

LINDOREI

at The Alnwick Garden



LO: I can make comparisons with conventions of mythical stories.



Mythical Story Knowledge Organiser

Myth 	<ul style="list-style-type: none"> • Story that usually explains something about the world • Old, magical story • Myths tell of gods, heroes, and events that a group believes, or at one time believed to be real 	Fairy tale 	<ul style="list-style-type: none"> • Starts with 'Once upon a time' and ends with 'they lived happily ever after' • Set somewhere far away • Good and evil characters • Rich and poor characters • Magic and talking animals/ objects • Sometimes follows the rule of 3
Legend 	<ul style="list-style-type: none"> • A story from the past; regarded as historical although not verifiable • Legends are stories that are handed down through generations • They can be partly true • A traditional story or group of stories told about a particular person or place 	Folk 	<ul style="list-style-type: none"> • A story with good and evil characters • Heroes/ Heroines are often humans • Has magic/ trickery/ wishes • Passed from generation to generation • Origins are unknown
Fable 	<ul style="list-style-type: none"> • Story that teaches a moral or a practical lesson about life • Short story with few characters • Mostly animal characters (acting like humans) 	Quest 	<ul style="list-style-type: none"> • Beginning: a problem needs fixing • This is the main character's goal • Build-up: urgency/ gather companions • Challenges • Can follow rule of 3
Fantasy 	<ul style="list-style-type: none"> • Set in imagined worlds featuring magic, supernatural elements, and mythical creatures. • Frequently involve epic journeys, found families, or a chosen one navigating extraordinary circumstances. • Common themes include the battle between good and evil, the discovery of hidden magical realms, and the triumph of unlikely heroes. 		

Vocabulary

Fiction Stories – stories that have been made up from a writer's imagination.

Genre - The **type** or **kind** of book. There are lots of different genres. In fiction texts you might find genres such as science fiction ('sci-fi'), fairy stories, adventure stories, mysteries, mythical or comedy.

Riddle – question, statement, or word puzzle that needs careful thought to work out the correct answer or meaning.

Protagonist - the main character in a story and the person that the story is written about.

Antagonist - a person that opposes or fights against another character (usually the protagonist).

Convention – custom or a way of acting or doing things that is widely accepted and followed.

Rule of 3 - a writing technique that sticks in people minds – 3 wishes, 3 characters or 3 challenges.

[Click here for Myth](#)

- A story that usually explains something about the world
- Old, magical story
- Myths tell of god, heroes and events that a group believes, or at one time believed to be real
- **Can you name any myth stories you know?**
 - Examples: The Loch Ness Monster



Legend

[Click here for Legend](#)

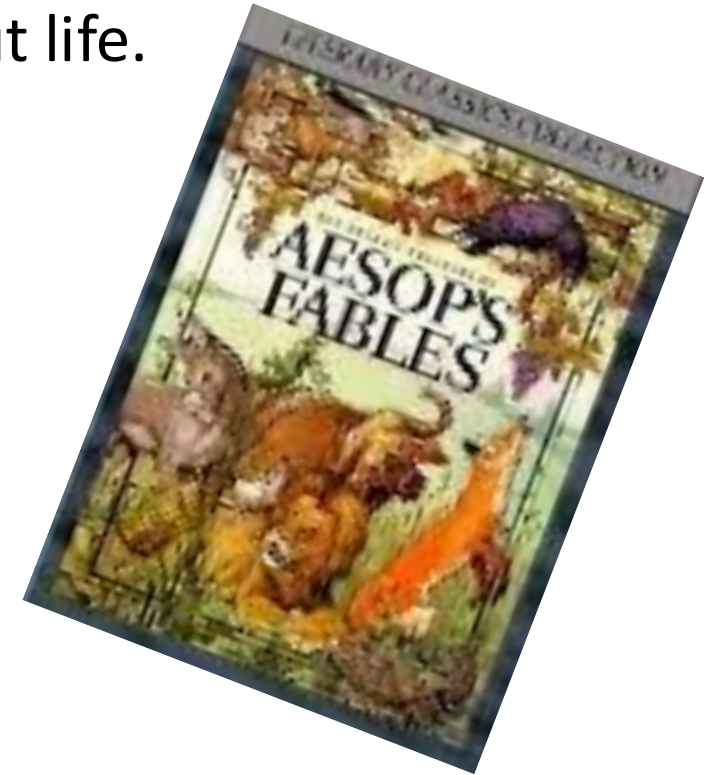
- A story from the past; regarded as historical although not verifiable
- Legends are handed down through generations
- They are partly true
- A traditional story or group of stories told about a particular person or place
- **Can you name any legend stories you know?**
 - Examples: Robin Hood, Pied Piper of Hamelin



