A Guide to Using

Myths and Legends

From E2BN

http://myths.e2bn.org
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**About Myths & Legends**

**Introduction**
Welcome to Myths and Legends. This site is for pupils, teachers and all those who enjoy stories and storytelling.

The British Isles is rich in myths, folktales and legends. Almost every city, town and village in Britain has its own special story, be it a Celtic legend, Dark Age mystery, strange happening or fable.

Remember the stories you heard again and again when you were little? Humpty Dumpty, Sleeping Beauty, Babes in the Wood? If you ask your parents or grandparents, they will probably tell you that they heard the same stories when they were young. And don't be surprised if, one day in the future, you find yourself telling the same stories to your children!

Just like those stories, the tales on this site have been told over and over again. Many are very old and date back centuries, but a few come from only a short time ago. You see, a story doesn't have to be old to be a myth...but most of them are!

The East of England has some amazing tales to tell. Creatures from outer space, green children, mythical beasts and a whole host of strange beings can be found in these stories. They are full of heroes (usually handsome), ghosts (often headless), witches (very old and ugly), dragons (ferocious), treasure (mostly buried), devil dogs (red eyed) and strange horses (some even headless).

Sometimes these myths and legends are about very good people and acts of real kindness but many of the stories introduce us to characters that you would not want to meet on a dark night!

People, the world over, have stories to tell and this site is gathering some of them together. It would be great to add yours to our collection. So, come on then, what are you waiting for? Come on in and see what we've got for you.

**How to use this site**
The following is a brief introduction to the site, what it has to offer, how it works and how you can use the tools available to you. A far more detailed guide to using the ‘Myths & Legends’ site will follow after that.

**The Stories**
This site holds a collection of stories mainly from around the East Anglian region. We have tales from all parts of this area; some you may have heard before and some, we hope, will be new to you. There are also stories from other parts of the United Kingdom and from around the world.
Try clicking on the 'Myths & Legends' button at the top of the page to see the list of stories currently available.

Choose a story that you like the sound of.

Now you can:

- Hear the story read to you by clicking on the 'Play' button.

- Sit back and listen to the whole story by leaving the button set to 'Auto is on'. You will see the story text, a paragraph at a time, and will hear it read aloud. At the end of each section, the next piece of text will load up and the story will continue to be read out to you.

- Play the story at your own pace, by clicking the button so that it says 'Auto is off'. Then use the 'back' and 'next' buttons to move through the story.

- Read the story by clicking on the 'Story Text' button.

- Access a library of pictures that go with the story: click on the 'Gallery' button.

- Access an 'Easy read version' (only available for some stories).

- View work that others have done after reading the stories: click on the 'Your work' button.

- Information about how the story may have arisen: click on the 'Origins' button.

- Find ideas and lessons for teachers: click on the 'Teachers' button.
Tools for creating your own stories

The Myths & Legends site contains tools to help you:

- Create your own stories
- Carry out research about these and other stories
- Write about the stories you have read on the site

These tools can be found by clicking on the 'Create your own' button at the top of the page.

The Story Creator and Viewer

Once you have read and listened to some of our stories, you might like to try your hand at creating your own version of one of the stories or even creating a brand new story. On this site we have a 'Story Creator' which will help you to use pictures to create a graphic version of a story. The 'Story Creator' comes with lots of backgrounds, characters and props and you can even add your own pictures.

To use the story creator:

- Select the 'Story Creator' option from the page and wait for the galleries of characters and objects to load up.
- Scroll through the backgrounds and click on the one you wish to use. This will now become the background for your first frame.
- Select characters and objects by clicking on them - they will appear in your frame and you can use the Scale, Rotate and Flip tools to make them look how you want.
- When you are ready to move on to the next part of your story, click the 'next' button.
- When the next blank frame appears, you can save a lot of time by clicking the 'Copy' button - this will copy everything from Frame 1 on to Frame 2. You can then alter the positions of the characters and add new ones as well.
- Clicking on the 'Storyboard' button will let you see all your frames at once and choose which one you want to work on.
• You can add your own background by clicking on the 'add your own image' box. This will allow you to browse on your computer and upload an image of your choice.
• When you are ready, you can save your work by clicking on the 'Save' button.

An administrator will check your work before it is seen by others on the site.

The Story Viewer: allows you to browse the stories created with the Story Creator.

Sound Gallery:
If you are creating a story of your own, in school or at home, you may want to use some sound effects to make your story sound really interesting. The Sound Gallery has a large collection of effects - creaking doors, hooting owls, thunder, footsteps - for you to use. They are all copyright-free, which means that you can download them and use them at any time. To download one, right-click on it and select 'Save Target As...', then save it to a place on your computer.

Image Gallery:
You can view a collection of pictures that you may want to use in your myths and legends, as well as pictures to go with each story, by clicking on the 'Gallery' button in the 'Create your own section'. These high-quality photos have been taken at sites which feature in the story and are usually available in two different sizes - large and extra-large! To download a picture to use in your work, right-click on the picture and select 'Save Picture As...'.

Glossary:
Some of the stories on this site are very old and, because of that, they sometimes contain words which you may not be familiar with. Words sometimes change their meanings too and they may have meant one thing five hundred years ago and something very different today. To help you work out what some of these words mean, we have provided a glossary. You can look up the meanings of particular words by clicking on a letter at the top of the glossary page or by typing a word into the search box.

How to:
If you would like to get more involved with creating your own story, our 'How to' section will give you some hints and tips on a whole range of things - from 'How to read aloud' through to 'How to create clay figures for stop-motion animation'.

