SCOTTISH GAELIC MYTH AND LEGEND

1. What is Scottish Gaelic myth and legend?
   1 Teachers’ Information Sheet, 1 Children’s Worksheet

2. Highland Characters with appeal for children
   1 Teachers’ Information Sheet, 1 Children’s Worksheet

3. Animal Stories
   1 Teachers’ Information Sheet, 1 Children’s Worksheet

4. Clan sagas
   1 Teachers’ Information Sheet, 1 Children’s Worksheet

5. Funny Stories
   1 Teachers’ Information Sheet, 1 Children’s Worksheet

6. Heroes
   1 Teachers’ Information Sheet, 1 Children’s Worksheet

7. Outlaws, Rebels and Pirates
   1 Teachers’ Information Sheet, 1 Children’s Worksheet

8. Seers and Second Sight
   1 Teachers’ Information Sheet, 1 Children’s Worksheet

9. Supernatural Beings
   1 Teachers’ Information Sheet, 1 Children’s Worksheet

10. Supernatural Sea
    1 Teachers’ Information Sheet, 1 Children’s Worksheet

11. Travel Stories
    1 Teachers’ Information Sheet, 1 Children’s Worksheet

12. Witches and Wizards
    1 Teachers’ Information Sheet, 1 Children’s Worksheet

Single Film Stories

13. Cuchullain
    1 Teachers’ Information Sheet, 1 Children’s Worksheet

14. The Battle of Gruinard Bay
    1 Teachers’ Information Sheet, 1 Children’s Worksheet

15. The Celtic Journey West
    1 Teachers’ Information Sheet, 1 Children’s Worksheet

INFORMATION SHEET 1

Subject: WHAT IS SCOTTISH GAELIC MYTH AND LEGEND?

For classes: P 5-7, S1-2
Time: 1 or more sessions
Software & equipment: On-line smart-board and www.bocan.tv
Art materials: Pencil, paper, rubber. Colours optional
Participants: The whole class – up to 25-30
Learning Outcomes: Writing, presentation, listening and speaking skills

Summary
In Scottish Gaelic tradition Gaelic Myth and Legend is often called the ‘Oral Tradition’ because it has been passed down by word of mouth through many generations. It contains many types of stories including some which can be classified as ‘international’, some which we share with our nearest cultural neighbour, Ireland, and some which are particular to Scotland alone.

Collecting and transcribing the traditions began in the mid nineteenth century. Famous collectors include John Francis Campbell, Islay; John Lorne Campbell, Canna; John Gregorson Campbell; Alexander Carmichael, Calum MacLean, Hamish Henderson, Margaret Bennett and others. In the 1950s the School of Scottish Studies began its work and was able to record more ‘new’ traditional material especially from the Scottish travellers. More recently Tobar an Dualchais and other projects have been digitising archives so we can all listen to and read the original recordings of the stories from wherever we live.

Activities:
Chose, or let the children chose, which category to focus on. The younger ones will probably prefer the animal or supernatural stories.

Depending on the time available to you, you can teach this subject as a single class session or as series of lessons - one on each subject area.

Each subject has at least one worksheet. Read the introductory text, let the children watch the relevant films and do the worksheet questions appropriate to their level.

Adapt for different age groups.
INFORMATION SHEET IScottish Gaelic Myth and Legend - p2

Resources - film and media:
Go to films/comics/stories and chose between the following sub-categories:
Travel – sea voyages/ droving/ emigration/ shipwreck and Wonder Tales
Heroes – Finn and his men/ Cuchullain/ Fraoch and King Arthur.
Clans - outlaws and rebels/ love and children/ feuds and battles/ raids and invasions and clan chiefs.
Supernatural –magic and spells/ supernatural sea/ beliefs/ prophecies and ghosts/ supernatural beings which includes witches and wizards.
Funny stories – escape stories/ laughing at authority/ wise fools/ jokes and anecdotes.
Animals– pets/supernatural/wild.

Or Go to – Explore - Character types. Here you can chose between lovers/ mythological animals/ believers/ supernatural beings/ comic characters/ adventurers/ wild animals/ seers and seeresses/ witches and wizards/ heroes and heroines/ clansmen and pets.

