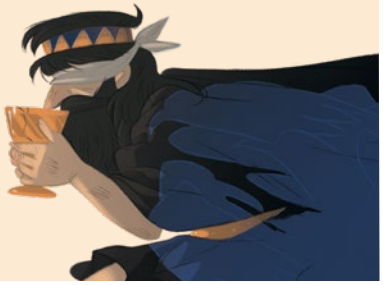
IN BRIEF

The Eye of Odin is a Norse tale about how the king of the gods went on a quest for wisdom! This pack is inspired by that story – it's full of information about the gods, monsters and legendary places found in Norse myths!



1. LITERACY LESSON IDEAS

- If a pupil comes across a word they don't know in this month's issue, it's a great opportunity for them to learn something new and hone their research skills! The **Storytime Glossary** has definitions of unusual words or phrases from stories in the magazine – encourage students to look up their meanings!

- In 'The Eye of Odin', a Norse god goes looking for knowledge, so it's only appropriate that the **Class Discussion Sheet** has questions about how we can do the same thing! Students should talk about how they find information, and this could lead to them discussing the value of knowledge (including the things they learn at school).

- Myths often contain powerful imagery – particularly *similes*, which describe things by comparing them to other things. The extract on the **Reading Comprehension Sheet** contains a simile for students to find, as well as an exercise where they are encouraged to come up with cool similes of their own!

- The **Story Sequencing Sheet** has eleven sections of Odin's story, but they are in the wrong order! Can your students number them in the order in which they *should* be read? Pupils should reread the story to make sure they get it right!

- Children can rewrite Odin's tale in their own words on the **Storyboard** page. The illustrations on the sheet are useful prompts...

Continued on page 2...

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1. LITERACY LESSON IDEAS CONTINUED

- The **Character Sheet: Odin** page has questions about the chief of the Norse gods – how much did your pupils learn about him by reading his story? They can even draw a bird companion for him... and it doesn't have to be a raven! Perhaps he could have a parrot or a pelican as a pet?

- We hope your class enjoyed reading 'The Eye of Odin' – perhaps they would like to have a go at writing a Norse myth of their own? The **Make a Myth!** sheet will show them how to plan out the five stages of an epic story. Encourage them to read **The Norse Pantheon**, **Mythic Monsters!** and **What a Wonderful World Tree!** first to find characters and locations to use in their tales.

- Adjectives are very useful tools for telling a descriptive story! The **Mythic Adjectives!** sheet has fifteen of these words on it – can your class sort them into ones that are suitable for talking about heroic characters, ones that are useful for talking about heroic characters, and ones that could be used for either?

2. HISTORY LESSON IDEAS

- The gods of Norse myth are vivid and interesting characters! **The Norse Pantheon** has brief profiles of seven of the most important ones and information on where your pupils can find more ***Storytime*** tales about them. Of course, they are not the only Norse gods... can your students find *other* interesting deities that the Vikings worshipped?

- Odin, Thor and the other members of the Aesir had to deal with monsters and strange creatures of all kinds in Norse myths. Eight of them are shown on the **Mythic Monsters!** page, with facts about what they did and where they could be found. Which ones do your students find the most fascinating?

- The Norse peoples believed that there were many worlds in the universe, connected by the branches of a massive World Tree (called *Yggdrasil*). **What a Wonderful World Tree!** shows us this incredible plant and some of the worlds that could be found in it. Can pupils work out where the eight beings on the **Mythic Monsters!** page live?

Continued on page 3...

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2. HISTORY LESSON IDEAS CONTINUED

- Odin isn't the only one to go in search of knowledge! **The Quest for Wisdom** page describes six real or mythical beings who attempted to make sense of the universe. Can your students match the descriptions with their names? They might have heard of some of them, or even read about them in ***Storytime***!

- The **Writing with Runes** page is about the *Elder Futhark*, which was an alphabet that Norse people used. Students can decipher it using the handy key! Get them to use it and work out what the three gods are saying on this sheet. Also, ask pupils *why* they think this alphabet was called the 'Futhark'. **Hint:** Look at the order in which the different runes are listed...

  This exercise could lead into a discussion about different alphabets and writing systems from around the world and how they work.

- Kids might test their knowledge of Futhark runes with the **Rune Search!** puzzle. This is a word search with a difference: all of the words are written in the Elder Futhark alphabet! Pupils can refer to the key on the previous page if they need to check what a particular rune means.

3. ART LESSON IDEA

- The masks on the **Norse God Mask** and **Monster Mask** pages can be used to act out the myths your pupils came up with on the **Make a Myth!** sheet. The first sheet has a mask of the hero or heroine of their tale – they can add details to make it match the main character and colour it in. The second mask can be modified to represent the villain of their myth!

  Once the masks are coloured in, they should be cut out. A piece of elastic can be tied between the small holes on either side so the masks can be worn. When acting out their myth, kids might play both roles by switching masks or get a friend to play one role...

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STORYTIME GLOSSARY

1 OF 2

You can look up the meanings of words you don't know here!