Record a video:
You can record a video of yourself reading your story, to go with the text of your myth or legend. This is really easy to do.

From the 'Create your own' page, you just need to select the link for
'Record a video of yourself telling a story'. You will need to have a webcam, or something similar, connected to your computer and you will also need to connect a microphone, to record your voice. Your computer might already have these connected or it might even have a built-in microphone - many laptop computers do. Once everything is set up:

- Click the 'Connect' button on the page and, when a little box appears asking if it is okay to use your camera and microphone, click on 'Allow'.
- Then, when you are ready to record, click on the 'Record' button. When you are finished, click 'Stop Recording'.
- If you make a mistake, click 'Stop Recording' and then click 'Record' again to start from the beginning.
- When you are happy with your recording, type a name in the box at the bottom of the page and click 'Next'.

Adding your story to the site
In the 'Create your own' section, you can submit your own stories or your work about myths and legends, to be read or viewed by others across the internet. There are three options that you can choose from, depending on the type of work you are submitting:

- You can upload a story you have made up yourself
- You can submit a real myth or legend from your area
- You can submit work relating to a myth and legend already existing on the site

To upload your work:

- Click on the button that describes the type of work you are submitting.
- Make sure you have all the resources that you want to add to the site. If it is a written story, there is a place to enter the story text on the form. However, it is also good to submit a picture (in JPEG format) that illustrates your story. You can also upload files of many types, including PowerPoint presentations, word documents, movies and audio.
- Fill in the form - you must complete all the fields that have a * symbol against them.
- When you have completed the form press 'submit'.

Myths and Legends
Page 7
What are myths, legends and folktales?

Human beings have been telling stories since they first learned to speak. And even before we could speak, we managed to tell stories by drawing and painting pictures on the walls of the caves we lived in.

Once upon a time, long, long ago, before even your teachers were born, there lived some really great storytellers. Their stories have been passed down, retold, translated, adapted and, more recently, written down, because everyone loves a good story! Do some of your favourites include haunting and murder, treasure and battle, wicked deeds and heroic actions? These stories probably include legends, myths and folktales.

What are legends?

A legend is usually based on a true event in the past. However, the story may have changed over time to take on some special 'mythical' features. Legends usually have a real hero at the centre of the story and they are often set in fantastic places. The story will have been passed on from person to person, sometimes over a very long period of time. The fact that so many people have taken the trouble to keep the story alive, usually tells you that it has some very important meaning for the culture or region in which the story was first told.

What are myths?

A myth is not quite the same as a legend. Sometimes a myth is loosely based on a real event but, more often than not, it is a story that has been created to teach people about something very important and meaningful.

Myths are often used to explain the world and major events, which, at the time, people were not able to understand - earthquakes, floods, volcanic eruptions, the rising and setting of the sun, illness and death. Many of the myths relating to such events have survived for a very long time, sometimes for thousands of years, as it is only in recent times that we have begun to understand why some of these things happen.

What are folktales?

Folktales are usually stories that have been passed down from generation to generation in spoken form. Often we do not know who was the original author and it is possible that some stories might have been concocted around a campfire by a whole group of people. It is quite normal to discover that there are many versions of the tale, some very similar but others may have only one or two characters in common and take place in totally different settings.

Many of the stories we call 'fairy tales' are really folktales - Sleeping Beauty, Hansel and Gretel, The Three Little Pigs. These stories were probably inspired by events which happened so long ago that we no longer have a
record of what those events were.

**What is the difference between legends, myths and folktales?**

It is very hard to list the differences between myths, legends and folktales. In fact, it is often easier to say what they have in common than to say what makes them different from one another.

The main difference is probably to do with how much the story is based on a true event (illustrated below).

What we call legends are generally stories, which have an actual historical event or person as their starting point. Myths are sometimes based on legends but are altered in a way that makes them useful to teach people how to behave or to give an explanation of the world around.

Folktales may also have started their life by being based on an event, but they are changed almost every time they are told and, as time passes, the story loses its connection to reality and the message or moral of the story becomes much more important.

It's not really so important to spot the difference between the three types. Just enjoy the stories for themselves and see if you can tell what the purpose of the story was originally. Why might the story have been told in the first place? Are you able to tell how it has changed over time?
Why were the stories told?

Wherever you travel in the world, you will find many people willing and happy to tell you stories. They will tell you tales about their homeland, their families, the landscape of their region, the history of their country and much more besides. If you take time to sit and listen to their stories, don’t be surprised to turn around and find a large crowd gathered, all keen to hear the tale. For, if there are many people who love to tell stories, there are even more who love to listen to them. It's a part of every culture on the planet.

There are all sorts of reasons why people have told, and still tell, stories and why many of those stories have been passed down the generations.

- **To bring people together.**
  Stories were often told to help people understand difficult ideas and help people in a community to think in the same way. The stories provided a common message or value and if the story was popular with people, it was almost as if the members of the community were giving it their vote. Things that people found scary, infuriating, or desirable all found their way into the stories and they were passed on because people wanted to be sure that other people felt the same way about these things.

- **As a way of teaching people how to behave.**
  Stories have long been used to help people understand how they should behave in their lives. You may even be able to think of some well-known stories like this; stories which not only explain how you should behave but also explain what will happen if you do not! In many of these stories, the pain or embarrassment which the characters suffer is often caused by their own stupidity or by greed, dishonesty, carelessness or, maybe, by their own pride and a desire to be the best.

- **To explain how the world works.**
  In the 21st century, we understand much about how our world works and why things happen as they do. We know why the sun rises and sets each day, why it gets dark every night and why the moon appears in different places and is different sizes at different times, even why an eclipse happens. But, before scientists were able to explain the natural world, including disasters, people created many strange and wonderful stories to try to explain why such things happened.

