

Knowledge Organiser: Origins of Stories

Key Narratives and the Author's Intent		Key Idea	Explanation	How it's seen in the text	
The Adventure of English	Bragg demonstrates how the English language developed and changed from Old English to what we have today.	Creation Stories	Narratives that seek to explain how elements of the world came into existence and often also explore negative human traits that led to these occurring.	Pandora explains how evils were brought into the world and Adam and Eve shows why humans were cast out of paradise . Both stories look at the inquisitiveness of humans as the reason for this .	
Medusa	Fry modernises the Greek text focussing on the heroism of Perseus .	Biblical Allusion	An expression designed to call the Bible to mind without mentioning it explicitly ; an indirect or passing reference.	References to snakes are designed to evoke the serpent from the story of Adam and Eve and suggest the character, or thing, is evil.	
	Duffy gives insight into how Medusa would have felt , rewriting the Greek text from Medusa's perspective.	Etymology	The study of the origin of words and the way in which their meanings have changed throughout history.	Looking at Old and Middle English texts, you can see similarities in the language which allows you to decode it – this is the same for unknown words in Modern English too.	
Icarus	A didactic narrative intended to teach the importance of listening to others .	Morals	The message of a literary text.	Many of the narratives we explore have a didactic purpose and so the culmination of them is a message that the reader is intended to learn from .	
Writer's Methods					
Pandora	Fry's narrative gives the origins of the evils in the world .	Method	Definition	Example	Purpose
Hercules	Grave's narrative focuses on the more traditional elements of Hercules' upbringing , presenting him as a hero from the start.	Character	<i>Major or main character:</i> central character that receives most attention. <i>Minor character:</i> marginal or secondary character : that receives less attention . <i>Flat character:</i> relatively simple and two-dimensional character with few traits and predictable behaviour or responses. <i>Round character:</i> complex, multifaceted character capable of surprising the readers.	<i>Major: Perseus</i> <i>Minor: Gorgons</i> <i>Flat Characters: The Grey Ones</i> <i>Round: Medusa</i>	Having some characters that are more developed than others allows readers to focus on the key characters whilst also giving the story enough parts so that it doesn't feel overly simplified .
	Fry's narrative depicts some of the more relatable elements of Hercules showing the human side of Hercules as well as the heroic elements.				
Beowulf	Morpurgo's narrative makes the story accessible for children , maintaining some of the elements of the oral storytelling tradition.	Narrative Voice	First Person: a mode of storytelling in which a narrator relays events from their own point of view using the first person i.e. "I" or "we", etc. Second Person: a mode of storytelling where the audience is made a character . This is done with the use of the pronouns "you", "your", and "yours." Third Person: a mode of storytelling in which the narrator is outside of the narrative and describes events from a neutral point of view using the third person i.e. "they" or "James", etc.	<i>'Shall I compare thee to a summer's day?'</i> <i>'None of these graceful accomplishments came easy to the young Heracles, who hated how self-conscious'</i>	First person is used to show how personal the ideas are and make it seem more intimate . Third person is used to give the author more flexibility . They can explore multiple perspectives and give the reader insight into the thoughts and feelings of various different characters.
	Heaney's Beowulf modernises the Old English poem whilst still keeping the form of the poem and some of the key methods.				
The Pardoner's Prologue	Both Wright and Chaucer's prologues set out the conniving nature of the Pardoner so that their readers know not to trust him . Wright has modernised Chaucer's original work.	Didactic narrative	a story which is intended to teach .	<i>'For the boy had flown too near the sun, and the wax binding his wings had melted like butter.'</i>	Shows that he should have listened to the advice of his father and so tells the reader to listen to those who are older than them and to be cautious .
Sonnet 18	Shakespeare uses a sonnet form to explore his true emotions and love .	Linear Narrative	a story that is organised around a series of events and key moments that have often been labelled as follows: exposition, rising action, climax, falling action and resolution .	<i>The Fall of Icarus</i>	The linear structure highlights the moral of the story and what was wrong with Icarus' actions.
Henry V Speech	Shakespeare's highly emotive speech is intended to convince people to go to war and to side with Henry as a noble leader .	Symbolism	the use of symbols to represent ideas or qualities .	<i>'only one had living, writhing serpents for hair.'</i>	The use of 'serpents' symbolises Medusa's evil nature .



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Key Word Glossary			
Word	Definition	Example	Word in Action
Allusion	an expression designed to call something to mind without mentioning it explicitly; an indirect or passing reference.	Many literary texts have allusions to key moments from the Bible.	
Antagonist	a character or a nonhuman force that opposes, or is in conflict with, the protagonist .	Medusa is often viewed as the antagonist in the narrative.	
Archetype	a character, ritual, symbol, or plot pattern that recurs in the myth and literature of many cultures; examples include the scapegoat or trickster (character type), the rite of passage (ritual), and the quest or descent into the underworld (plot pattern).	A Villain is an archetypal character in many fairy tales.	
Cyclical Narrative	a story which ends where it begins, they cycle through one event at a time to end back at the point where the narrative started.	Authors use a cyclical structure to show how things have changed.	
Climax	the third part of plot (see Freytag's pyramid), the point at which the action stops rising and begins falling or reversing; also called turning point .	In Beowulf, the climax is the fight with Grendel.	
Denouement	also called <i>resolution</i> , the fifth and last phase or part of plot, the point at which the conflictive or destabilized situation at the beginning becomes stable once more and the conflict is resolved .	The denouement is often where the moral of the story is learned.	
Exposition	the first phase or part of plot (see Freytag's pyramid), which sets the scene, introduces and identifies characters, while establishing the situation at the beginning of a story . Additional information is often scattered throughout the work.	In the exposition of Icarus, you learn why they are in a tower on the island of Crete.	
Falling action	the fourth of the five phases or parts of plot (see Freytag's pyramid), in which the conflict or conflicts move toward resolution .	In the falling action of Pandora you find out what she let out of the jar.	
Hero/heroine	a character in a literary work, especially the leading male/female character, who is especially virtuous , usually larger than life, sometimes almost godlike.	Beowulf is a typical hero .	
Imagery	the use of figurative language to evoke a feeling, to call to mind an idea, or to describe an object . Imagery may be auditory (sound), tactile (touch), visual (sight), or olfactory (smell) depending on which sense it primarily appeals to—hearing, touch, vision, or smell.	In the Henry V speech, there is lots of war imagery used to heighten the sense of the men's bravery.	
Morpheme	a meaningful unit of language that cannot be further divided.	All words are made up of morphemes .	
Prologue	a separate introductory section of a literary, dramatic, or musical work.	The prologue gives an overview of the plot.	
Protagonist	the main character in a work , whether male or female, heroic or non-heroic.	Pandora is the protagonist.	
Rising Action	the second of the five phases or parts of plot (see Freytag's pyramid), in which events complicate the situation existing at the beginning of a work by intensifying the initial conflict or introducing a new one.	In the rising action of Gorgon Island, you see Perseus discovering Medusa on the island.	
Setting	the time and place of the action in a work of fiction.	The Garden of Eden is the setting for the story of Adam and Eve.	
Tone	the mood or atmosphere .	The tone of Duffy's Medusa is more bitter than Fry's.	



