# Lesson 3: Planning your myth



### Mythical Story Planner

### Setting

Describe your setting. Where does your story start?

### Hero

Describe your hero. What do they look like? How old are they?

### Dilemma

What problem needs to be solved? What have they been asked to help with? Why?

### Quest

Where will the quest take your hero? What do they see on their journey?

### Powers

What special powers or gifts does your hero receive? Who do they get them from?

### Next

What happens next? How is the journey going? Do they meet anyone on the way?

### Mythical Monster

Why does the monster want to stop the quest? How do they find out about the monster?

### Then...

What happens next? How do they meet the monster? Where are they when they meet?

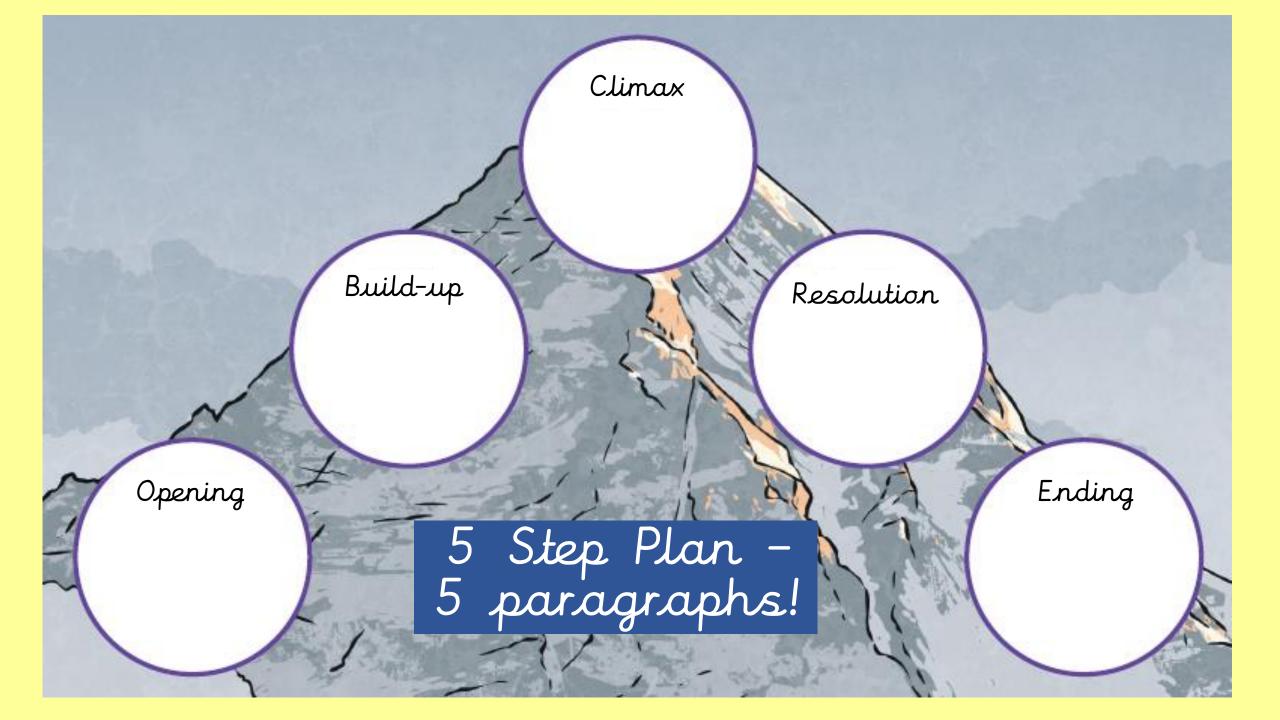
### Conflict

What does
it look like?
What powers and
weaknesses does it
have? How do they
defeat it?

### Resolution

How does the myth end? Is the problem resolved and the quest completed?





## Opening

- 1. Describe your setting where does your story start?
- 2. What is the world like at the time the story is set?
- 3. Introduce and describe your hero what do they look like? How old are they? What is their job? Where do they live? What are they like/what qualities do they have?

## Build-up

- 1. Introducing the quest what problem needs to be solved? What have they been asked to help with? Why?
- 2. Does your hero receive any special weapons or powers? Are they being watched/blessed by the Gods/Goddesses from Mount Olympus?