- **Just for entertainment.**
  Before the invention of TV and Radio, before there were computers and iPods, how did people entertain themselves and their friends? Dancing, singing and playing music has been popular for many centuries but, for even longer, people all over the world have entertained each other by telling stories.
• **To pass on knowledge.**
  We learn much of what we need to know at school or by reading, nowadays. But it is only recently that large numbers of people have had this valuable opportunity and, until the 20th century, most people in our country were not able to read, so stories were a way of finding out information. They were often used by older members of a community to pass on the history, such as the outcome of battles and tales of courage, and important knowledge about the land they lived in and where danger might be lurking.

• **For fame, money or recognition.**
  Good storytellers have long been able to make a living from their art and still do today. Long ago, minstrels and troubadours wandered through medieval Europe, from town to town, entertaining the crowds wherever they went. However, storytellers had a tendency to tell the people what they wanted to hear. So they were quite happy to bend the truth to please their audience if, for example, they thought the audience would pay more for a different ending! The truth was sometimes the least important thing.

Regardless of why they were told, many of the stories still remain popular today and although we don't often swap stories around the fireside, the tradition of storytelling still continues in the form of urban legends. Many older stories also live on in current day carnivals or festivals, which have their roots in a very different past.
Technical Requirements

Browsers:

This website works best with a desktop or laptop computer capable of displaying at a minimum resolution of 800 pixels by 600 pixels in 32 bit colour. The website is fully compatible with a range of web browsers and has been tested on:

Microsoft Windows 2000, XP

- Microsoft Internet Explorer 6.0
- Netscape Navigator 7.2
- Mozilla Firefox 1.0

Mac OSX

- Safari 1.3.2
- Firefox 1.5
- Netscape Navigator 7.2

Plugins:

Adobe Flash Player
Many of the interactive elements on this website require the Flash Player Plugin version 7 or above.

Documents on this website:

Documents on this website may be published in a variety of formats these include:

Adobe Portable Document Format (PDF).
To view these documents you will need Adobe Reader version 6.0 or 7.0 installed on your system.

Microsoft Word Document.
To view these Documents you will need Microsoft Word. If you don't have Word you can download a free Microsoft Word Viewer from Microsoft's website.
Accessibility statement

Accessibility
E2BN are committed to making this website as accessible to all users as possible. We have followed UK Government guidelines regarding website accessibility, as required by the Disability Discrimination Act. This website conforms to Level A of the W3C Web Content Accessibility Guidelines (WCAG).

Access keys
This website may be navigated with a keyboard using Access keys. Internet Explorer users can make use of access keys by holding down Alt and the correct key to focus on a link, then pressing the Enter key to follow the link e.g. Homepage = ALT+1 then Enter.

The access keys used on this site are:

- S = Skip Navigation
- 1 = Home page
- 2 = Contact Us
- 3 = About this website
- 4 = Search this website
- 5 = Myths and Legends
- 6 = Create Your Own
- 7 = Teachers
- 0 = Accessibility Information

Resizable fonts
You may change the font size of this document to your preference through your browser. In Internet Explorer, select View, then Text Size, and then your preferred size. In Netscape select View, then Text Zoom, and then your preferred percentage size.

Keyboard controls on the Flash Story Player
The Flash Story Player (Used to play stories in the list of Our Myths and Legends) features tab navigation with space to activate a highlighted item. The Story Player also has the following Keyboard Controls:

- A = Auto play the story (advance each frame once the audio has played)
- B = Back a page
- N = Next page
- S = Sound on/off toggle
- E = Exit the Story Player
The Myths & Legends Home page

Below is a screenshot (fig. 1.1) of the homepage of the E2BN Myths & Legends website:

The home page gives access to all the main sections of the website from the buttons at the top of the page – ‘About’, ‘Myths and Legends’, ‘Create your own’ and ‘Teachers’.

The page also contains a welcome message, a link to the ‘Story Creator 2’ tool, a ‘What’s New’ (fig 1.2) section and links to specific featured stories. The current featured stories (fig 1.3) can be accessed directly from this page by clicking on their ‘Play’ or ‘Play this story’ button.
The link to the 'Story Creator 2' (fig 1.4) opens up one of the key tools of the site, a tool which allows users to create their own animated tales using pictures, text and sound. We will explore this tool more fully in another section.

The homepage also contains a 'search' tool, allowing users to search for specific items within the site. Entering a search term (fig 1.5) such as ‘Suffolk’ in the search box produces a page of results as below (fig 1.6):
E2BN have produced some excellent resources to support the use of the Myths & legends site. Two packs of materials exist to help embed the site in your KS2 curriculum, one pack for teachers in Years 3 & 5 (Ages 7-8 & 9-10) and one for use in Year 5. The link to the Teaching Packs (fig 1.7) is available on the home page.
The ‘About’ page

Clicking on the ‘About’ button (fig 2.1) on any of the main pages takes the user to a page which describes what myths, legends and folktales are, why stories have been told throughout the ages as well as providing contact information and technical requirements.

The page will appear as below (fig 2.2):

The information available through these pages can be accessed by clicking the links on the right of the page in the ‘Information pages:’ box (fig 2.3).
From these links users will find information on ‘How to use this site’ (fig 2.4), help on understanding the differences between, myths, legends and folktales (fig 2.5) and some background related to storytelling in general (fig 2.6).