Fable

[Click here for Fable](#)

- Story that teaches a moral or a practical lesson about life.
- Short story with few characters
- Mostly animal characters acting like humans
- **Can you name any fable stories you know?**
 - Example – Aesop's



Folktale

Read the folktale “The Joyful Journey of Little Willow and the Wishing Stone”.

- A story with good and evil characters
 - The heroes/heroines are often human
 - Includes magic/trickery/wishes
 - Passed from generation to generation
 - Origins are unknown
- **Can you name any folktales you know?**
 - Example: Emperor's New Clothes, Little Red Riding Hood



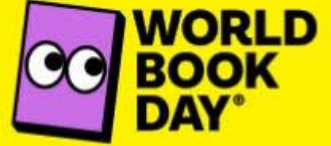
Fairytales

[Click here for Fairytales](#)

- Starts with 'Once Upon a time' and ends with 'they are lived happily ever after'
- Set somewhere far away
- Good and evil characters
- Rich and poor characters
- Magic and talking animals/objects
- Can follow the rule of 3 - discuss
- **Can you name any fairy stories you know?**
 - Example: Cinderella, Beauty and the Beast, Jack and the Beanstalk

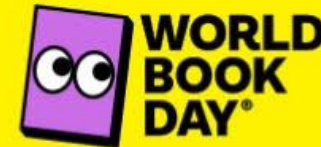


Fantasy Story



- Set in imagined worlds featuring magic, supernatural elements, and mythical creatures.
- Frequently involve epic journeys, found families, or a chosen one navigating extraordinary circumstances.
- Common themes include the battle between good and evil, the discovery of hidden magical realms, and the triumph of unlikely heroes.
- **Can you name any fantasy stories you know?**
 - Example: Peter Pan, The Chronicles of Narnia

From the videos and The Knowledge Organiser...



Pick one thing...

- that you already knew
- that is new information
- that is surprising
- that is similar between two of the types of stories
- that is different between two types of stories.

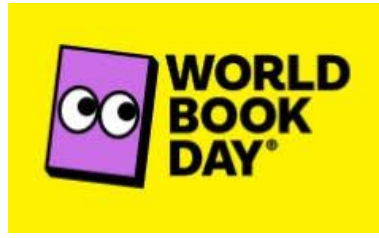
Discuss your answers with your partner



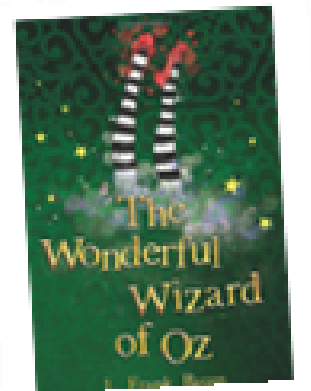
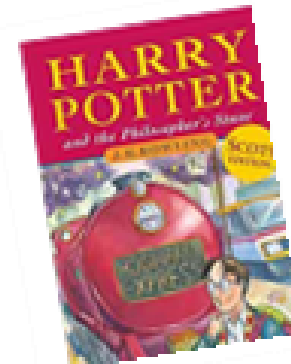
**LO: I can identify
the main features
of a Fantasy Story.**



