INTRODUCTION

Stella Caldwell brings us a collation of World Mythology for readers aged 9+ in a unique artistic celebration. This is the perfect reference book for students to learn more about world cultures and the history behind them with one unifying theme.

In the activities below, you will touch many stories written and illustrated in *The Amazing Book of World Mythology*; these activities are designed to focus on comprehension skills, compare and contast mythological stories in the book, identify themes and discuss them with your class.

ABOUT THE BOOK

The Amazing Book of World Mythology features retellings of myths, brought to life in an engaging style by illustrators from around the world. All the myths are brought to life by Stella Caldwell's engaging and immersive storytelling. Each myth is illustrated by an artist from the culture where the story takes place.

POINTS FOR TEACHERS

Age group: Upper Key Stage 2 (ages 9-11)

Key themes:

- History of storytelling
- Myths from different cultures

Curriculum skills:

- Comprehension, inferring characters' feelings, thought and motives from their actions
- Identifying and discussing themes
- Elements of plot
- Comparing and contrasting stories







ACTIVITY 1 - JOURNEYS AND OUESTS

Many myths are about journeys and quests because they make very exciting stories. The main character receives a 'call to adventure' and gets drawn into an unfamiliar world. Sometimes there are surprises, sometimes dangers, and usually they make some friends along the way. By the end, they've usually grown stronger, wiser or more understanding of themselves or others.

Choose a character from any story in Chapter 3, which is all about Journeys and Quests.

Write a travel blog from the perspective of the main character. If you can't get the whole adventure in, you can choose a part of one.

Here are some tips and prompts:

- Get inside the mind of your character what is your character like, and what is your life like? What motivates you to go on the journey, what are you hoping for?
- What happens while you are on your journey? What sights and sounds do you experience? How do you feel? Do you face any dangers, or overcome any monsters, and what is the experience of that like?
- Who do you meet along the way, and what is your relationship with them like? Does it change over time?
- What do you learn along the way? Have you changed as a person, and how does that feel?



ACTIVITY 2 - MYTHICAL CREATURES AND MONSTERS

Myths are full of monsters and creatures that blur the line between magic and reality. Some reflect our deepest fears, or wildest wishes, and some mirror human strengths or flaws.

The fire breathing cockatrice from medieval legends is a horrifying blend of different animals, while in Japan the shapeshifting nue can transform itself into a black cloud.

Using your full imagination, create your own mythical creature, writing a detailed description.

Think about:

- What country/culture it has come from, and where does it live? E.g. In the forest, the sea, the sky, the underworld
- · What period of time it is from way in the past or way in the future
- What makes it special does it have any special powers or character traits?
- What does it look like, feel like, smell like?
- Does it talk, and if so what does it sound like?

Many cultures have a rich history of oral storytelling – can you read your description out to the class?



ACTIVITY 3 - COMPARING AND CONTRASTING

Osiris and the First Mummy is a story from Egypt and Anansi The Spider comes from the West African tradition. Compare and contrast these two stories, finding 3 similarities and 3 differences.

Here are some things to think about to get you started:

- Are they set in the human world or the mythical realm of the gods?
- How do animals appear in them?
- Is there a clear dividing line between good and evil characters?
- Does good win, or does evil triumph?

Use the 3 blank rows to come up with your own ideas.

Questions	Osiris and the First Mummy	Anansi the Spider
Is it set in the human world or the mythical realm of the gods?		
How do animals appear?		
Is there a clear dividing line between good and evil characters?		
Does good win, or does evil triumph?		