About Myths and Legends
How to use this site

The Stories

This site holds a collection of stories from around the East Anglian region. We have tales from all parts of this area; some you may have heard before and some, we hope, will be new to you. There are also stories from other parts of England and from around the world.

Try clicking on the ‘Myths & Legends’ button at the top of the page to see the list of stories currently available. Choose a story that you like the sound of.

Now you can:

- Hear the story read to you by clicking on the ‘Play’ button, and watch the animated pictures that illustrate what is going on.
- Sit back and listen to the whole story by leaving the button set to ‘Auto is on’. This means that, on the screen, you will see the story text, a paragraph at a time, and you will hear it read aloud. At the end of each section, the next piece of text will load up and the story will continue to be read out to you.

Flip the story chart you are reading, by clicking the button that is ministering to its opposite.

About Myths and Legends
What are myths, legends and folktales?

Human beings have been telling stories since they first learned to speak. And even before we could speak, we managed to tell stories by drawing and painting pictures on the walls of the caves we lived in.

Once upon a time, long, long ago, before even your teachers were born, there lived some really great storytellers. Their stories have been passed down, retold, translated, adapted and, more recently, written down, because everyone loves a good story! Do some of your favourites include haunting and murder, treasure and battle, wicked deeds and heroic actions? These stories probably include legends, myths and folktales.

What are legends?

A legend is usually based on a true event in the past. However, the story may have
Other information regarding technical requirements to enable users to make the best use of the site and about issues related to accessibility can also be accessed from this menu and have already been referred to earlier in this guide.
The ‘Myths and Legends’ page

The ‘Myths and Legends’ page is the main page of the site. From this page users can access the stories which have been created by E2BN, the stories submitted by users of the site and work done using the Story Creator 2 tool.

When the user clicks on the ‘Myths and Legends’ button (fig 3.1) from any of the main pages of the site they will be taken to the page below (fig 3.2):

![fig 3.1](image)

The main body of this page consists of story collection area which has three tabs (fig 3.3), the ‘Myths and Legends’ tab, the ‘Your stories’ tab, and the ‘Story Creator Stories’ tab.
The next section explains what you will see on each of the three tabs and how you access the different kinds of stories which have been added to those sections.

**The ‘Myths and Legends’ tab**

On this tab users will be able to read the stories which have been gathered, re-edited and produced by the team at E2BN. These stories were drawn initially from the East Anglia region but the collection has now been grown to encompass stories from other parts of the United Kingdom and also from other countries and cultures. When this tab is selected a list of stories will appear (fig 3.4). You will see that the stories have also been separated into two age-related categories – ‘**Myths for everyone**’ and ‘**Myths for older students**’.

In columns across the page the user will be able to see the title of the story, where the story originates from, the period from which the story is thought to come and the language in which the story is written.

Clicking on any of the story titles takes the user to the home page of that specific story, as in fig 3.5
Clicking the ‘Play’ button takes you to a new page where you can listen to an audio version of the story.

**Story home** – this is the home page of the story.

The ‘Story text’ button gives you a text version of the specific story.

The ‘Gallery’ button opens a gallery of images related to the story.

‘Your work’ – this is the place where work uploaded by users which is related to this story.

‘Origins’ – this page gives some background info about the origins of the story.

The ‘Teachers’ page offers lesson plans and ideas and other resources.

The ‘Glossary’ tool offers a tool which explains the meaning of key words in the story.

‘Easy read versions’ are available for a selection of the stories on this page.
The ‘Play’ button takes you to a page (fig 3.7) where a version of the story is available to users who would like to listen to the story.

The user can either allow the story to play automatically by leaving the automatic play feature (fig 3.8) set to on or by clicking to set it to off. If this is done then the story can be advanced by clicking on the ‘next’ button or reversed by clicking on the ‘back’ button.

The sound can be turned off (fig 3.9) so that although the text is available and the story can be allowed to advance automatically, the audio is muted.

To leave the audio story page click on the ‘exit’ button in the top right corner of the page.
The ‘Story text’ button takes you to the text-only version of the story, as in fig 3.10.

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A Mummy’s Tale

Text only version

Following the discovery of Tutankhamun’s tomb by Norfolk explorer Howard Carter in 1922, tales of mummies’ curses had become very popular. Egypt’s Valley of the Kings and various museums were central to these tales.

However, some twenty years or so before Carter’s find, a mummy caused quite a stir - in Great Yarmouth!

In the early 1900s, St. Nicholas Church in Great Yarmouth had a school attached to it. In the school was a science room and in a corner of the science room stood an old mummy casket, donated by the school history teacher. The casket was used for teaching lessons on ancient civilisations and was believed
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fig 3.10

The ‘Gallery’ button gives the user access to a page of thumbnail images which are related to the chosen story. Clicking on this button produces a page like the one below in fig 3.11

```
Home / Private Collections / Myths and Legends / Myths and Legends - the Stories / A Mummy’s Tale

Page 1 of 3 [ 1 2 3 ] [ Slideshow ]

[ Ancient Egyptian mummy ]
Viewed: 3519 times
560 x 501
1280 x 1212

[ Mummy’s hand ]
Viewed: 4979 times
480 x 360
1794 x 1272

[ St. Nicholas Church ]

[ St. Nicholas Church ]
```

fig 3.11

Clicking on any of the thumbnail images will bring up a much larger version of the image, as below (fig 3.12)
Clicking on this larger image again will usually bring up a still larger version of the picture. Below the images (fig 3.13) are download links and clicking on these will give the user the chance to save the image to their own computer for later use. You can also use the icons below the download links to share this asset using social media such as Facebook, Tumblr or Twitter.