Fantasy Story



- Fantasy stories are a type of narrative
- They are very imaginative
- They are set in magical worlds
- They often have themes of good and evil
- They send the main character (protagonist) on a challenge/adventure
- They can follow rule of 3 – can you remember what this means?
- Can you name any quest stories you know?
 - Example: Peter Pan, Alice in Wonderland



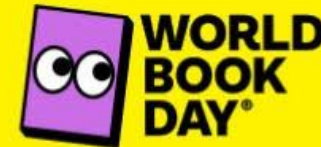
Let's research Fantasy Stories more...



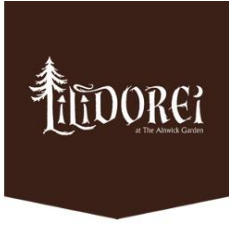
**LO: I can
research the
favourite stories
of my friends
and family.**



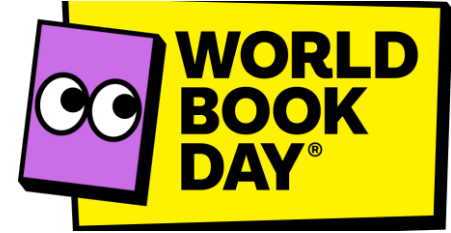
Research Activity - Baubles



- Lilidorei is all about making magic and stories.
- You are going to find out about the stories that people have read and loved.
- Interview two family members or friends about what their favourite story is – record the name of the story and author (if possible) in the baubles. Ask them to tell you what the plot of the story was.
- In the third bauble write down your own favourite story and author.
- Leave the third box (year) in each bauble blank.
- Decorate your baubles.
- Bring this sheet back into school so you can decorate the Christmas tree with the baubles.



Our Christmas Story Tree



Lilidorei is a magical, mysterious village full of play and home to 9 clans who worship Christmas. Lilidorei is all about making magic and stories. You are going to find out about the stories that people have read and loved.

- Interview two family members or friends about what their favourite story is – record the name of the story and author (if possible) in the baubles below. Ask them to tell you what the plot of the story was.
- In the third bauble write down your own favourite story and author.
- Leave the year box in each bauble blank.
- Decorate your baubles.
- Bring this sheet back into school so you can decorate the Christmas story tree with the baubles.

Title:

Author:

Year:

Title:

Author:

Year:

Title:

Author:

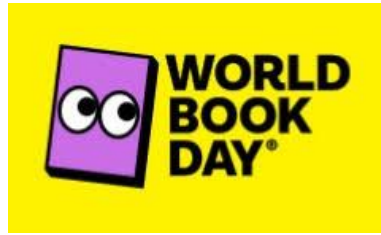
Year:

Research Activity - Leaves

- Lilidorei is all about making magic and stories. You are going to find out about the stories that people have read and loved.
- Interview two family members or friends about what their favourite story is – record the name of the story and author (if possible) in the leaves below. Ask them to tell you what the plot of the story was.
- In the third leaf write down your own favourite story and author.
- Leave the third box (year) in each leaf blank.
- Decorate your leaves.
- Bring this sheet back into school so you can decorate the story tree with your leaves.



Our Story Tree



Lilidorei is all about making magic and stories. You are going to find out about the stories that people have read and loved.

- Interview two family members or friends about what their favourite story is – record the name of the story and author (if possible) in the leaves below. Ask them to tell you what the plot of the story was.
- In the third leaf write down your own favourite story and author.
- Leave the year box in each leaf blank.
- Decorate your leaves.
- Bring this sheet back into school so you can decorate the story tree with your leaves.

Title:

Author:

Year:

Title:

Author:

Year:

Title:

Author:

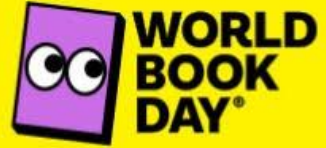
Year:

LO: I can
create visual
representations
of storytelling
through time.

