Myths & Legends

Our **iCAN** mind map

In this unit we are going to learn about myths and legends from around the world. We will look at myths from the host and home countries and think about why people used such stories to reflect on life at the time.









- Researching societies that are well-known for their myths and legends
- Comparing Cambodia to other societies
- Finding out about major events in the past

Learning Goals

- 3.1 Know that the study of history is concerned with the past in relation
- 3.2 Know about the characteristic features of particular periods and societies
- 3.3 Know about the general history of Cambodia
- 3.6 Know about the ideas, beliefs, attitudes and experiences of people in the past
- 3.7 Know about the social, cultural, religious and ethnic diversity of the periods studied
- 3.9 Be able to enquire into historical issues
- 3.10 Be able to find out about aspects of the past from a range of sources
- 3.12 Be able to describe and make links between the main events, situations and changes both within and across periods
- 3.15 Be able to ask and answer questions about the past
- 3.17 Be able to place the events, people and changes in the periods we have studied into a chronological framework
- 3.20 Understand how some aspects of the past have been represented and interpreted in different ways
- 3.21 Understand that historical sources can be different from and contradict one another and that they reflect their context of time, place and viewpoint





- As musicians at iCAN we will be exploring:
- Music that has been inspired by myths and legends
- Pieces of music and making judgements about them
- Composition to create a piece of music to accompany a myth or legend

earning Goals

- 3.1 Know that the study of music is concerned with musical expression and communication
- 3.7 Be able to compose musical pieces combining musical elements within a structure
- 3.10 Be able to make judgements about pieces of music, showing understanding, appreciation, respect and enjoyment as appropriate
- 3.11 Be able to consider pieces of music in terms of meaning, mood, structure, place and time
- 3.12 Understand that musicians use music to express emotions and experiences
- 3.13 Understand that the work of musicians is influenced by their environment





- Finding out how stories around the world are both the same and different
- Finding out how myths and legends have affected large areas of the world
- Researching stories from all the home countries of children in the class

Learning Goals

- 3.1 Know about the key features related to the lives of people in our home country and, where appropriate, our parents' home countries
- 3.2 Know about the key features related to the lives of people in Cambodia and/or, where appropriate, other countries in which we have lived
- 3.7 Understand that there is value both in the similarities and the differences between different countries





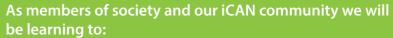
- How artists use paintings and other methods to show myths and legends
- How to look closer at the art of Ancient Egypt
- How to turn characters from myths and legends into comic book superheroes
- How to produce our own piece of art to represent a story we have written

Learning Goals

- 3.2 Know how artists, craftspeople and designers from a variety of traditions (including those of the home country and Cambodia use materials, forms and techniques to express their emotions, observations and experiences
- 3.3 Be able to use a wide variety of materials, forms and techniques to express our emotions, observations and experiences
- 3.4 Be able to communicate through visual and tactile forms
- 3.6 Be able to make judgements about works of art in terms of meaning, design, materials, technique, place and time
- 3.7 Be able to consider works of art in terms of meaning, design, materials, technique, place and time







- Find out about traditions, celebrations and religious festivals which have been influenced by myths and legends from the past
- Consider how the behaviour of individuals and groups can be influenced by the moral messages of myths, legends and other stories
- Look at how global brands use myths and legends to persuade people to buy their products

Learning Goals

- 3.1 Know that the study of society is concerned with learning about living as members of groups
- 3.3 Know about significant international organisations
- 3.4 Know about the major traditions, celebrations and ways of living in Cambodia
- 3.5 Understand their own responsibilities in the groups to which they belong
- 3.6 Understand the responsibilities of others in those groups and in the wider community
- 3.8 Understand that the behaviour of individuals has an effect on the lives of others
- 3.9 Be able to enquire into the nature of groups and social institutions and their effects on people's lives



As digital learners at iCAN we will be exploring: Aspects of computing and ICT

Learning Goals

- 3.3 Be able to frame questions appropriately when gathering and interrogating information
- 3.4 Be able to interpret our findings
- 3.7 Be able to use ICT to present information in a variety of forms
- 3.13 Understand the importance of considering audience and purpose when presenting information