If you click on the ‘Your work’ button a page will appear which contains links to any work related to this story which has been uploaded by users of the site. These uploads might be text files, such as Word documents or they might be audio or video files, as in the example below (fig 3.14)
Clicking on any of the links on this page will open the uploaded file in the relevant piece of software.

The ‘Origins’ page gives historical, geographical and cultural background to the story and considers the source of the original tale (fig 3.15)

Clicking on the button marked ‘Teacherson’ takes the user to a page (fig 3.16) offering support, advice and resources for teachers who wish to use these stories in the curriculum.
The 'Glossary' tool (fig 3.17) lets users explore the meaning of words which might be used in the stories. It is arranged so that a user can click on the letters of the alphabet at the top and jump to that section of the glossary.

![Glossary screenshot](image)

- Abbess: Head of an abbey of nuns
- Abbey: Building in which Monks or Nuns live, run by an abbot or abbess
- Abbot: Head of an abbey of monks
- Albion: Original Greek or Roman name for Britain
- Alchemist: Someone who studies or practises alchemy - an early form of chemistry.
- Alchemy: Early form of chemistry, the chief aim of which was to turn ordinary metals into gold or silver
- Alien: Foreign or from another world/place

Clicking on the 'Easy read version' button allows users to access an simplified audio version of the full story.
The ‘Myths and Legends’ tab also gives access to the **Myth Map** (fig 3.18)

![Myth Map](image)

Clicking on this link will open up the Myth Map which allow users to explore a map showing where specific stories come from (fig 3.19). The map includes tools to zoom in and out and to navigate up, down, left and right.

![Myth Map](image)

Stories are identified by pins on the map interface. The colours of these pins relates to the period of history the stories are thought to come from and the key to these can be accessed by clicking on the ‘Markers key’ button at the bottom of the map (fig 3.20)

![Markers Key](image)
The title of the stories can be found by hovering the cursor over any of the pins. If you cannot see the pins clearly, use the zoom tool on the right of the page to zoom in to see the map in more detail (fig 3.21).

![Myth Map](image)

You can navigate directly to the home page of any of the stories by clicking on the map pin. Close the Myth Map by clicking on the ‘Exit’ button at the top right corner of the map.

**Myths sorted by age relevance**

The Myths and legends tab contains a section (fig 3.22) where the stories have been separated by their relevance or suitability for specific ages.

![Myths for everyone](image)

The section headed ‘**Myths for older students**’ (fig 3.23) contains stories which are deemed more suitable for older students and teachers may want to use these with more caution than the main bank of stories. They contain a number of stories with slightly ‘older’ themes and subjects, such as ‘Beowulf’ or ‘The Beast of Croglin Grange’.
The ‘Your Stories’ tab

The stories which are found on the ‘Your Stories’ tab (3.24) are those which have been submitted by users of the site from all over the world.

These stories are classified in one of two categories. They are either ‘Real’, which means that the story is based on an already known story or ‘Made Up’ which means that they are original stories and not based on a known tale (fig 3.25).
Click on any of the titles and the selected story will open up on a new page, as below (fig 3.26)

Each story has access to a tool which allows other readers to rate the story on a 1 – 5 star basis (fig 3.27)

Users can click on a 1 – 5 star rating to give their opinion of the writing. The tool will then summarise the number of people that have rated the story and it’s overall score so far.
Users can also leave comments containing their thoughts about the story and offering any advice in terms of improvements etc. This tool can be found at the bottom of the page (fig 3.28)

![fig 3.28](image)

All comments are moderated by a member of the E2BN team before being published.

Submitting a story to the ‘Your Stories’ page
Users wishing to add their own story to this page should click on the ‘Send us a new story’ link at the top of the tabbed area (fig 3.29).

![fig 3.29](image)

Clicking on this link opens the submission form below (fig 3.30). Users will need to upload files in the next stage of the process.
Please note that all submitted stories are checked and moderated for suitability etc.

The Showcase

‘The Showcase’ (fig 3.31) is an area which contains user-generated stories which are particularly well written or which contain interesting elements of story writing or are good examples of a particular type of myth, legend or folktale. Stories are selected by members of the E2BN team.

To access the stories in the showcase area click on the ‘Enter the showcase’ link.
The ‘Story Creator Stories’ tab
The stories found on the ‘Story Creator Stories’ tab (fig 3.32) are stories which have been made using the Story Creator 2 tool. This tool allows users to create animated stories which can contain background images, text, speech bubbles, sound effects, voice-over and animated objects. The stories are made in a series of frames which can be set to play automatically or by allowing the viewer to click the ‘back’ and ‘next’ buttons in the story player.

fig 3.32

Clicking on one the story creator titles will open up the story player and will automatically begin playing the selected story (fig 3.33)

fig 3.33

You can close the story you are watching by clicking on the ‘exit’ button in the top right corner of the page.
To view stories created by users at a particular school, type the name of a school into the search box and click on ‘Find a school’ (fig 3.34).

The page will then display the names of any schools matching your search term (fig 3.35)

The Story Creator stories tab also contains a Showcase of its own which operates in the same way to the one on the ‘Your stories’ tab.
The ‘Create Your Own’ page

The ‘Create your own’ page (fig 4.1) offers a number of tools and resources to help users make their own stories. As well as the Story Creator itself there are collections of resources available such as the Image Gallery, the Sound Gallery, the Glossary and the ‘How to’ guides.

Use the ‘Add a story’ button to add a story of your own using the same form as already demonstrated previously in the ‘Your stories’ tab of the Myths and Legends page.