### Climax

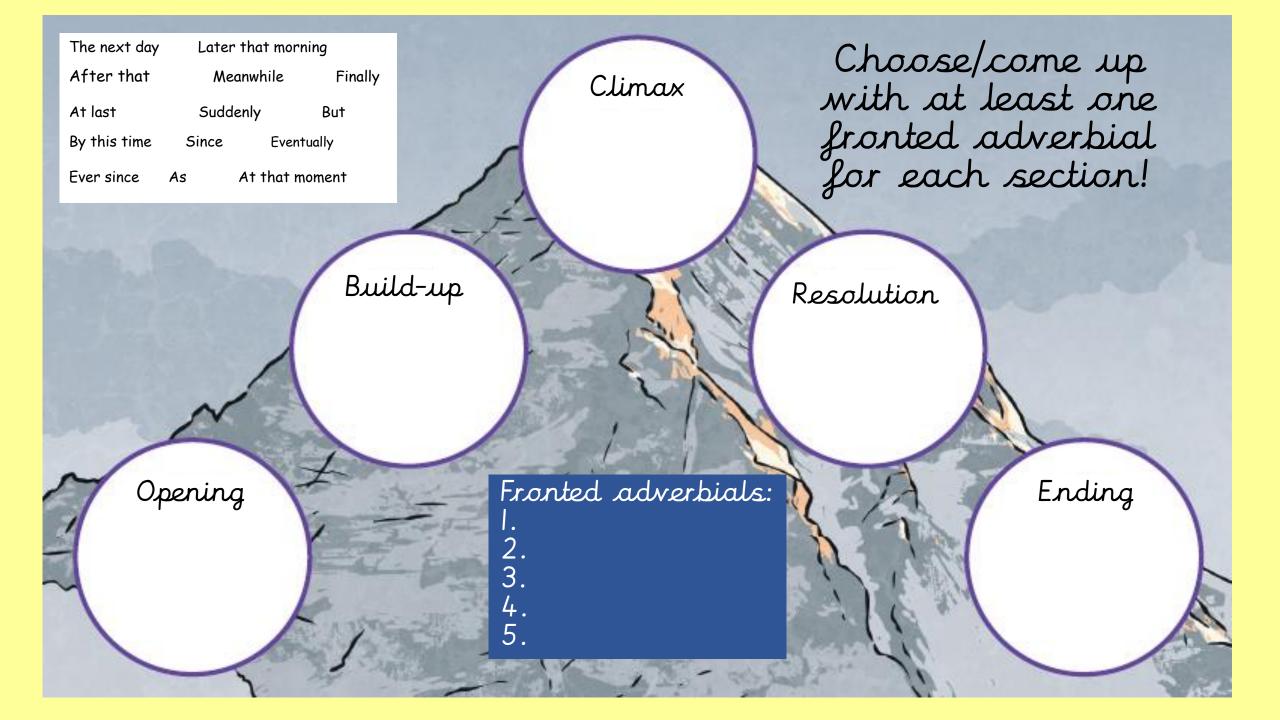
- 1. Your hero travels to the source of the problem/the monster's lair how does your hero get there? How does your hero feel when he sees the monster for the first time?
- 2. What happens between your hero and the monster? Describe the fight!

### Resolution

- 1. Defeat seems probable but your hero solves the problem – do they see a weakness in the monster's attack? Does a God or Goddess come to your hero's aid?
- 2. The hero defeats the monster and it is killed how does he do this?

## Ending

- 1. Your hero returns home how do they feel? How are they received? Does your hero bring back a trophy?
- 2. How does this event impact the future of the town/village? Does it spark a tradition?



Use the planning template to plan your myth - you could print it out (if you are lucky enough to have a printer) or draw it out on paper!

Make notes do not write in full sentences!

#### Build up

Introducing the quest - what problem needs to be solved? What have they been asked to help with? Why?

### Beginning

Where does your story start? What is the world like at the time the story is set? Introduce and describe your herol

#### Climax

Where does your hero travel to? How does he get there? How does your hero feel when they see the monster for the first time? Describe the fight!



The next day Later that morning

After that Meanwhile Finally

At last Suddenly But

By this time Since Eventually

Ever since As At that moment

My Myth Title:

By:

#### Resolution

Defeat seems probable but your hero solves the problem - do they spot a weakness? Do they receive help from a God/Goddess? How do they kill the monster?

### Ending

Your hero returns home - how do they feel? How are they received? Do they bring back a trophy? How does this event impact the town's/village's future? Looking ahead...

# Lesson 4: Writing your myth