

SELF-LED ACTIVITY

CREATE YOUR OWN LEGEND



Recommended for

KS2 & KS3 (History, English)

Learning objectives

- Understand that Tintagel Castle has inspired the setting for versions of the legend of King Arthur, a story in the British literary heritage.
- Identify key features of a legend and use this model to compose your own.
- Explore how language conveys effects on the reader; use literary devices to create atmosphere and setting.
- Develop ideas through discussion, expressing views clearly, and listening to others; recording ideas using linguistic and literary terminology.

Time to complete

30–40 minutes



Story stones on Tintagel Island.

SUMMARY

This activity will help students understand how Tintagel has been associated with the legend of King Arthur for many centuries and encourage them to be inspired by the setting of the castle to compose their own legend.

Begin with looking at some differences between myths, legends, fables and fairy tales, identifying some characteristics of each. Focusing on legends, explore the story of King Arthur and the Knights of the Round Table and discuss as a class how it fits the category of a legend.

Prepare the students for writing their own legend, using the model below. For writing a good story, students need to think about key features – such as plot, setting and characters – and literary devices to make their writing interesting.

Writers such as Alfred, Lord Tennyson and Thomas Hardy visited Tintagel and it inspired them to set part of their stories here. At the castle, students can explore the exhibition to discover how Tintagel has inspired part of the legend of King Arthur. Around the site, they can take their own inspiration from the dramatic landscape. Think about using literary devices to describe setting: adjectives, imagery, metaphor, similes, alliteration and onomatopoeia.

CHARACTERISTICS OF A LEGEND

- A traditional story about a person or place.
- An unproven story from an earlier time, passed down through storytelling and writings but believed by many to be historical.
- May include supernatural beings.
- Often feature a hero as one of the lead characters.
- Sometimes about a real person in the past.
- Acts of bravery.
- Battles and fights.
- Distinction made between honour and dishonour (good/ evil).

MORE LEARNING IDEAS

Back in the classroom, students use the descriptive words that they gather at Tintagel to write a descriptive setting for their legend.



TRY SOME TECHNIQUES:

Imagery – using descriptive language to create a picture in the reader’s mind:
‘The sun shone on the glittering sea as the ships bobbed in the wind.’

Adjectives – describing words: ‘tall’, ‘hot’, ‘spiky’, ‘terrible’

Simile – comparing something to something else: ‘as cold as ice’

Metaphor – describing something as being something else: ‘the waterfall of tears’

Onomatopoeia – using words that sound like what they describe: ‘hiss’, ‘bang!’

Alliteration – words with the same first letter:
‘the daring deer dashed’



HELPFUL HINT

Use your senses to help you think about how to describe something. Stand still and close your eyes: what do you **hear, smell, taste?** **Touch** some things around you – what do they feel like?

CORNISH WORDS

Beautiful – teg (‘tehg’)

Dramatic – dramasek (‘dra-mah-sek’)

Windy – gwynsek (‘gwin-sek’)

Misty – niwlek (‘new-leck’)

Exciting – yntanus (‘in-tanus’)

Wild – gwyls (‘gwils’)

WORD BANK:



DRAWING BOX:

KEY FEATURES OF A LEGEND

- A traditional story about a person or place
- Often based on a true event in the past
- May include supernatural beings
- Often feature a hero as one of the lead characters
- Sometimes about a real person in the past
- Acts of bravery
- Battles and fights
- Distinction made between honour and dishonour (good/evil)



PLANNING MY LEGEND: