

# 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 behavior.

## 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 behavior 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.