

Year 7 Cycle 1 – Knowledge Organiser – Greek Myths

Context (1-4), Myth Types (5-7), Features (7-11)		Key Myths and Characters		Word Class and Language Techniques	
1.Ancient Greece 700-480B.C.	divided into kingdoms , simple way of living, heavy reliance on the natural world	1.Zeus	ruler of the Gods; brutal, merciless, unforgiving	1.nouns	words that name people, places, things and ideas
2.oral story telling	use of spoken word as the most common form of storytelling . Very little written literacy	2.Lycaon	tested Zeus’ power ; turned into a wolf as punishment	2.verbs	words that show an action
3. purpose of myths	allowed early mankind to explain phenomena (facts and things); helped explain the world’s creation	3.Prometheus	Responsible for creating mankind ; stole fire from the Gods	3.adjectives	words that describe nouns
4.moral messages	allowed mankind to explore morality – the concept of right and wrong	4. Pandora	first mortal woman ; sent to earth to punish mankind with a jar	4.adverbs	words that describe verbs, adjectives or other adverbs
5.aetiological	explain reasons why something is the way it is today e.g. nature	5.King Minos	ruthless leader ; owned the Minotaur in a labyrinth	5.simile	a comparison using ‘like’ or ‘as’
6. historical	retell historical events ; allow people to remember	6.Theseus	Prince of Athens ; defeated the Minotaur	6.metaphor	describing one thing as though it is another
7.psychological	explain why we act and feel the way we do	7.Icarus	died flying too close to the sun ; naïve and arrogant	7.personification	describing something that is not human and non-sentient (not alive) as having human behaviours or characteristics
8.xenia	the importance of being a good host and guest	8.Medusa	beautiful mortal turned into monster ; head of snakes and deadly gaze which turn victims into stone	8.tone	the mood of the writing created by vocabulary choices
9.philotimia	the love of being honoured	9.Achilles	archetypal Greek hero ; took part in Trojan War	9.pathetic fallacy	attribution of human emotions to something non-living
10.aristeia	a hero’s moment of glory	10.Odysseus	cunning and clever ; main character of <i>The Odyssey</i>	10.dialogue	speech between characters
11.moirā	fate – our lives are mapped out for us	11.The Iliad/Odyssey	legendary epic poems written by Homer	11.repetition	using the same word or phrase again and again