Resources – topics:

Online Resources:
http://www.carmichaelwatson.lib.ed.ac.uk/cwatson
www.pearl.arts.ed.ac.uk
school of scottish studies
www.celtscot.ed.ac.uk/archives.htm
http://myths.e2bn.org/teachers -for all myth and legend

Bibliography:
Dùthchas nan Gàidheal John MacInnes Birlinn 2006
Warriors of the Word Michael Newton Birlinn 2009

WORKSHEET 1 -Scottish Gaelic Myth and Legend

QUICK QUIZ

1. Which of the following was a distinguished Gaelic folklore collector?
   John Lorne Campbell
   Rupert Smith
   Mary Morrison

2. Which part of his anatomy did Sorley MacLean's brother, Calum Iain MacLean, the famous folklorist, lose?
   Leg
   Arm
   Toe

3. Where was traveller and story-teller Duncan Williamson born?
   In a tent on Loch Fyne
   In Oban hospital
   In an ambulance

4. What is the name of Essie Stewart's famous blind uncle the tradition bearer?
   Aly Dal
   James MacDonald
   Brian Stewart

5. What was the name of J.F Campbell's hardworking folklore collector in Barra and South Uist?
   Hector MacLean
   Seumas Mac a'Phi
   Seonaidh Domnhallach

6. Which mode of transport did ethnographer Calum Ian MacLean famously use to get about on the islands?
   Car
   Bus
   Bicycle

7. Which other country do we share most stories with?
   Wales
   Norway
   Ireland

8. Which instrument was originally most popular in the Highlands?
   Harp
   Fiddle
   Bagpipes
WORKSHEET 1 SCOTTISH GAEIC MYTH AND LEGEND p2

9. Which tune did piper Hamish Henderson compose when fighting in the 2nd World War in the desert campaign?
   Come all ye
   I will go home again
   Scotland the brave

10. Which area of the Highlands has the strongest oral traditions?
   Strathspey and Badenoch
   Perthshire
   Lochaber.

LONGER QUESTIONS

Do one or more of these questions in your own time or as your teacher suggests.

1. What does *beul aithris* mean?
2. Why do we use that term to describe our culture?
3. What has made our tradition so rich?
4. Who is your favourite character in the Scottish oral tradition? Why?
5. Name one story we share with Ireland, one International wonder tale and one local Highland story.
6. In your own words tell us your favourite story from Highland myth and legend.

INFORMATION SHEET 2_HIGHLAND CHARACTERS

Subject: CREATING HIGHLAND CHARACTERS

For classes: P1-4 P5-7
Time: 1 or more sessions
Software & equipment: None
Art materials: Paper, card or plasticene.
Participants: The whole group – up to 20-25
Learning outcomes: Drawing, writing and presentation skills.

Activities:

First take the children to www.bocan.tv/characters. There let them explore (on a white board, in small groups or individually) the various types of characters that are on bocan.tv. The younger children will probably prefer the animal and supernatural characters while the older ones might like the clans, lovers, heroes etc.

Then ask them to draw their own character. They can make a character based on one they have just seen or they can make a character out of their own imaginations.

As the children work ask them questions:
- Is your character an animal, a human being, an object?
- Is it an adult or a child? Is the character small or big, tall or short?
- Does your character have special features: the nose, the ears, the eyes or maybe the feet?
- What facial expressions does your character have? For example is he/she happy, sad, angry, afraid, worried, bored? Please draw the character (head only is fine) wearing these different expressions.

When each child has finished his/her character he/she can present it to the class; they can even tell a little story about the character. Those who finish first can make a little storyboard for their character.

Resources- Film and Media

Go to- explore –characters – pets/clansmen/heroes and heroines/witches and wizards/seers and seeresses/wild animals/adventurers/comic characters/supernatural beings/believers/mythological animals/lovers.

Resources- Topics

Go to- library- character types- adventurers/believers/clansmen and clan chiefs/ comics and wits/ Heroes and Heroines/ lovers/mythological animals/ pets/ seers and seeresses/ supernatural beings/ wizards & witches/wild animals.
WORKSHEET 2_ HIGHLAND CHARACTERS

QUICK QUIZ

1. Who had a warrior band and travelled all over Scotland and Ireland righting wrongs?
   - Finn
   - Bonnie Prince Charlie
   - Donald MacDonald

2. Which animal had healing powers?
   - The white snake
   - The black toad
   - The silver herring

3. Which Minister saw fairies?
   - Rev. Robert Kirk
   - Rev. John Morrison
   - Rev. Peter Stewart

4. What colour was the Irish cow who never ran out of milk?
   - White
   - Black
   - Grey

5. What skill did Sweeney acquire when he went mad in battle?
   - Jumping
   - Reading
   - Hurling

6. Where did the mice in Stirling Castle go when they died?
   - Heaven
   - Stirling Castle
   - Dunrobin Castle

7. Who fought the dragon?
   - Finn
   - Fraoch
   - Cuchullain

8. Which animation Series did Piney the Pine Marten introduce?
   - The Tallest Story Competition
   - The Junior Tallest Story Competition
   - Gaelic Gu Leor

9. Where did Gorm H’uile Mhor live?
   - Lochaber
   - The Western Isles
   - Argyll

10. What was the name of Danny the Otter’s master?
    - Murchadh
    - Seonaidh
    - Josep

LONGER QUESTIONS

Do one or more of these questions in your own time or as your teacher suggests.

