

# Syllabus

## Mythology and Folklore

### Course Overview

This one-semester course is intended for you to familiarize yourself with various myths, legends, and folklore from around the world. This course has 15 lessons and five Course Activities. Each lesson contains one or more Lesson Activities.

In Mythology and Folklore, you will describe myths related to the creation of the world, the natural elements, and the destruction of the world. You will identify the main characters of various dynastic dramas, love myths, and epic legends and describe their journeys. You will trace the evolution of folklore and describe folktales from around the world.

Your teacher will grade your work on the Course Activities, and you will grade your work on the Lesson Activities by comparing them with the given sample responses. The Course Activities (submitted to the teacher) and the Lesson Activities (self-checked) are major components of this course. There are other assessment components, namely the mastery test questions that feature along with the lesson and an end-of-semester test. These tests are a combination of simple multiple-choice questions and technology-enhanced (TE) questions.

### Course Goals

By the end of this course, you will be able to do the following:

- Distinguish between myths, legends, and folklore and analyze various stories from each genre.
- Evaluate the importance of mythology across cultures and the influence of society on various myths.
- Analyze the qualities, powers, struggles, and roles of the major characters found in myth, legend, and folklore.
- Examine themes, topics, and motifs of various myths.
- Inspect the stages of the hero's cycle and the common qualities, virtues, and roles of heroes across stories.
- Appraise the adventures of heroes and the role of the monsters they encounter.
- Examine local and global folktales as well as the progression of folklore over time.

## **Prerequisite Skills**

Mythology and Folklore is a beginner's course and does not have specific prerequisites. Nevertheless, these fundamental skills will be helpful:

- basic computer skills
- ability to structure and process information

## **General Skills**

To participate in this course, you should be able to do the following:

- complete basic operations with word-processing software such as Microsoft Word or Google Docs
- perform online research using various search engines and library databases
- communicate through email and participate in discussion boards

*For a complete list of general skills that are required for participation in online courses, refer to the Prerequisites section of the Plato Student Orientation document, found at the beginning of this course.*

## **Credit Value**

Mythology and Folklore is a 0.5-credit course.

## **Course Materials**

- computer with Internet connection and speakers or headphones
- Microsoft Word or equivalent
- Microsoft Excel or equivalent

## Course Components and Grading Rubric

The table gives a breakdown of the weight for each component in the course. Weight represents the percentage of the total score coming from each activity.

Course Components	Count	Weight
<b>Module.</b> <i>Each module in this course contains an interactive tutorial and an associated mastery test. Tutorials may include one or more Lesson Activities that constitute tasks associated with the tutorial. The module score comes from a student's score on the mastery test.</i>	15	30%
<b>Discussion.</b> <i>Online discussions allow for higher-order thinking about terminal objectives. An online threaded discussion mirrors the educational experience of a classroom discussion. Teachers can initiate a discussion by asking a complex, open-ended question. Students can engage in the discussion by responding both to the question and to the thoughts of others. Each unit in a course has one predefined discussion topic; teachers may add more discussion topics.</i>	5	20%
<b>Course Activity.</b> <i>Course Activities are similar to Unit Activities in scope but may be found at any point in the course, either to prepare the student for new learning or to act as a performance-based activity required for a learning objective. Like Unit Activities, Course Activities include simple rubrics, and sample answers are available for teachers. Course Activities are teacher graded.</i>	5	30%
<b>End of Semester Test.</b> <i>The end of semester test (EOS) appears at the end of the course. Students are delivered a few items from every tutorial in the course in order to assess the major course objectives.</i>	1	20%
<b>Total</b>	<b>26</b>	<b>100%</b>

\*Teachers may manually adjust these weights if desired, per district grading requirements.

## Course Pacing Guide

This course description and pacing guide is intended to help you keep on schedule with your work. Note that your course teacher may modify the schedule to meet the specific needs of your class.