The Pea Blossom (Page 6)

- **Muttered** – spoke quietly
- **Jolt** – sudden movement
- **Peashooter** – tube for blowing peas
- **Window sill** – ledge at bottom of window
- **Astonishment** – extreme surprise
- **Sprouted** – grew out
- **Blushing** – reddish-coloured
- **Flourish** – become strong and healthy

The Tiny Samurai (Page 10)

- **Shrine** – little temple
- **Unusual** – strange
- **Eyedropper** – little tube for letting out drops of liquid
- **Skilled** – good at doing something
- **Sash** – cloth wrapped around waist
- **Chopstick** – stick used in pairs to eat with in many Asian countries
- **Vessel** – boat
- **Piloted** – controlled
- **Bulging** – sticking-out
- **Dizzying** – making him dizzy
- **Companion** – friend
- **Province** – area of a country
- **Overboard** – off a boat or ship
- **Towering** – very tall
- **Ogre** – large humanlike monster
- **Pipsqueak** – little person
- **Gloated** – said in a boastful way
- **Teensy** – tiny
- **Tremendous** – amazing

The Sheep Factor (Page 16)

- **Herded** – guided a group
- **Minding** – caring for
- **Feather boa** – scarf with feathers on
- **Fleece** – sheep's coat of wool
- **Crest** – tall bit of hair on head
- **Jostling** – pushing and bumping
- **Chattering** – talking excitedly
- **Squeaked** – said in a high-pitched way
- **Humming** – a low continuous sound
- **Flickered** – went on and off
- **Mischievous** – slightly naughty

How Brer Rabbit Fooled The Elephant and the Whale (Page 18)

- **Restful** – peaceful and calming
- **Twitched** – moved slightly
- **Trumpeted** – said in a loud way
- **Stomped** – walked heavily
- **Compliments** – nice things said about him
- **Wailed** – cried out in an upset way
- **Heaved** – pulled
- **Blowhole** – breathing hole on a whale's head
- **In a jiffy** – in a small amount of time
- **Budging** – moving at all
- **Tug-of-war** – rope-pulling contest
- **Tugged** – pulled
- **Bellowed** – yelled in a deep voice
- **Burrow** – rabbit's underground home

Continued on page 2...

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STORYTIME GLOSSARY

2 OF 2

The Princess of the Springs (Page 23)

- **Shimmered** – reflected a wavering light
- **Swift** – fast
- **Fiery** – full of emotion and energy
- **Ceremony** – special ritual
- **Echoed** – reflected
- **Pleaded** – begged
- **Curtseyed** – bowed slightly
- **Hostage** – prisoner
- **Buffeted** – repeatedly struck
- **Tornado** – fierce swirling wind
- **Wriggled out** – moved out like a worm
- **Extinguished** – put out
- **Blessing** – wonderful gift
- **Bloom** – flower

Nala and the Nanny Goat (Page 30)

- **Pellets** – hard compressed bits of food
- **Water troughs** – big containers for animals to drink out of
- **Bleat** – make a high-pitched cry
- **Udder** – part of animal milk comes from
- **Clover** – kind of grass
- **Outstretched** – reached out
- **Bolt** – run away suddenly
- **A dozen** – twelve
- **Occupy** – be on
- **Clattered** – rolled while making a noise like 'clatter'
- **Wide-brimmed** – with a wide edge
- **Wellies** – rubber boots
- **Silly billy** – foolish person or animal

The Courage to Care (Page 35)

- **Manor house** – big house in the country
- **Moors** – high grassy areas
- **Chameleon** – colour-changing lizard
- **Enthusiastically** – in an excited way
- **Wherefore** – for what reason
- **Remedies** – cures
- **Illnesses** – sicknesses
- **Swelling** – becoming bigger
- **Dotted** – covered here and there
- **Smelters** – places for melting metal ore
- **Symptoms** – signs of sickness
- **Butler** – head servant in a big house
- **Wheezing** – breathing with difficulty

The Eye of Odin (Page 40)

- **Worshipped** – prayed to
- **Soared** – flew high
- **Forges** – places where metal things are made
- **Encircles** – goes around
- **Gravely** – in a serious way
- **Bargain** – make a deal
- **Gnarled** – rough and twisted
- **Fierce** – strong
- **Gritted his teeth** – clamped his teeth together tightly
- **A heavy price** – a lot
- **Aesir** – the family of Norse gods that Odin belonged to
- **Gulped down** – quickly drank
- **Bandage** – piece of cloth used to cover a wound

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CLASS DISCUSSION SHEET

LET'S TALK ABOUT...

gaining knowledge! In this month's myth, Odin finds things out by drinking from a magic well – but how can we get knowledge in the *real* world?

1. If you wanted to find something out or look something up, where would you go and what would you do?

2. Sometimes people are good sources of information! Who could you ask if you needed to find out facts about certain topics?

3. What are some interesting or useful new things you found out recently? How did you learn about them? Have you shared them with others?

4. Why do *you* think it is good to learn new things?

READ ABOUT RUNES!

Reading and writing are very useful skills when you want to record facts or look things up in books or online! The words you are reading now are written using the *Latin alphabet*, but the Norse peoples used a set of symbols called *runes* instead. (Odin was the god of runes!)

The earliest known runes date back to around 50CE. They were used to carve messages on stones, and the Norse peoples also believed that the symbols could be used to perform magic spells or predict the future.

