



#10146

RINGS, KINGS & THINGS: PROGRAM 2

CEREBELLUM CORPORATION, 2001
Grade Level: 8-13+
26 mins.

DESCRIPTION

Uses J.R.R. Tolkien's *The Lord of the Rings* to illustrate three elements of fantasy literature: heroes, magic, and wizards. Frodo and Aragorn represent two different hero-types; the ring and Gandalf's staff symbolize magic; and the opposing powers of Gandalf and Saruman represent the world of wizardry.

ACADEMIC STANDARDS

Subject Area: Language Arts–Reading

- Standard: Uses reading skills and strategies to understand and interpret a variety of literary texts
 - ♦ Benchmark: Knows the defining characteristics of a variety of literary forms and genres (e.g., fiction, nonfiction, myths, poems, fantasies, biographies, autobiographies, science fiction, tall tales, supernatural tales) (See INSTRUCTIONAL GOALS 1.)

INSTRUCTIONAL GOALS

1. To examine the defining characteristics of fantasy literature.
2. To illustrate classic examples of fantasy literature.

BACKGROUND INFORMATION

This video is part two in a pair of videos titled *Rings, Kings & Things*. For complete information see CMP video #10145, *Rings, Kings & Things: Program 1* prior to seeing this video.

VOCABULARY

1. average Joe
2. cloak
3. creature
4. descendent
5. domination
6. evil
7. ogre
8. quest
9. scabbard
10. spunky
11. staff (wand)
12. underdog
13. wield
14. wizard

BEFORE SHOWING

1. View the CMP video #10145, *Rings, Kings & Things: Program 1*. Discuss the traits of epic heroes.
2. List known examples of magic. Consider books, movies, television, and magic shows. Highlight examples that might fit the fantasy genre.

AFTER SHOWING

Discussion Items and Questions

1. Discuss larger-than-life and small but spunky heroes.
 - a. What kind of a hero is Frodo Baggins? What does Frodo do that is heroic? How does Frodo become involved with the One Ring? What is a hobbit?
 - b. What kind of a hero is Aragon? What is a ranger? What other name is Aragon known by? How does Aragon become a hero? What is Anduril?
2. Discuss magic objects.
 - a. What magical powers does King Arthur's scabbard have?
 - b. What is the One Ring? Why does Sauron create it? How does Sauron lose it? How is the ring dangerous to the wearer? Why and where does Frodo have to destroy it?
 - c. What is Galadriel's mirror? Who is Galadriel? Why does Frodo seek her? How does the mirror display visions?
 - d. What are palantiri? What do they allow the user to do? How do they differ at rest and while in use?
3. Discuss wizards.
 - a. Who are wizards? What is their purpose in fantasy literature? From where does their magic ability come?
 - b. How does Gandalf first appear in *The Lord of the Rings*? What are Gandalf's aliases? What are some examples of Gandalf's magical powers?
 - c. How do various Arthurian authors describe Merlin? What are Merlin's origins, powers, and current fate? How is Merlin tricked by Nyneve?
 - d. Compare Merlin and Gandalf.
 - e. How does Sauron use magic? What is Sauron seeking? What does he etch on the ring? How is his finger hacked off?

Applications and Activities

1. Create a model of a wizard or a hobbit. Consider artistic depictions or role playing.
2. Evaluate other literary or cinematic works of fantasy. Identify who the hero is and what type of hero he/she is. Identify the magic objects and what they do.
3. Investigate Arthurian legend. Consider the historical basis for the tales and the allusions in modern society.
4. Create a fantasy story. Include a hero, a magic object, and a wizard. Present the tale in written form or via performance.
5. Complete a Web quest on fantasy literature. (See the Fantasy: A Window into Literature Web site in RELATED RESOURCES.)

CMP RELATED RESOURCES

- *Rings, Kings & Things: Program 1* #10145
- *Mythology in Literary Culture* #9315
- *What is a Genre? Introduction to Genres* #9938

World Wide Web



The following Web sites complement the contents of this guide; they were selected by professionals who have experience in teaching deaf and hard of hearing students. Every effort was made to select accurate, educationally relevant, and “kid safe” sites. However, teachers should preview them before use. The U.S. Department of Education, the National Association of the Deaf, and the Captioned Media Program do not endorse the sites and are not responsible for their content.

• FANTASY: A WINDOW INTO LITERATURE

<http://curry.edschool.virginia.edu/go/edis771/webquest2000/student/skarenmattson/home.html>

A Web quest for secondary students that includes book reviews to encourage diverse reading of fantasy literature. Assignments include aesthetic and critical responses. Also includes an evaluation guidelines and a teacher page.

• KING ARTHUR AND THE KNIGHTS OF THE ROUND TABLE

<http://www.kingarthursknights.com/>

This searchable site provides information regarding history and legend related to Camelot, including online help and related links.

• THE LORD OF THE RINGS FANATICS NETWORK

<http://www.lordotrings.com/>

Available in Flash and HTML, this site includes Tolkien information, plus movies, books, art, media, guided tours, and a 111-question quiz.