

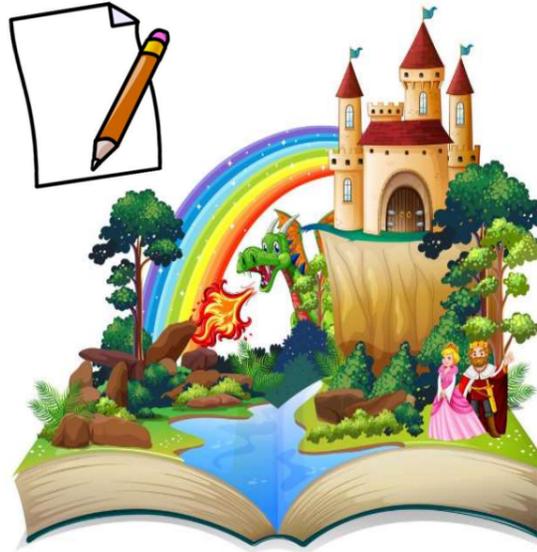


# Writing Traditional Tales

## KNOWLEDGE ORGANISER



### Overview



#### Traditional Narratives

- Traditional Tales include myths, legends, fables and fairy tales. They are often old stories that have been passed down cultures orally (through word of mouth).
- All cultures around the world have their own traditional tales. They were used to pass on traditional knowledge or share cultural beliefs.
- Traditional Tales often have similar character types (e.g. hero, princess) settings (e.g. forests, castles) and plot ideas (e.g. good vs. evil or wise vs. foolish).
- They are often based on quests, journeys or a series of trials and challenges. They use rich vocabulary and strong imagery. Many use a repeated or local language style.

### Language – What words and techniques should I use?

Use description to help the reader to imagine what you are writing about. You can do this by carefully using:

**Nouns** (things): e.g. rather than 'horse', be more exact, 'foal' or 'steed.'

**Adjectives** (describing words): e.g. rather than the big castle, the 'huge castle.'

**Verbs** (actions): e.g. rather than 'ran', you could use 'sprinted' or 'jogged.'

**Expanded Noun Phrases**: e.g. 'The fierce, fire-breathing dragon' or 'the tiny, timid mouse.'

**Similes, Metaphors and Onomatopoeia** should be used when appropriate, for effect.

**Long, flowing sentences** can be used to describe things. **Short, snappy sentences** move the action along.



**Punctuation** should be used for effect and to make things clear. You should use these punctuation marks accurately.

<b>Full Stop</b> At the end of a sentence	<b>Comma</b> To separate items in a series	<b>Question Mark</b> To show that it is a question	<b>Exclamation</b> After an exclamation	<b>Apostrophe</b> To show when a letter or a number has been left out
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Use dialogue to help you to move the action on.



Show when a character is talking by using inverted commas around the words that are spoken. Use other punctuation within the inverted commas.

**Sentence Openers**: In a magical faraway land... Suddenly...  
The next day... Without warning... Long ago...

**Conjunctions**: Use a range of coordinating conjunctions (e.g. and, or, but) and subordinating conjunctions (e.g. when, if, because) to link your sentences and ideas together.

**Fronted Adverbials**: When the adverbial word or phrase (acting as an adverb) is moved to the beginning of the sentence, e.g. 'helplessly, I watched him disappear into the...'

#### Word Mat

adventure danger awful chilling magical weird  
bellowed boomed staggered shrieked roared  
angrily furiously hopelessly carefully lazily  
enchanted majestic grand vast terrifying fierce  
desperate selfish considerate courageous

### Content – What am I writing about?

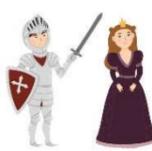
#### Myths

- Myths are stories that tried to give people reasons for things that happen in the natural world.
- For example, Greeks would explain thunder and lightning by saying that Zeus (the God of the Sky) was angry. Myths formed around this.
- Myths are often based on Gods, demi-Gods, supernatural humans and monsters. Myths are not normally based on fact. The plot is often based on a long journey: the hero must overcome many challenges (a quest of a series of trials leading to the goal).



#### Legends

- Legends often contain some facts from history that have been exaggerated. An example is King Arthur, who was a real brave king, but legends grew about him fighting dragons!
- Legends often include characters like heroes, knights, princesses, monsters, witches and wizards.
- Legends often share messages from the culture, e.g. bravery of hero wins, selfishness of villain is punished.
- Legends are often based in settings such as forests and castles, with the hero being set a quest.



#### Fairy Tales

- Fairy Tales were originally created to entertain children and adults. Even though they were not real, they gave important messages (e.g. about where it is safe to go/ who it is safe to trust, etc.).
- The hero or heroine is often looking for something (e.g. home, love) and dreams are often fulfilled with a little magic. They are almost always long ago ('once upon a time') in faraway lands. 'Fairytale endings' (where everything turns out well) are common, but sometimes the endings are much darker with a sad ending.



#### Fables

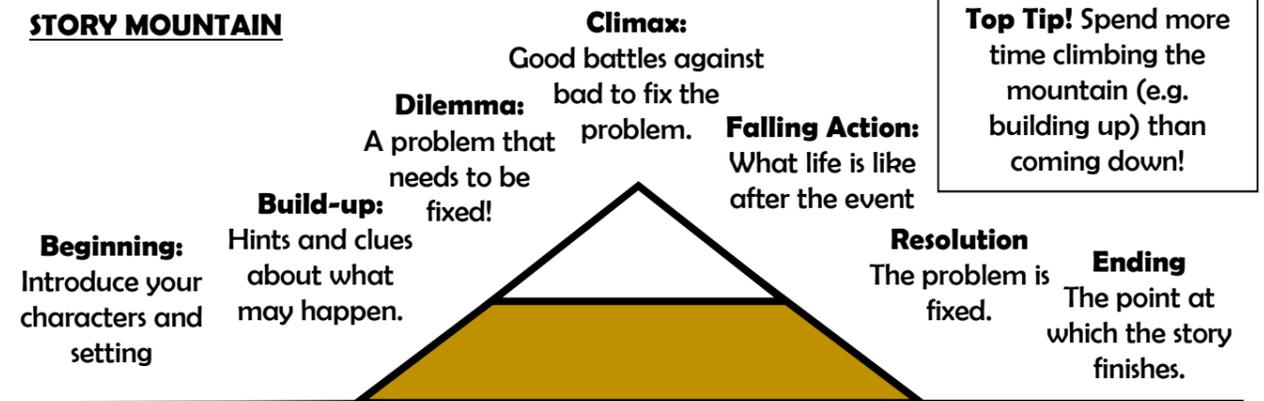
- Fables try to teach the reader a lesson about life. e.g. The Tortoise and the Hare ('slow and steady wins the race.')
- Often (but not always) the characters are animals. They often take on human qualities (e.g. being lazy, being kind or being selfish).
- The main characters are often used to give the fable its title (e.g. The Ant and the Elephant).
- The moral is shown in what the characters do or say, so action and dialogue move the story on (the other story types described here would contain more description).



### Structure – How do I set my writing out?

Your story needs a title. Titles should have keywords that give the reader more information about the most important thing, character or idea in the story. They should also attract your target reader.

#### STORY MOUNTAIN



**Top Tip!** Spend more time climbing the mountain (e.g. building up) than coming down!

Traditional tales often end with a revelation/unexpected twist, which helps to explain an earlier detail.

### Important Vocabulary

Traditional

Orally

Tradition

Culture

Stock Character

Myth

Legend

Dilemma

Resolution

Fable