The two main runic alphabets were called the *Elder Futhark* and the *Younger Futhark*. You can learn how to read using the Elder Futhark alphabet in this pack!

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READING COMPREHENSION SHEET

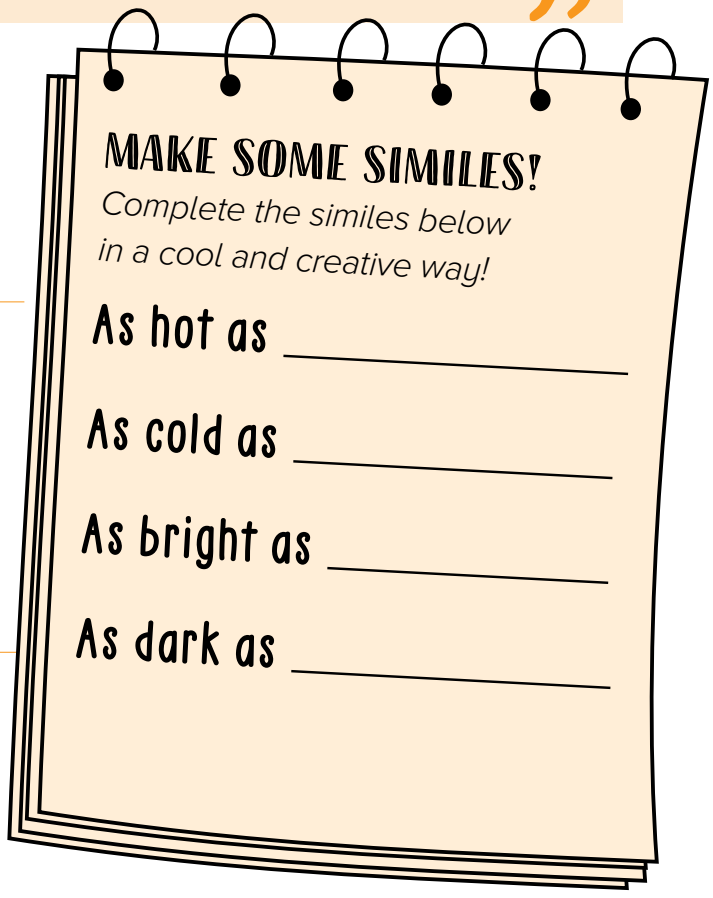
An *adverb*, an *adjective* and a *simile* can all be found in this extract!

> Odin picked up his staff and walked away without replying. He scrambled across ice and snow until at last he came to the place where a root of the World Tree went into a deep well in the ground.
>
> It was guarded by a long-bearded giant whose eyes were as blue and cold as the winter sky.

1. An *adverb* is a word that tells you *how* a person did an action. What adverb in the first sentence tells you something about where Odin walked?

2. *Adjectives* (describing words) are used to say what a person or thing is like. Can you spot the adjective in the second sentence that tells you what the well is like?

3. In the last sentence you will find a *simile* (a figure of speech that describes what something is like by comparing it to something else). What does the simile describe?



ANSWERS: 1. *Away*. 2. *Deep*. 3. The giant's eyes!

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STORY SEQUENCING SHEET

Odin's story has been mythically mixed up! Do you know what order the events *should* go in? Number each section in the right sequence!

Odin was worried by what the ravens told him, so he decided to climb down the World Tree and drink from the well of wisdom.	
Mimir said that Odin could drink from the well – if he would give up one of his eyes in return.	
The king of the Norse gods was called Odin, and every day he sent his two ravens out to gather news from across the world.	
Odin answered them correctly, so the giant told him where the well was. He warned the god that it was guarded by the giant Mimir.	
There, he saw a towering giant, who said he would tell the god where the well was if he could answer three questions.	
Odin agreed, and drank deeply from Mimir's well of wisdom. He immediately gained great knowledge of the universe!	
The Norse gods lived in Valhalla, a golden hall that stood among the branches of a World Tree that stretched across the universe.	
Having completed his quest, Odin tied a bandage around his head and began the journey back to Valhalla.	
The king of the gods took his staff and put on his hat. He then climbed all the way down the World Tree until he reached the bottom.	
By following the giant's directions, Odin found Mimir and his well. The massive being had a long beard and blue eyes.	
One day, the ravens returned and told Odin that the giants were making weapons and that the huge world serpent was stirring.	

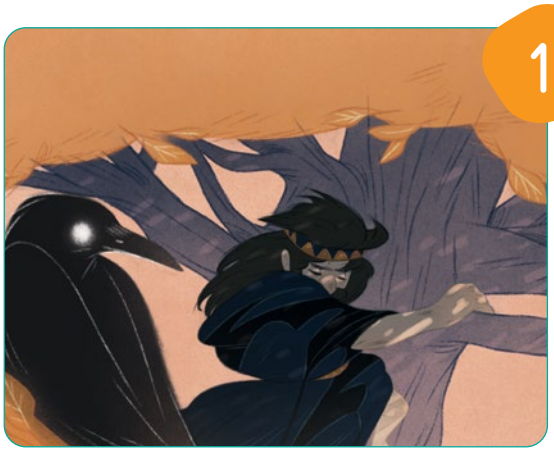
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STORYBOARD

What happened to Odin when he went on a quest for a drink of water? Write about his adventure in your own words below!