Day	Activity / Plato Objective	Type
1 day:	<b>Course Orientation</b> <i>Review the Plato Student Orientation and Course Syllabus at the beginning of this course.</i>	
4 days: 2-5	<b>Mythology, Legend, and Folklore</b> <i>Recognize characteristics and values of myths, legends, and folklore; list examples found in art and everyday life.</i>	Lesson
4 days: 6-9	<b>The Gods and the Goddesses</b> <i>Explain the importance of mythology in every culture, identify motifs and the characteristics of various gods and goddesses in classical mythology.</i>	Lesson
1 day: 10	<b>Evolution of Myth, Legend, and Folklore</b>	Course Discussion
4 days: 11-14	<b>Creation and Destruction Myths</b> <i>Identify various myths related to the creation and destruction of the world.</i>	Lesson
1 day: 15	<b>Para Jumble</b>	Activity
4 days: 16-19	<b>Natural Events and Wonders of the World</b> <i>Identify myths related to natural elements and events, explaining the connection between human behavior and natural events.</i>	Lesson
3 days: 20-22	<b>Methods and Mythology</b> <i>Identify scholars who have made substantial contributions to the field of mythology and identify Greek Olympian gods.</i>	Course Activity
4 days: 23-26	<b>The Dynastic Dramas</b> <i>Identify the protagonists of various dynastic dramas, their struggles, and the role of Ancient Greek life in these dramas.</i>	Lesson
1 day: 27	<b>Fate or Choice?</b>	Course Discussion

<b>Day</b>	<b>Activity / Plato Objective</b>	<b>Type</b>
5 days: 28-32	<b>The Trojan War and the Fall of Troy</b> <i>Identify the prominent characters in the Iliad as well as their struggles during the Trojan War.</i>	Lesson
3 days: 33-35	<b>The Royal House and the Trojan War</b> <i>Identify a royal house in Greece and recall the events that lead to its decline, and categorize the Trojan War as a myth or a legend.</i>	Course Activity
5 days: 36-40	<b>The Odyssey</b> <i>Identify characters in the Odyssey and explain how Odysseus triumphs over various obstacles on his journey back home from Troy.</i>	Lesson
1 day: 41	<b>Space Jumble</b>	Activity
4 days: 42-45	<b>The Heroes</b> <i>Identify the different stages of a hero cycle and describe the qualities and virtues embodied by the heroes in various stories.</i>	Lesson
1 day: 46	<b>Love and Adventure</b>	Course Discussion
4 days: 47-50	<b>Adventure Stories</b> <i>Explain the significance of monsters in literature and how various heroes defeat the monsters they encounter on their adventures.</i>	Lesson
1 day: 51	<b>Para Jumble</b>	Activity
4 days: 52-55	<b>Love Stories</b> <i>Identify concepts about love in myths involving gods, goddesses, and mortals and how these myths reflect ancient Greek society.</i>	Lesson
3 days: 56-58	<b>The Heroic Journey</b> <i>Identify a heroic story from the protagonist's point of view; identify a personal challenge in your own life and explain how it relates to the hero cycle.</i>	Course Activity
4 days: 59-62	<b>British Legends</b> <i>Recognize the main characters in the British legends of King Arthur and Robin Hood and identify their qualities and roles.</i>	Lesson
1 day: 63	<b>Legend and Folktale</b>	Course Discussion

<b>Day</b>	<b>Activity / Plato Objective</b>	<b>Type</b>
4 days: 64-67	<b>World Legends</b> <i>Identify stories around the world involving legendary monsters, places, and people.</i>	Lesson
1 day: 68	<b>Space Jumble</b>	Activity
4 days: 69-72	<b>Folktales and Folklore</b> <i>Recall the evolution and purpose of folklore and identify various folktales from around the world.</i>	Lesson
3 days: 73-75	<b>Local Legends and Folktales</b> <i>Identify a local legend and retell it; use your knowledge about folktales to write your own folktale and explain the moral or the message behind it.</i>	Course Activity
4 days: 76-79	<b>Fairy Tales</b> <i>Identify the main characters of various fairy tales and their roles; recall different versions of fairy tales.</i>	Lesson
1 day: 80	<b>Fairy Tales and Tricksters</b>	Course Discussion
4 days: 81-84	<b>Tricksters</b> <i>Identify the roles and characteristics of tricksters in various myths, legends, and folklore.</i>	Lesson
1 day: 85	<b>Para Jumble</b>	Activity
3 days: 86-88	<b>Differentiating Myth, Legend, and Folklore</b> <i>Identify common and uncommon elements in myths, legends, and folklore and list the differences between two versions of the same fairy tale.</i>	Course Activity
1 day: 89	<b>Course Review</b>	
1 day: 90	<b>End of Course Test</b>	Assessment

## Course Map

You will achieve course level objectives by completing each lesson's instruction, assignments, and assessments. For a detailed look at how the materials meet these objectives, review the [course map](#).