Christmas Story Tree

- Cut out your decorated 'book baubles'.
- What is a story genre? Look at your Mythical Story Knowledge Organiser and watch [Recognising different genres](#) and find out - What is a story genre?
- Using a computer, research each of your three stories from your bauble by their title:
 - Who is the author?
 - What date was the story written?
 - On the back of your bauble, write what type of story is it (genre)? – adventure, science fiction, mythical, comedy, mystery, thriller
- Add your 'book bauble' to the Christmas Tree in the correct place on the tinsel timeline.

Story Tree



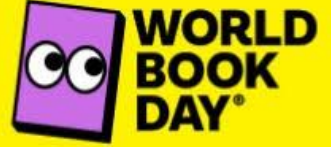
- Cut out your decorated 'book leaves'.
- What is a story genre? Look at your Mythical Story Knowledge Organiser and watch <https://www.bbc.co.uk/bitesize/topics/zpccwmn/articles/zjwstrd#zf28mbk> and find out - What is a story genre?
- Using a computer, research each of your three stories from your bauble by their title:
 - Who is the author?
 - What date was the story written?
 - On the back of your bauble, write what type of story is it (genre)? – adventure, science fiction, mythical, comedy, mystery, thriller
- Add your 'book leaf' to the tree in the correct place on the timeline – top of the tree being the oldest.

LO: I can write a book review to encourage others to read my favourite story.





My Favourite Story Book Review

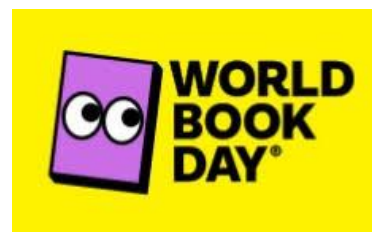


- You have now chosen your favourite story and your choice has now been placed on the Class Story Tree.
- You are going to write a book review about your favourite story.
- This will then be included in a suggested reading book folder to encourage others in your school to read your favourite story.
- Complete the book review activity sheet.

BOOK REVIEW	
Book Title:	Describe the setting of your story.
Author:	
Genre:	
First Published:	
Book Rating: ★★★★★	
What was the opening of the story like?	
Choose your favourite character in the book. Write a description of them.	
What age group would you recommend this book to and why?	

BOOK REVIEW	
Book Title:	List some nouns and adjectives to describe your character.
Author:	
Genre:	
First Published:	
Book Rating: ★★★★★	Choose your favourite character in the book. Draw your character below:
What was the opening of the story like? Exciting Dramatic Slow Thrilling Gripping	
What happened in the story?	
How did the story end? Happily Cliffhanger Wanting Confused More	What age group would you recommend this book to?

BOOK REVIEW	
Book Title:	Describe the setting of your story.
Author:	
Genre:	
First Published:	
Book Rating: ★★★★★	Choose your favourite character in the book. Give three facts about them.
What was the opening of the story like? Exciting Dramatic Slow Thrilling Gripping	
List three things that happened in the story.	1.
	2.
	3.
How did the story end? Sadly Happily Cliffhanger Wanting Confused More	What age group would you recommend this book to and why?



LO: I understand how riddles and wishes are used as language and structural features within storytelling.



Riddles

At Lilidorei, you will have lots of riddles to solve, here is your first:

You can find me in a star.

You can find me in a lamp.

You can find me in a well.

You can find me in a tree.

Blow out your candles and make one of me.

I'm a very important part of Lilidorei!

What am I?

Wishes

- Wishes can also be dreams and goals.

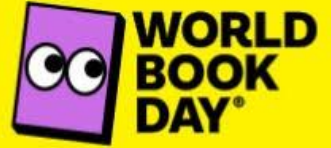
Discussion Points:

- What is a wish?
- Can you think of examples of stories that include wishes?
- Why are wishes used in story telling?
- Can you name a story that uses a riddle?
- What do wishes and riddles add to a story?