1



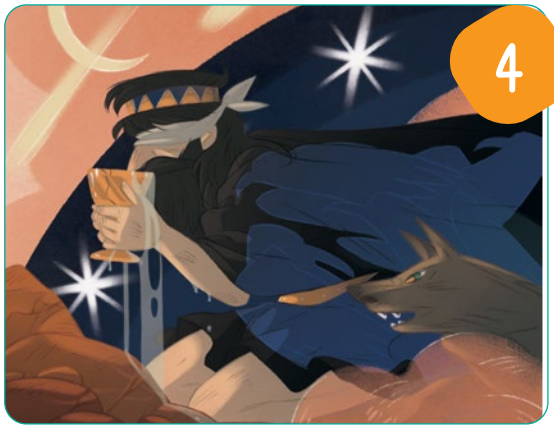
2



3



4



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CHARACTER SHEET: ODIN



In this month's myth, Odin went looking for knowledge... but what did *you* learn about him from the story?

Which three adjectives would you use to describe Odin?

_____

_____

_____

How did Odin prove that he was smart during his journey?

_____

_____

What was Odin's role in Valhalla?

_____

_____

_____

Odin had two pet ravens – can you draw another bird friend for him?

What did he wear, and what did he carry in his hand?

_____

_____

Why did Odin want to gain knowledge? Do you think this was a good reason for him to go on his quest?

_____

_____

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MYTHIC ADJECTIVES!

Adjectives are *describing words*. Which words in the list below could be used to describe good or heroic characters, which ones could be used to describe evil beings, and which could be used for either?

GOOD	BOTH	EVIL

Tough
Wise
Selfish
Kind
Selfless

Cunning
Wicked
Strong
Powerful
Heroic

Generous
Angry
Mighty
Determined
Destructive

ANSWERS: Good: Wise, Kind, Selfless, Heroic, Generous. **Both:** Tough, Strong, Powerful, Mighty Determined. **Evil:** Selfish, Cunning, Wicked, Angry, Destructive.

FIND OUT ABOUT: THE BATTLE OF RAGNAROK

In Norse mythology, the world was supposed to end in a final battle between the gods and their enemies. Most of the gods and monsters would die in this conflict and the whole world would be burned! The gods knew that this battle was coming and could not stop it, but they faced their fate with courage.

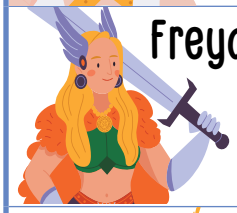
However, a new and peaceful world would be born out of the ashes, ruled by kindly Balder, the god of light. So this story is a tale about a destructive battle between good and evil... but good will win in the end!

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THE NORSE PANTHEON

Here are the main gods in Norse mythology! You will have read tales about some of them in issues of ***Storytime*** – see if you can remember who is who!

NAME	ROLE	FAMILY	LOOK OUT FOR:	READ MORE IN:
Odin 	**God of wisdom, runes, magic and war, and king of the Norse gods**	Father of Thor, Heimdall and Balder	His grey beard, pet ravens and bandaged eye!	***Storytime*** issues 16 and 118
Loki 	**A trickster and the god of mischief**	Adopted son of Odin	His cunning grin!	***Storytime*** issues 3, 43 and 88
Sif 	**Goddess of the Earth**	Wife of Thor	Her long golden hair (made by the dwarfs!)	***Storytime*** issue 23
Heimdall 	**Guardian of Asgard**	Son of Odin and brother of Balder and Thor	His horn, which he blows to warn the gods of danger!	***Storytime*** issue 10
Balder 	**God of light and nature**	Son of Odin and Frigg	His white clothes and blond hair	***Storytime*** issue 88
Freya 	**Goddess of love**	Twin sister of Freyr	Her golden necklace	***Storytime*** issue 10
Thor 	**God of thunder**	Son of Odin and Jörd, husband of Sif	His mighty hammer, Mjölnir!	***Storytime*** issues 3, 31, 47 and 107

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MYTHIC MONSTERS!

Here is all you need to know about amazing beings from Norse myths. On the next page, locate the places where they live on the World Tree!

1. LIGHT ELVES



WHO? Bright beings who are 'as beautiful as the sun' to look at!
WHERE? In Alfheim
FACT: Some Norse people believed that this elf realm was actually heaven!

2. GIANTS



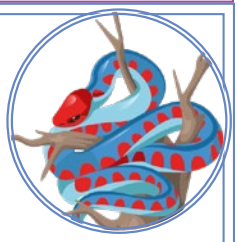
WHO? Towering beings who are the enemies of the Norse gods!
WHERE? Mostly in Jotunheim
FACT: The Norse god Loki is a giant who was adopted by Odin!

3. JÖRMUNGANDR



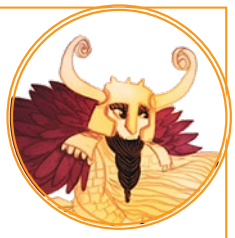
WHO? A gigantic sea-serpent that encircles the realm of Midgard!
WHERE? In the ocean surrounding Midgard
FACT: Thor once went fishing – and caught Jörmungandr!

