



G.A.T.E.WAYS

invites Year 1 and 2 children with a love
of language, literature and writing to

'From Anubis to Zeus

...an alphabet of marvellous mythology'

G.A.T.E.WAYS is an independent organization offering challenging and enriching activities and experiences to develop and extend highly able children. Established in 1994, G.A.T.E.WAYS runs a range of stimulating school programs as well as the Saturday *Brainwaves Club*.

Would you like to travel through ancient worlds, meeting all sorts of characters and creatures - from creepy to clever, from heroic to hideous, from magical to menacing? Myths make it possible to do just that! Come along on a journey jam-packed with some terrific tales that have survived the test of time. Over four weeks we'll explore stories from all over the world. There are Greek, Roman, Egyptian, Celtic, Norse, Australian myths and more, so you're sure to encounter something fascinating and new! While on this exciting expedition, not only will you be listening, reading, and discussing, but you will create an amazing alphabet book with words and images that showcase important elements of mythology. Thinking of things from A – Z, what will your favourite letter turn out to be?

Please bring:

- **An A4 exercise book:** this can be blank, or blank and lined, or just lined but *please ensure the size of any lines is suitable for your child's writing ability*. 48 or 96-page books are best as you can continue to add to this after the journey!
- A well-stocked pencil case that includes a glue stick, coloured pencils and writing pencils.
- Morning tea (no nuts please); a stamped, self-addressed DL envelope for your report, and a small, labelled photo of yourself. You'll also need a hat (term 1 and 4)

Session One: What's in a name?

You'll probably recognise many of the words we investigate this week as we dive into Greek and Roman myths. After all, there are plenty of mythological people populating planetary places and telling us tales about what the gods and goddesses got up to. Each of them had a special role and a job to do, but that doesn't mean everyone did theirs well! What do the Greek Gods, like Zeus and Chloris, have in common with Roman Gods, like Jupiter and Flora? Of course, in good stories, not all of them use their powers for good! We read about the trouble Arachne finds herself in when her boastfulness upsets the Goddess Athena, and what the talented twins Castor and Pollux do to earn a peculiar form of immortality. There are lots of intriguing links leaping out in these two cultures to help you activate your alphabet collection. How many letters will we wander through and wonder about today?

Session Two: Flying, Feathered, Feared or Friendly?

This session we'll cover a lot of territory as we meet creatures from Chinese, Russian, Japanese and Western African myths. Starring in stories from a range of cultures, mythical beasts are fascinating to look at and read about. They weren't all naughty and aggressive like the Tengu from Japan; many were kind and charming like the Russian Firebird or Thunderbird from Native American myth. In this session you'll find out about many different monsters and what makes each special to its own culture. Your challenge will be to create your own mythological creature and tell a tale about it. Maybe you'll design a flying creature like Pegasus with white feathery wings and a golden bridle, or Quetzalcoatl who can shape-shift from serpent to dragon to man as told in Aztec myth – your options are endless!

Session Three: Magical, Musical, Mythical!

Music and magic in myths will inspire us today as we read Celtic and Norse myths. How do magical instruments or clothing like Freya's cloak help to transform people or save perilous situations? The sounds and stories we listen to will charm your ears and inspire your imagination. The letter V gets a workout when we are introduced to Valhalla, the enormous hall ruled over by the god, Odin and the Valyries, a group of powerful females known as 'shield maidens'. The richly ornamented oak harp owned by Dagda (a large bearded Irish god) with its magical powers will introduce us to enchantment in myth. How might *you* use the magical elements in your own story scenes? We'll experiment with ideas and continue adding to our alphabet as we meet remarkable heroes from ancient times.

Session Four: Animal-ian Antics!

Egyptian, Aboriginal and African myths are full of animals - but those animals don't always look or behave as we might expect them to, well not in these myths anyway! This session we'll have fun exploring how animals feature in the images and language of these wonderful cultures. What do pictures tell us about part animal-part human gods and goddesses in ancient Egypt like Anubis, Horus, Sobek and Thoth? How are animals and gods connected in Aboriginal dreamtime tales? What is the trickster Anansi trying to teach the people he outwits with his clever tricks? Try out some artistic animal-ian ideas to create your own part animal, part human mythical character. Which animal will you choose and what does its features enable it to do as a God or Goddess?

Before we say farewell, we'll flip through our fabulous A-Z folios that feature a collection of words and images highlighting elements of myth from Anubis to Zeus!

Homework: Each week you will have the option of writing short pieces between sessions using the information and ideas we have talked about. You will be given some instructions and can use your A-Z workbook to do some research into myths you're curious about, or to develop your creative writing.

About the presenter:

Andrea believes that every time you read a new myth from a different culture you learn something, about yourself or about others – and that you can never run out of myths to read! An experienced teacher and Gifted Education specialist, Andrea relishes running workshops like this to ignite curiosity and loves to see the creativity of highly able learners brought to life in imaginative ideas, words and artwork!