**World Myths and Folktales**

Required Literary Terms

* Myth—an anonymous, traditional story that explains a belief, custom, or a natural phenomenon
* Folktale—a story created by the “folk” and passed along orally from generation to generation
* Origin myth—stories that explain how things came to be
* Pantheon—family groups of God/Goddesses
* Archetype—a pattern or model that serves as the basis for different, but related, versions of a character, plot or theme
* Theme—main idea of a text; moral lesson of a myth or folktale
* Motif—recurring symbol within a text
* Trickster—archetypal character common to many myths; purposely deceitful character—either for noble or ignoble purposes
* Quest-- literature based on a journey, a road of trials in which a hero hears a call and leaves his home—alone or in the company of others—to search out a treasure. Along the way he undergoes trials, receives aid, fights enemies and may even die, and, if he succeeds in attaining the treasure sought, may change who and what he is.
* Characterization—direct or indirect building of a character; round, flat, static, dynamic
* Point of view—the perspective from which a story is told
* Conflict—internal/external struggle faced by the protagonist
* Moral—the ethical or spiritual dilemma faced by the protagonist which reveals a greater truth or understanding about humanity

Readings/ Assignments

* World Myths and Folktales Literature Background pp. 1-7 (notes)
* Tales about the Beginnings pp 8-9 (notes)
* “How the World was Made” pp 10-15
	+ Complete Interpretive Meanings p 15-16
* “Coyote and the Origin of Death” pp 22-24
	+ Complete Critical Writing Response p. 25
* The Hero and the Quest pp. 26-27 (notes)
* “Theseus” pp. 28-32
	+ Complete Interpreting Meanings p. 33
* “Osiris and Isis” pp. 34-38
	+ Complete Critical Writing Response p. 39

Vocabulary

1. Oratory (noun) a place of prayer/worship
2. Abyss (noun)a hole so deep or space so great it cannot be measured
3. Reckoning (noun)the time when your actions are judged and consequences assigned
4. Abode—(noun) a home or residence
5. Diversified—(v) to change something
6. Resplendent—(adj) very bright and attractive
7. Soldered (v) to unite
8. Divinity—(n)a god or goddess; the state of being divine
9. Lamentations (n)—expressions of sorrow or grief
10. Meted—(v) to give out by measure