4. NIDHOGG



WHO? A great snake that gnaws at the roots of the World Tree!
WHERE? At the bottom of the World Tree
FACT: A squirrel brings him news about what is happening elsewhere!

5. SURT



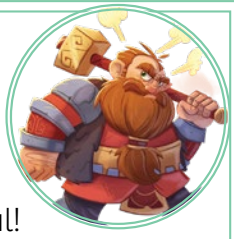
WHO? King of the fire giants, enemies of the Norse gods!
WHERE? Muspellheim
FACT: In Ragnarok, the final battle with the gods, he will set fire to the world!

6. GARM



WHO? A giant wolf that guards the underworld!
WHERE? Hel
FACT: He stops any spirits from escaping the land of the dead!

7. DWARFS



WHO? Short beings who live underground and are experts at making things from metal!
WHERE? Svartalfheim
FACT: They create many of the magic objects owned by the gods!

8. EINHERJAR



WHO? Brave warriors who fight for the gods!
WHERE? In Asgard
FACT: They were picked from battlefields by Valkyries, fierce warrior-women who serve Odin!

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WHAT A WONDERFUL WORLD TREE!

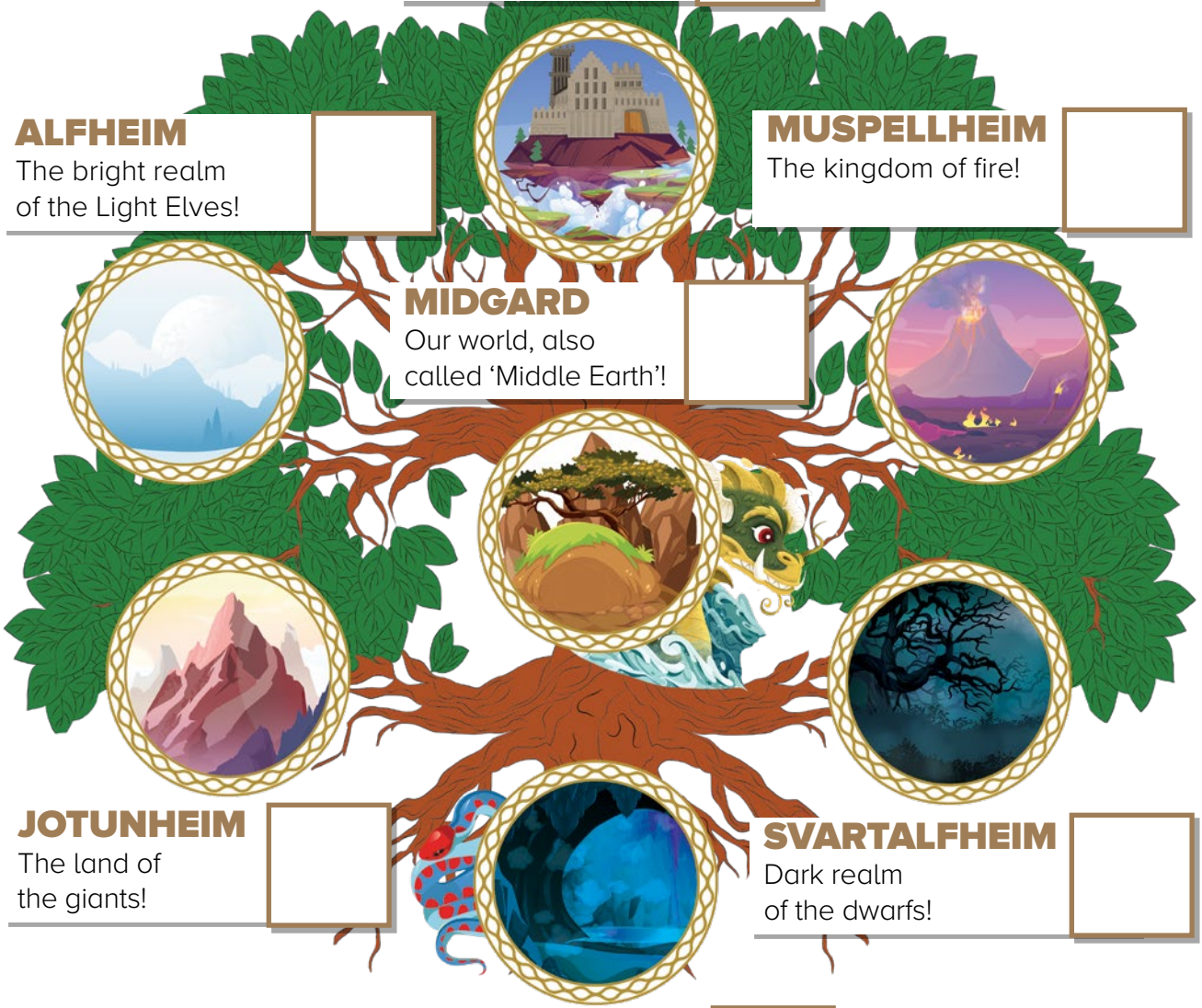
Norse people believed that there were many worlds, all connected by a giant 'World-Tree'. Match the creatures on the 'Mythic Monsters' sheet with the places they come from by writing their numbers in the boxes below.

