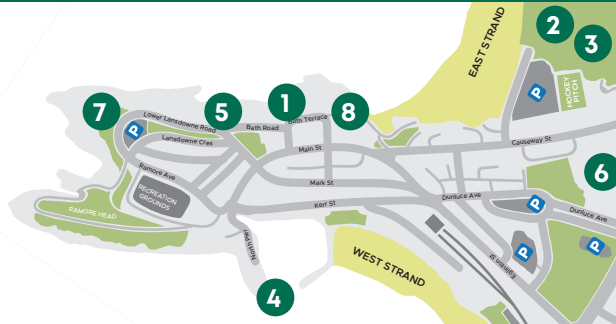




MYTHS AND LEGENDS ADVENTURE OVERVIEW



Resources Required

- Young Explorer App with stories available to read and share
- Link to audio of each story being told by renowned local story teller, Kate Murphy
- Printable versions of the stories are available on the Teacher Hub on the Discover Portrush website
- Literacy based activities are listed in the Teacher Resource folder

List of Locations

- N/A

Additional Information

N/A

Overview: This is a virtual topic and does not include an adventure route.

It is comprised of local myths and legends in various formats so as to ensure inclusion of all ages.

The stories are:

- **Finn McCool** – the giant and his clever wife, Una, trick the Scottish Giant, Benandonner.
- **Long Gilbert** – the story of the ill-fated Gilbert McLaughlin who ran straight over a cliff at White Rocks
- **Magnus Barefoot and the War Hollow** – The fearsome Viking who was defeated in a battle at the War Hollow in the sand dunes on East Strand
- **Mary Murphy, The Portrush Giantess** – The seven foot lady from Portrush who performed for royalty but died penniless and homeless in France
- **Tavish Dhu** – The famous pirate who worked as a mercenary for Edward Bruce during his campaign in Ireland
- **The Ballywillan Princess** – the illegitimate daughter of King James who is buried in Ballywillan cemetery
- **The Selkie** – The mermaid tricked into living on land eventually makes her escape back into the sea at Reviggerley Point
- **How the Salmon became King of the Fish** - a story of teamwork and cooperation showing how the river fish all joined forces so as none of the sea animals would become king.

Site Specific hazards/Risk Assessment

- N/A

Curriculum Links

Interdependence:

Who am I? What am I? Am I the same as everyone else? How do we behave?

The history of my area (H KS1); Reasons for and effects of historical events (H KS2)

Place:

Where do I live? What is in my world? How have we changed over time?

Aspects of their own immediate world (G KS1); differences between my life now and lives of people in the past. People from the past in the local community (H KS1); Stories about people from the past (H KS1); Origins and traditions of our own culture (H KS2)

Movement and Energy:

How do things move now and in the past?

Journeys made in the past (H KS1); Memories of older people about their past (H KS1); Movement of people in the past (H KS2); The impact of raiders or settlers in Ireland (H KS2); Voyages of exploration in the past (H KS2)

Change over time:

How do things change? What kind of changes happen, have happened or might happen?

How the area and community have changed over time (H KS1); The life of a famous person in the past (H KS2); An aspect of the local community over a period of time (H KS2)

Plenaries:

KS1: Act out your favourite story with a small group.

Retell one of the stories to your partner.

Write your own myth about a mermaid, giant or battle.

KS2: Hotseat as characters from the stories.

Using Puppet Pals on iPad, retell the story choosing characters, scenes and dialogue.

Make up your own ending for one of the stories.

MYTH/LEGEND	ACTIVITIES
Finn McCool	<ul style="list-style-type: none"> • Retell the story of Finn McCool • Sequence and illustrate this story as a comic strip • Can you make up another story about Finn and his wife Una? • Research the Giant's Causeway and explain how it was formed.
Long Gilbert	<ul style="list-style-type: none"> • Design an illustration for this tale, explain your design choices • Act out the story with a small group • What can you find out about the Earl of Antrim and Gilbert Mclaughlan? • Perhaps you can explore the caves at White Rocks, listening for Gilbert's pipes?
Magnus Barefoot	<ul style="list-style-type: none"> • Draw an illustration of Magnus on his longship as he raids the North Coast. • Retell the legend of Magnus Barelegs using the historical facts as the basis for your narrative • Create a story board or comic strip telling the legend of Magnus Barelegs • Looking at a map, plot the journey the Vikings may have taken to get here. What are possible hazards they may have encountered?
Mary Murphy	<ul style="list-style-type: none"> • Research other things that are 7'2". • Draw a picture of Mary Murphy next to other items from your research • Design a poster for the Giant Mary Murphy which could be used by the circus for her performance
Tavish Dhu	<ul style="list-style-type: none"> • Dress like a pirate for the day • Draw a Treasure Map, marking the location of buried treasure! • Write a diary entry made by Tavish Dhu from his final battle • Can you research Robert Bruce?
The Ballywillan Princess	<ul style="list-style-type: none"> • What is a fleur de lys? Why might it have been engraved on Dorothea's grave? • Can you research the Stewart coat of arms?
The Selkie	<ul style="list-style-type: none"> • Make up your own ending to this story. • Draw a picture of the Selkie and her cloak. • Illustrate the story in a comic strip, explaining the main events as you go.
How the Salmon became King of the Fish	<ul style="list-style-type: none"> • Can you research some river fish and some sea fish? • Explain the life cycle of a salmon. • Write a speech pretending you are the salmon, pointing out why you should be king of all the fish.