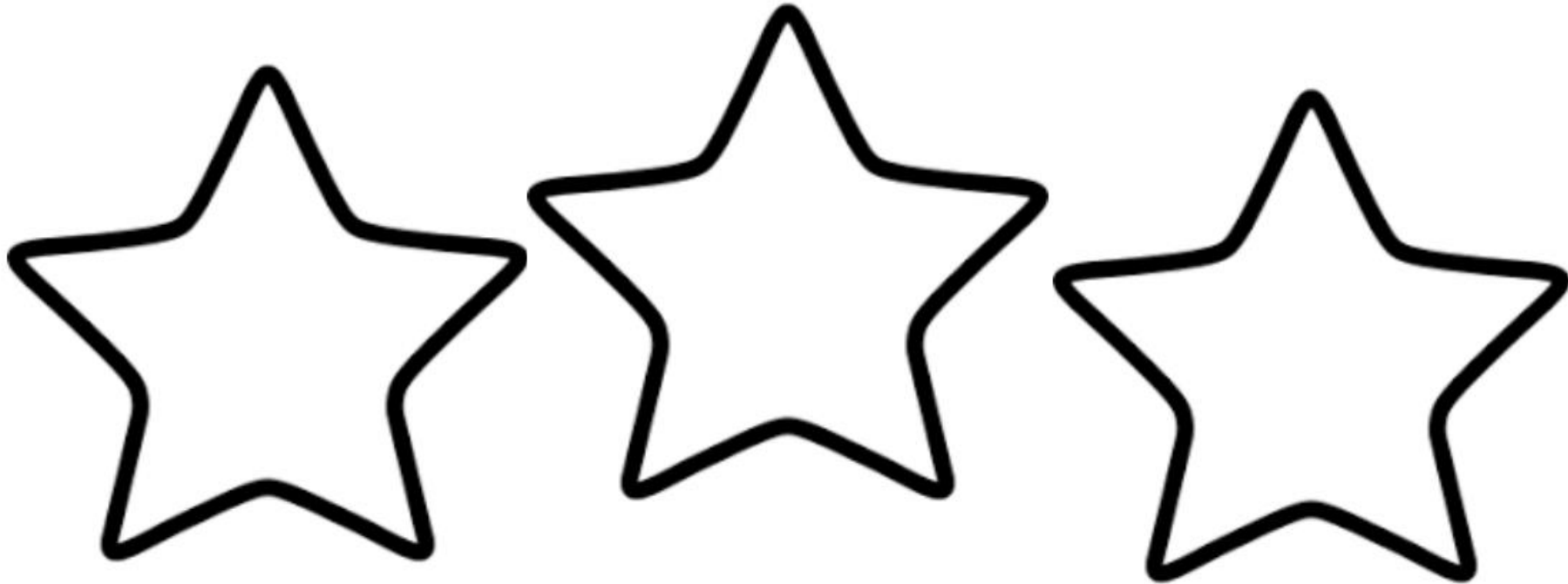


Making Wishes

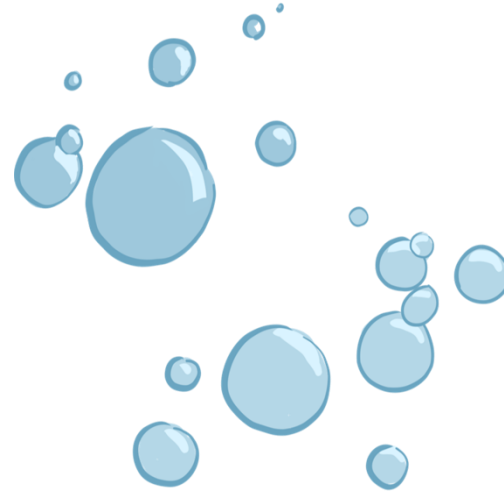


Lilidorei is a magical, mysterious village full of play and home to 9 clans who worship Christmas. A wish can also be a goal or a dream.