ASGARD
Valhalla, the hall of the gods, is here!

ALFHEIM
The bright realm of the Light Elves!

MUSPELLHEIM
The kingdom of fire!

MIDGARD
Our world, also called 'Middle Earth'!



JOTUNHEIM
The land of the giants!

SVARTALFHEIM
Dark realm of the dwarfs!

HEL
The underground kingdom of the dead!

ANSWERS: Asgard: 8, Alfheim: 1, Muspellheim: 5, Midgard: 3, Jotunheim: 2, Svartalfheim: 7, Hel: 6.

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MAKE A MYTH!

It's easy to make a myth using the things you learned in this pack and the chart below. Many myths (like the one about Odin going in search of wisdom!) follow the pattern on the chart – fill it with your own ideas!

RISING ACTION!

The hero is on their journey. Where are they going? Choose a realm from the **What a Wonderful World Tree!** page. What dangers or difficulties do they face on the way there?

THE CHALLENGE!

The character needs to go somewhere to find someone (or something!) What is their quest?

THE CLIMAX!

The hero reaches the end of their journey. Pick an enemy from the **Mythic Monsters** sheet. How does the hero defeat them?

SETTING THE SCENE!

Who is your main character? Choose a god from **The Norse Pantheon** and the place where they will start from the **What a Wonderful World Tree!** page.

THE FINALE!

The hero returns home victorious! How do the other gods react when the hero returns to Valhalla?

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THE QUEST FOR WISDOM

Odin wanted to find out more about the universe – and so did many other people from history and mythology. Can you match the descriptions below with the names at the bottom of the page?

1 This character is a spider-like trickster god from **West African** folklore. He received all the stories and knowledge in the universe after he completed a quest for the sky god Nyame. He wanted to keep the things he learned for himself, but when he broke the pot they were stored in, they were released into the world!

2 He is the chief god from **Norse** mythology. He is the lord of Asgard, the home of the gods, and is associated with war, magic and wisdom. He gave up one of his eyes to drink from the well of Mimir, the guardian of wisdom, and also knows the secrets of the runes, ancient symbols that the Norse people used for writing.

3 A famous **Greek** philosopher who lived in Athens in the 5th century BCE, he is famous for questioning everything and seeking the truth through argument and logic. He believed that the unexamined life is not worth living, and that the highest good is wisdom. He was written about by the philosopher Plato, who was one of his students.

4 This **Chinese** philosopher lived in the 6th and 5th centuries BCE. He created a system of ethical and social beliefs that influenced China and other East Asian countries for centuries. He taught his students that human beings are naturally good, and that they should improve themselves. He promoted education, loyalty and kindness.

5 She is a goddess known as the 'queen of everything' in ancient **Sumerian** mythology. She stole tablets that contained the secrets of civilization (including laws, arts, crafts and rituals) from her father. She then took them to the city of Uruk and distributed their knowledge among the people to create a prosperous civilization.

6 He is also known as Buddha. He was a prince who was born in **India** more than two thousand years ago, but he gave up his worldly life and possessions to seek the truth about the nature of reality. He practised various forms of meditation until he attained *nirvana*, a state of perfect peace and wisdom.

☐ ODIN ☐ INANNA ☐ SOCRATES

☐ SIDDHARTHA ☐ CONFUCIUS ☐ ANANSI

ANSWERS: Odin: 2, Inanna: 5, Socrates: 3, Siddhartha: 6, Confucius: 4, Anansi: 1.

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WRITING WITH RUNES

Did you know that Odin was the Norse god of the runic alphabet? Runes were the letters that Norse people wrote with – and now, so can you!

Here are the runes of the Elder Futhark, which is the name for one of the most-used Norse alphabets.

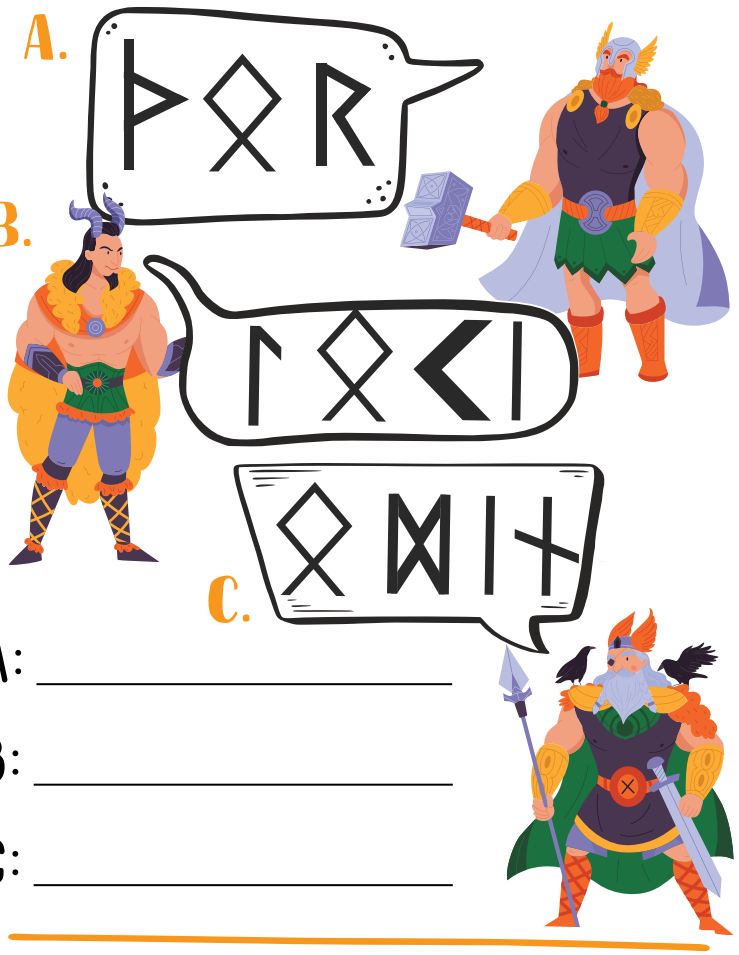
f	u	th	a
r	k/c	g	w
h	n	i	j
ï	p	z	s
t	b	e	m
l	ng	d	o

