involving magic, monsters, or gods.

What is a Moral in a story?

A lesson about right and wrong that the story is trying to teach the reader.

What is an 'Archetype'?

A typical example of a certain person or thing, such as the 'wise mentor' or the 'brave warrior'.

Why are myths 'Cultural'?

They reflect the beliefs, values, and history of the specific group of people who first told them.

What is 'Exaggeration' in legends?

Making events or characters seem much bigger, stronger, or more important than they likely were in real life.

Give an example of a common setting in a myth.

Ancient mountains, magical forests, the deep ocean, or the home of the gods.

Why did people tell myths long ago?

To help explain things they did not understand, like why the sun rises or why storms happen.