You can use the ‘Sound or video story’ to add an audio or video story to the site. This tool will allow you to record up to 3 minutes of video and audio using a standard webcam and microphone. Plug the webcam and microphone into your computer and then click the ‘Sound or video story’ button. This will take you to the page displayed below (fig 4.2).
Click the ‘Connect’ button to activate your video and audio recording devices. When the ‘Adobe Flash Player Settings’ box appears (fig 4.3) click the ‘allow’ button.

You can then click the ‘Record’ button to start the recording of your story. When you are finished click the ‘Stop recording’ button. Complete the remainder of the form for step 1 of the submission form. In step 2 (fig 4.4) you will be allowed to review your video and either approve it by clicking on the ‘continue to next step’ button or re-record it by clicking on the ‘Re-record video’ button.
When you are happy with your completed video you can continue to step 3 where you will need to complete your details and finally submit the story to the site. It will be checked and moderated by a member of the team before being added to the online collection.

When users click on the ‘**View stories created in Story Creator 2**’ button you will be able to view stories created by users who have used the Story Creator. This tool allows users to create animated stories which can contain background images, text, speech bubbles, sound effects, voice-over and animated objects. The stories are made in a series of frames which can be set to play automatically or by allowing the viewer to click the ‘back’ and ‘next’ buttons in the story player. Please see the previous section for more detail on how to view these stories.

Clicking on the ‘**Read your stories**’ button or on the ‘**Play your sound and video stories**’ button allows the user to access the stories stored on the ‘Your stories’ tab of the Myths and Legends page. Please see the previous section for more detail on how to read these stories.

Users can access the collection of photographs and drawings by clicking on the ‘**Image Gallery**’ button in the toolbox (fig 4.5).
Clicking on the ‘Image Gallery’ link will bring up the page below (fig 4.6)

**Image Gallery**

Use the E2BN myths and legends image gallery to illustrate or create your own story. The gallery has over 250 pictures. You can download and edit the pictures and use them to illustrate your work. For example, you may want to use them to make a movie or animation or in a powerpoint presentation or document.

To access the general gallery [click here](#). To access the story galleries [click here](#).

This page offers a choice of visiting the general image gallery or specific story galleries, as in the example below (fig 4.7)
Clicking on any one of these story albums will open up that album and display the collection of images available for that particular story. These images can be downloaded and saved for later use.

Myths and Legends has an opportunity for users to either respond to changes and new features on the site or to suggest improvements and possible new features. This is accessed by clicking on the link titled ‘Suggestions for the site’ and then following the link to the ‘Suggestions forum’ (fig 4.8).
Users can read posts from other visitors to the site and can add their own topic.

Click on the ‘How to’ link in order to access a range of helpsheets which cover a number of aspects of work related to myths and legends including ‘How to read aloud’, ‘How to use sound effects’ and ‘How to animate a story’.

The ‘Timeline’ tool will be available on the site in due course.

The ‘Glossary’ tool lets users explore the meaning of words which might be used in the stories. It is arranged so that a user can click on the letters of the alphabet at the top and jump to that section of the glossary.

The ‘Sound Gallery’ offers users a range of sound effects which can be downloaded and used in a variety of ways such as within a movie presentation created in Moviemaker or iMovie, within an audio broadcast created in Audacity or Garageband, within a stop-motion animation film created in software which allows you to do this such as Xipster, Frames or iCanAnimate.

Open this gallery by clicking on the link which will take you to the following page (fig 4.9)

![Sound Gallery](image)

Clicking on the sound file with the left mouse button will most likely open that sound in an appropriate piece of software such as Windows Media Player or Quicktime Player. However if the user clicks on it with the right mouse button and then selects ‘Save target as….’ from the menu which appears (fig 4.10)
then the file can be downloaded and save to the users computer. The file can then be used later.

The final button in the ‘Create your own’ toolbox is the ‘Register for Story Creator’ button which allows a school to register to use the Story Creator 2. Please note that some of the features of Story Creator can be used without registering but users will not be able to save and reload their work if they are not registered nor will they be able to add sound effects or voice-over to a story.

Clicking on the ‘Register your school’ button from the toolbox takes you to a page like the one below (fig 4.11)

Click on the ‘Register your school’ link and this will take you to a registration page. Complete the details for registration and submit the form to E2BN. The
registration will then be checked by a member of the E2BN team who will then provide the details for access if the registration is approved.

Once this is done the administrator can use their username and password to create accounts for any member of their school community. This is done by clicking the link titled ‘Teachers administration area’. Enter your username and password as supplied to you and click Login. You will then see a page like the one below (fig 4.12)

![Fig 4.12](image)

Click on the ‘Story creator’ link (fig 4.13) if you wish to check stories which have been submitted by users in your school.

![Fig 4.13](image)

This will allow you to approve, reject, edit or delete submitted stories (fig 4.14).
fig 4.14
You can click on ‘Students’ and use the system to create accounts for your pupils. Click on the ‘Add students’ button and then either add individual students or upload a .csv file containing multiple user account details. The csv file should contain 6 columns of information:

- Username
- Password
- First name
- Surname
- Display Name
- Email

Save your file as a.csv file and upload it to this area using the ‘Upload’ button on the page (fig 4.15)

fig 4.15
To view a user’s story click on the ‘Documents’ tab and then on the title of the story from the list which appears (fig 4.16)

fig 4.16
Click on the story – it will now appear in a story player and below it will be a series of buttons allowing you to Approve, Reject or Delete the story. There is also a text box for you to provide feedback to the user (fig 4.17)
The Story Creator 2

You can access the Story Creator 2 tool from the ‘Create Your Own’ page, from the Home page or from a number of other links throughout the site.