What are these gods saying?

A.

B.

C.



A: _____

B: _____

C: _____

DID YOU NOTICE...

... that the runes don't exactly match the letters in our own alphabet? For example, there is no 'v' or 'y' . When writing in Futhark, you could use an ᛁ instead of a *y* and a ᚠ instead of a *v*. Which rune best matches the sound of the letter you want to translate from?

Can you use runes to write down what you had for lunch today?

_____

_____

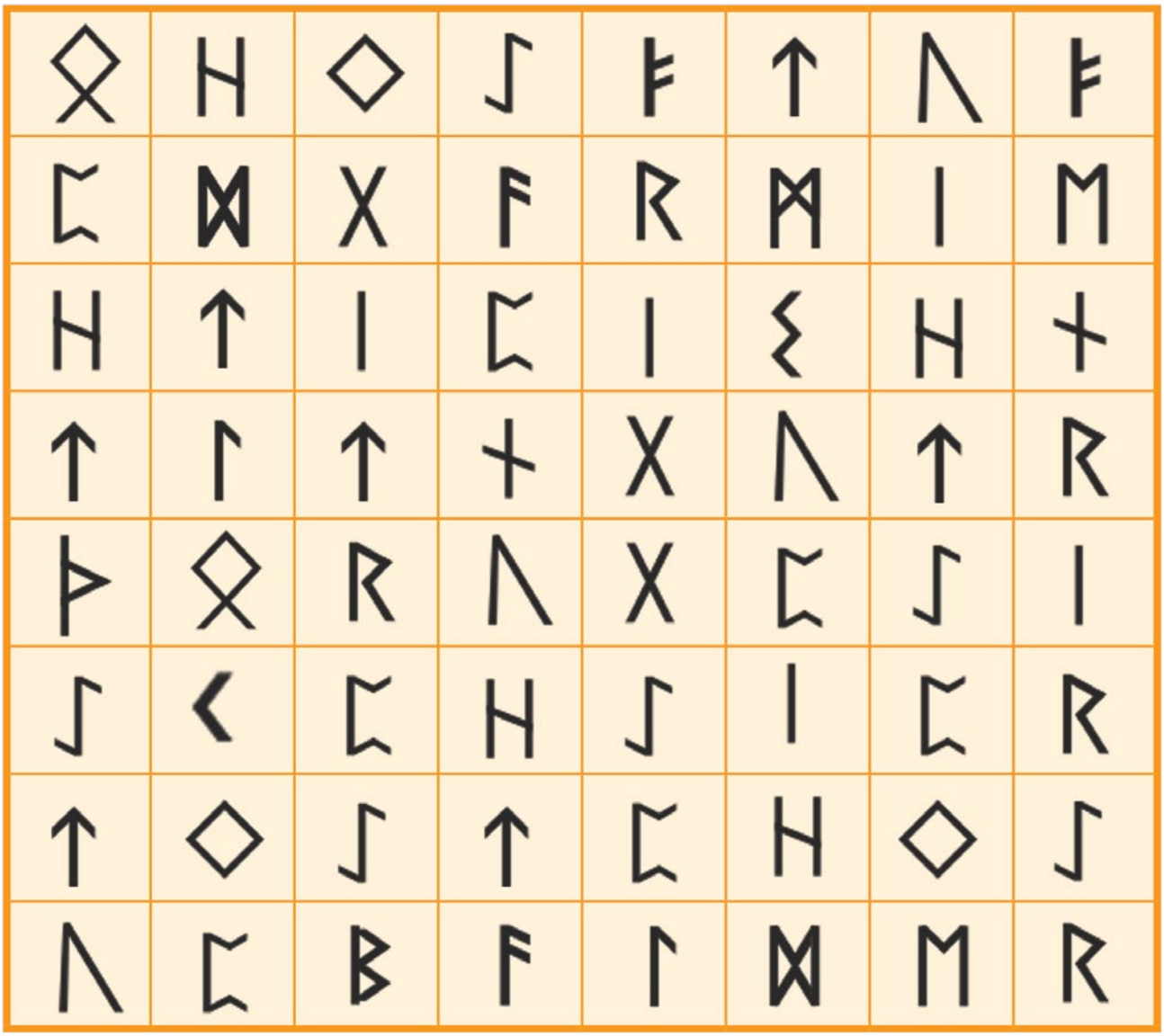
ANSWERS: A. Thor, B. Loki, C. Odin

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RUNE SEARCH!

