Myths, Legends and Fables

Colour code each sentence to show if they are feature of a myth, legend or fable. You may decide some are features of more than one so you may have to colour the sentence in two different colours.

Often short with few characters.

Similes and metaphors used to describe characters and settings.

Characters are often animals.

Themes can include good and evil, friend and foe, magic, supernatural, rich and poor etc.

Sometimes the story is about adventures of gods, goddesses, men and women.

Teaches the reader a lesson.

Usually structured in chronological order.

Not based on real life events.

Story is simple, with a beginning, complication and a resolution.

Myth

Legend

Could be loosely based on real events but usually created to teach something important and meaningful.

Characters are described in detail.

Fable

The setting is usually introduced in the first two lines.

Involves a moral at the end of the story.

The settings are not described in detail.

These stories might be about triumph (achieving something), tragedy (loosing something), honour (doing the right thing) and good against evil.

Plot often based on a long and dangerous journey, a quest or a series of trials for the hero.

Usually set in times long ago, before history as we know it was written.

Usually based on true events in the past.

Made up stories that try to explain how our world works and how we should treat each other.

Usually has some important meaning for the culture or region in which story first told.

Action and dialogue (speech) are used to describe the moral of the story.

Stories are short so characters are described in simple ways.

More connected to real human history but can include mythical creatures too.

These stories sometimes have characters who are gods or super-beings who use their powers to make things happen.

Characters are not usually shown as heroes and villains.

Used to explain the world and major events, which at the time, people were not able to understand, e.g. floods and earthquakes.