The ‘Story Creator 2’ tool allows users to create animated stories which can use a mixture of text, background images, characters, speech, voice-over, sound effects and more. The finished pieces of work can be uploaded to the Myths and legends site to be viewed by other users.

The ‘Story Creator 2’ tool works best if users are registered and logged in to the site as this gives them the full functionality of the all the tools available. When the site detects that a user has requested to use a function which needs them to be logged in it will prompt them to do so, as below (fig 5.1).

![fig 5.1](Image)

At this point the user should enter their supplied username and password and click on the Login button.

Once logged in a user can either start a new story or load a previously saved story by clicking on the ‘Load’ icon at the top of the page (fig 5.2)

![fig 5.2](Image)

Clicking on the ‘Load’ icon will open the directory of that users saved work, as below (fig 5.3)
Clicking on the name of a saved story will open it up in the Story Creator, as below (fig 5.4)

The story can now be edited further and saved again at any point in the process. As the Story Creator is entirely web-based users can access their work from anywhere as long as they have connection to the internet.

Creating a new story with Story Creator 2

The following pages will take you through the process of creating a new story and will look at how text and graphics are added, how sounds can be used, how speech bubbles are added, how you can use your own images as backgrounds and how the finished story is submitted to the site.

The process begins by opening the Story Creator from any of the pages which contain a link to it. Once it is open the Story Creator is ready to begin a new
project and will open with a blank frame. The image below explains the main features of the Story Creator (fig 5.5).

An animated story created in Story Creator 2 can have up to 10 chapters in the story and each chapter can contain up to 9 frames, so it is possible to have a total of 90 frames in your story.

**Using Tool Tips**
All of the tools and icons in the Story Creator 2 interface have tool tips attached to them. As the default setting these are switched off but can easily be turned on.
To switch them on simply click on the ‘Help’ button at the bottom of the screen (fig 5.6). Hovering your mouse over any icon will then result in a text box appearing with helpful tips in it (fig 5.7).

**Creating a story**
It is likely that the first thing you may wish to do is to add a background for your story. To access the collection of backgrounds either click the left/right
arrows on the backgrounds palette which allows you to see them one at a time (fig 5.8), or click on the eye in the bottom right corner of the backgrounds palette this will allow you to see them in their own viewer (fig 5.9)

Whichever method you are using to view the backgrounds, click on the one you wish to use and that will be copied into the frame you are working in, as in fig 5.10.

To add characters to your scene use the same process as for the backgrounds – either view them one at a time or click on the eye to see a larger collection of characters. Notice that the collection is in tabbed format, each tab holding a particular collection of characters (fig 5.11)
Select a character by clicking on it in the characters palette. It will now appear in your scene with a red rectangle around it, denoting that it is the selected object (fig 5.12). When an object is selected it can be manipulated in a number of ways.

Whilst selected it can be scaled using the ‘Scale’ tool. Move the slider up to make the object smaller and down to make it larger.
Objects can also be rotated using the ‘Rotate’ tool – move the slider up to rotate clockwise and down to rotate anti-clockwise.
Click on the ‘Flip’ button to flip the object left to right.
When two or more objects are placed in the frame and overlap each other you can use the ‘Arrange’ tools to select one and place it in front or behind another object, as below (fig 5.13)
Text can be added to the story by clicking in the text area below the graphics area and entering text there (fig 5.14).

Add props and other objects to the frame by using the Props palette – either view them individually or click on the eye to see the whole collection in tabbed format, as before with the backgrounds and characters. Click on the object you wish to add and it will appear in the frame (fig 5.15)

When you are ready to move on to the next frame to tell the next part of the story, click the ‘Next’ button at the bottom-right corner. You now have a
choice of manually adding items to frame two starting with a blank page or using the ‘Copy’ button to add everything from Frame 1 into Frame 2 (fig 5.16)

Click on the copy button and the objects from the previous frame will appear in this frame. They can then be either moved to new positions or deleted or other objects can be added (fig 5.17)

The speech bubble is added by clicking on the eye on the speech bubble tool and selecting the type of bubble required. Once it is on the page move it into place and then click in it to enter the required text.

Deleting objects
Any item can be deleted by clicking on it to select (the red rectangle will appear around it) and then clicking on the ‘delete’ icon (fig 5.18)
You can see your story in ‘Storyboard’ format at any time by clicking on the icon at the bottom left of the Story Creator (fig 5.19)

Clicking on this will open up the Storyboard viewer, as in the following example (fig 5.20)

Whilst in this mode the user can click the red delete icon in the bottom-right corner of each frame – please note that this will permanently delete the frame without a warning. Frames can also be moved and re-ordered in this view. To change the order of the frames simply click and drag a frame to a new box so that the order changes. (fig 5.21)

**Saving work**
Users should remember to save work regularly. To save work in progress, click on the ‘Save’ icon above the ‘chapter’ tabs. Remember that you will need
to be logged in to carry out this operation. If you are not logged in the system will prompt you to do so at this point.

As long as you are logged in you will see this window (fig 5.22)

![Image](fig 5.22)

**Save your story:**
To save your story please enter the title in the box below then click the save button.

If you are changing the title of a story you have already saved it will become a new story

**Story Title:** My new story

Type a name for the story into the ‘Story Title’ box and then click on ‘Save’.

Please remember to save again every few minutes to ensure that you do not lose large amounts of your work if you have a computer failure or connection problem.