Try this word search with a difference – it uses runes instead of letters!



ᛚᛟᚲᛁ (LOKI)
ᚦᛟᚱ (THOR)
ᛟᛞᛁᚾ (ODIN)
ᚠᚱᛁᚷᚷ (FRIGG)
ᛊᛁᚠ (SIF)
ᚠᛖᚾᚱᛁᚱ (FENRIR)
ᛒᚨᛚᛞᛖᚱ (BALDER)
ᚷᚨᚱᛗ (GARM)

ANSWERS:

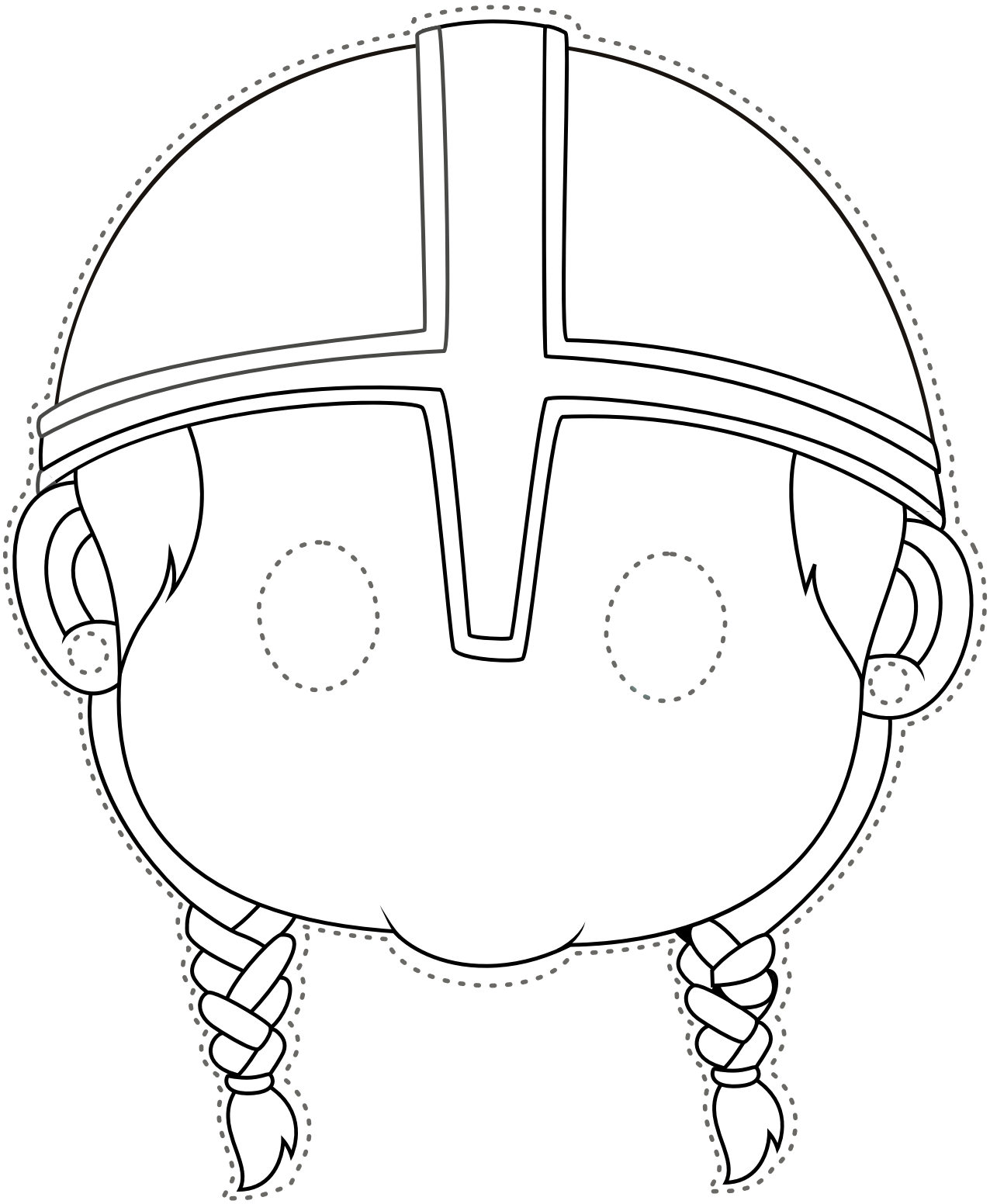


NAME _____ CLASS _____

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NORSE GOD MASK

You can use this mask to act out the myth you created in this pack! Draw in details and colour it in to match the character you want to play. Which god or goddess do *you* want to pretend to be?



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MONSTER MASK

Which enemy does your hero face in the myth you wrote? Draw in the details on the mask and colour it in before cutting it out and adding an elastic band so you can put it on!



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