



LEGENDS

Purpose

- A story which includes elements of truth or is based on historical facts but with 'mythical' qualities. They tell us about the way people lived and what they believed.

Structure

- The structure is usually chronological, with one episode told after another.
- Some legends tell the whole life story of their hero as a series of linked episodes.
- Each episode is usually a story in its own right.

Language Features

- Rich vocabulary.
- Rhythm and repetition.
- Imagery: similes, metaphors and symbolism.

Remember!

- When you've decided on your main character, decide on the structure you will use and what will be included in each episode/stage of the journey or quest.
- Consider adding ingredients of magic or the supernatural to make your legend different from other kinds of stories.
- Think about where and when your legend is set and how that will impact on the content you include, e.g. a 13th century knight wouldn't email the King to say he was on his way to the castle.
- Use symbols your reader will recognise, e.g. red for anger or danger, darkness for danger or evil or a light or flame for goodness and hope.

Examples

- Robin Hood
- King Arthur
- The Sword in the Stone