**Previewing your story**
At any point during the process of creating a story a user can preview their work to see how it will look when published.
To preview your work simply click on the ‘Preview’ button (fig 5.23)

![Image](fig 5.23)

The story will now open in a ‘Preview’ window (fig 5.24) which can be closed again by clicking on the ‘Close Preview’ button in the top right corner of the screen.
Adding sound to your story

Story Creator 2 allows a user to add sound to a story in two different ways:

   a) sound effects can be attached to an object e.g. a character, prop
   b) voice-over can be added to a frame of the story

Adding Sound Effects

Sound effects can be added to objects. In order to attach a sound to a character or other object that object must be selected first so that it is surrounded by the red rectangle.

You should then click on the ‘Sound effects’ icon at the bottom-right of the screen (fig 5.25)

![Sound effects interface](fig 5.25)

This will open the interface shown below (fig 5.26)

![Audio Panel interface](fig 5.26)

In this panel you can add a sound in three different ways.
1. **Adding a sound from the sound library** – the Story Creator 2 has a collection of sound files available in a library for users to add to objects. Use the left and right arrows to scroll through, clicking on the green Play button to hear the sounds (fig 5.27). When the required sound is found click the OK button at the bottom right corner. The sound is now attached to the object.

   ![fig 5.27](image)

2. **Adding a sound from 'My Sounds'** – this button (fig 5.28) allows you to add sounds from any that you have already uploaded to the Story Creator 2.

   ![fig 5.28](image)

   Clicking on the 'Upload sound' button will allow you to browse to your own computer’s drives and select sounds from your own collection (fig 5.29).

   ![fig 5.29](image)

   Click on the 'choose file' button to find your file and then click on 'Upload'. When you are back in the main audio panel click OK to add that sound to the object.

3. **Recording your own sound** – it is possible to record your own sound using the built-in recording device. You will need to have a microphone plugged in and correctly configured to record.
When you are ready to record click on the red ‘Record’ button. If a box pops up asking you to allow or deny access to your microphone then click ‘allow’. Record what you wish to and then click on the ‘Stop’ button.

Give your new sound a name in the box below and then click ‘Add to my sounds’ (fig 5.30)

![Record a new sound](image)

This will make your sound available in the ‘My sounds’ section – you should now add it to the object in the way described in option 2 for adding sound effects.

You might now like to run your story in the Preview window to check that the sounds have worked correctly.

**Adding Voice-over to your story**

It is possible to add voice-over (narration) to your story. You can add up to 30 seconds of audio to each frame of your story by recording straight into the ‘Record frame audio’ tool (fig 5.31).

![Record Frame Audio](image)
With this panel open and a microphone attached to your computer, click on the ‘Record’ button and record the sounds you wish to add. Click the ‘Stop’ button when finished and then click on the ‘Finished’ button. This will add the sound to your frame. You can tell if it has worked correctly because you should now see the ‘Re-record sound’ button and ‘Play Audio’ buttons available on the toolbar (fig 5.32).

![fig 5.32]

If you wish to listen to what you have recorded click the ‘Play’ button. If you are not happy with the recording you can re-record your sound by clicking on the ‘Re-record’ button.

**Uploading your own background image**
If you would prefer to use an image of your own as the background for the story then you can use the ‘Upload your own’ icon to do this (fig 5.33).

![fig 5.33]

Click on this icon to begin the process of locating and using your own image for a background. This will open a window which allows you to search for your image (fig 5.34). Click’ Choose file’ to locate your file and then ‘Upload’.

![fig 5.33]

Your file will now be available in the ‘Upload own image’ area – use the left/right arrows to view the images in this palette and then click on the one you wish to use (fig 5.35)
Downloading your story to your own computer
It is possible to download your story to your own computer to view offline. Click on the ‘Download’ icon to the right of the work area (next to the ‘Scale’ tool) and save the zipped file to a location on your computer. It is essential that you save your file before you do this operation.

Submitting your final work to the Myths & Legends site
Once your story is complete and you have saved it for the final time you can ‘Submit’ it to the Myths and Legends site. If it is accepted for publication it will appear in the ‘Story Creator Stories’ section of the ‘Myths & Legends’ page.

To submit your work click on the ‘Submit’ button (fig 5.36)

This will open the ‘Submit your story’ box (fig 5.37)
fig 5.37
If you are ready to submit the story then click the ‘Submit my story’ button. You will then see a message thanking you for submitting your work and explaining what will happen to it now. Your story will be reviewed by either a member of the E2BN team or by the administrator for your school. You will receive a message in your inbox telling you what has happened to the story, whether it has been approved or rejected. To view your messages click on the ‘Messages’ icon. If you have any messages you will now be able to read them (fig 5.38)

fig 5.38

When you have read your messages you can delete them or leave them in your message box. Click the ‘Finished’ button to leave the messages window.
The ‘Teachers’ page

The Myths and Legends website has a section aimed specifically at teachers wishing to use this resource in their classroom (fig 6.1).

This page contains information, resources, lesson ideas related to storytelling and the use of story as well as resources linked to specific stories in the Myths and Legends collection. The page also contains links to further support materials – packs of teaching materials which can be purchased from the E2BN site.

There are set of links to ‘General Resources’ (fig 6.2).
These include links which examine how the stories can be used within the teaching of history, how to investigate and present a local myth or legend, how to use bundled or free software such as Moviemaker to present a myth in movie format and how to use stop-motion animation software to create an animated version of a myth.

There are resources specifically related to stories in the collection (fig 6.3).

Teachers can also contribute to this area of the website by clicking on the ‘add your own resources’ link on this page (fig 6.4).

Teachers should complete the form to submit their own work to the site (fig 6.5)
fig 6.5