1. In the stars below write a wish. It could be a wish for yourself, one for your family or friends or a bigger one for the world. You could do more than one.
2. Cut your stars out, write your initials on the back and hand them to your teacher.
3. These can be taken to Lilidorei and you can post them in the wishing tree when you are there.



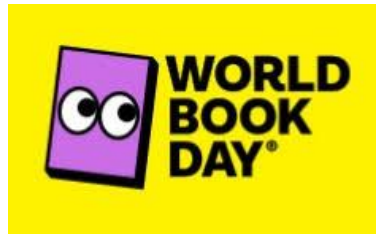
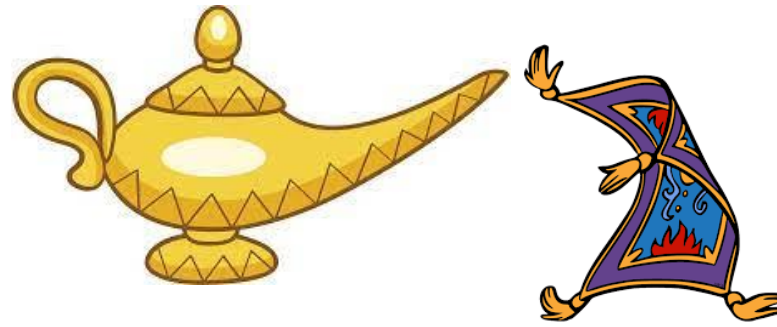
Challenge



- You are now going to write a riddle that can lead people to work out what one of your wishes is.
- Some of you will share your riddle with the rest of the class.
- Can anyone then guess what your wish is?

LO: I can design a magical item from an everyday product to help develop a Quest Story.

Magical Items



- Lilidorei is a magical, mysterious village full of play and 9 clans of mythical creatures.
- As you now know magical items often feature in a Quest Story.
- Can you name any stories that have magical items and what they are used for?

- Magic Wand – Harry Potter, Cinderella (Fairy Godmother)
- Magic Mirror – Snow White
- Magic Lamp – Aladdin
- Magic Drink – Alice in Wonderland
- Magic Carpet – Aladdin
- Magic Slippers – Wizard of Oz



- What is the purpose of having a magical item in a story
- How does a magical item affect the plot of a story?

Magical Items Activity

- Look at the Magical Items Activity Sheet.
- You need to fill in the gaps on the sheet for the magical items listed.
- Feedback your ideas to the rest of the class.
- Add two more of your own ideas to the list.

Magical Items

Lilidorei is a magical, mysterious village full of play and home to 9 clans of mythical creatures who worship Christmas. Having a magical item could help you in a quest challenge or story. Here are some examples with some of the table filled in.

Magical item	Its power	Its limit
Book	Makes you run fast.	Must keep the book open or its magic will stop.
Coat	Can be used to make you become invisible.	
Seed/ bean		
Small bottle of water		

Your turn...

You should complete the rest of the table with your own ideas.

THEN, in teams...

- You have been given an item.
- You need to think about the item you have been given and decide what magical powers it could have.
- Decide in your team what is the power of your magical item and what are its limits.
- The item and its magical powers could be used in a quest story.
- You must present your magical item to the class, including its magical powers/limits and why it is so important.
- You will vote (as a team) on which magical item would be the most effective at Lilidorei. You cannot vote for your own.

It's all about teamwork!

- You will be given a magical item.
- Together, you need to think about the item that you have been given.
- Decide what magical powers it could have.
- Decide what are the limits to its magical powers.
- The magical item and its magical powers could be used in a Quest Story.
- You will present your magical item to the class, including its magical powers and why it is so important.
- Teams will vote on which magical item would be the most effective in a Quest Story.

