

Myths and Legends Mastery

Learning objective: To identify and define key characteristics of myths and legends, and understand their role in traditional storytelling.

Use these flashcards to test your knowledge of storytelling genres. Read the front of the card, try to remember the definition, then check your answer on the back.

Myth

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

Legend

A story passed down through generations that is believed to be based on real historical people or events, though it is often exaggerated over time.

Oral Tradition

The way stories, history, and customs were shared by word of mouth before they were written down in books.

Supernatural

Events or beings that cannot be explained by science or the laws of nature, such as magic, monsters, or gods.

Heroic Quest

A journey or challenge undertaken by the main character to achieve a specific goal, often involving overcoming great obstacles.

Protagonist

The leading character or the 'hero' of a story who drives the plot forward.

Moral

The lesson to be learned from a story, usually teaching the listener about right and wrong behaviour.

Fable

A short story that features animals with human traits and is specifically written to teach a moral lesson.

Setting

The time and place where a myth or legend takes place, which helps create the atmosphere of the story.

Culture

The ideas, customs, and social behaviour of a particular group of people which are reflected in their myths and legends.

Exaggeration

Making a character's strength, size, or deeds seem much larger or more impressive than they would be in real life.

Antagonist

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