1. Who is your favourite character and why?
2. Can you draw him/her.
INFORMATION SHEET 3

ANIMAL STORIES IN THE GAELIC TRADITION

For classes: P1-4, P5-7
Time: 1 or more sessions
Software & equipment: On-line smart-board and www.bocan.tv
Participants: The whole class – up to 25-30

Learning Outcomes: Writing, presentation, listening and speaking skills

Summary

The Gaelic oral tradition contains a wealth of stories about animals. Traditionally, the principal domestic animals of the Gaels have been horses, cows, sheep, geese, hens and dogs. Other pets include cats, otters, deer, foxes, mice or birds like crows and seagulls. Sometimes these animals have had supernatural powers, like Gorm Shùil Mhòir's enchanted cats.

An abundance of wild animals in the Highlands has meant that hunting and fishing have played an important role in the Highland way of life as well as its oral tradition. There are stories of the domestication of wild animals. For example the famous witch The Old Woman of Ben Vreck domesticated deer hinds and the Islander MacCodrum is said to have married a seal. Mythical animals abound in Gaelic folklore. They do not come bigger or more famous than the Loch Ness Monster. Other animals include the White Snake of Glen Gollaidh in Sutherland and more recently the wild haggis.

Activities:

Research – Learn more about Highland animals on www.bocan.tv or other Scottish nature web sites. Ask the children to find animal stories in your area from their relations or others. Find books in the library or school.

Listening – Watch a small selection of the films and comics about animals; ask the children to think about why they like some of the animal characters better than others.

Oral Skills – Discuss the films or stories, who are the most popular animal characters? Why? Do the children have any funny stories about animals themselves?

Writing/literacy – Ask the children to chose one animal character from fiction or their own acquaintance and write a new story about them.

Drawing/animation – Ask the children to draw pictures of their favourite animal characters from the films they have just seen. Then ask them to draw a new animal character. Is it a pet, a wild animal or a mythical character? Ask them to make a comic strip or storyboard of a short animal story.

Resources – Film and Media:
Go to: bocan.tv - films/stories/comics animals-pets/wild animals/mythical animals.
Go to bocan.tv – Explore – Characters – Wild animals/pets/mythological animals
Pets- The Kind Kitten, Black Dog Black Bird, Danny the Otter, Song Bird, Muile-mhàgag, Gog Gog, Wake up! Mu Mu O Mo Bhrù.
Wild Animals – Cross Patrick, Danny the Otter, Caileach na Beinne Brice, The Monster Midge, Wild Love

Resources – Topics:
Go to bocan.tv -library-character types- animals-
Wild animals –The Old Woman of Ben Breac.
WORKSHEET 3 - ANIMAL STORIES IN THE GAELIC TRADITION

QUICK QUIZ

1. Who was the Black Dog's first friend? (Film: The Black Dog)
   A cow  
   A horse  
   A blackbird

2. Where did he find her?
   In the river  
   In a house  
   In a snow drift.

3. What didn't Gog Gog want her master to buy? (Film: Gog Gog)
   A dog  
   Tobacco  
   A slide

4. Why did the Barra witch want to keep Donald at sea? (Film: Moo Moo Oh my tummy)
   So her cow could eat the grass on his croft  
   To stop her daughter marrying him.  
   So she could live in his house

5. Which sort of animal was Ossian's mother? (Film: Wild Love)
   A cow  
   A deer  
   A goat

6. Why was Patrick so cross? (Film: Cross Patrick)
   He hated flying  
   He was very selfish  
   He wanted to marry Seonaid.

7. What did the water horse do to people? (Film: The Loch Ness Kelpie)
   Eat them  
   Drown them  
   Bury them

8. Which animal looked after baby Ewan? (Film: Goat Kid)
   A cat  
   A dog  
   A goat

LONGER QUESTIONS

Do one or more of these questions in your own time or as your teacher suggests.

1. Which were the friends of the white pet and why were they running away? What happened to them? (The Kind Kitten)

2. When he saw it was very cold what did the black dog decide to do? Do you think this was a good thing? (The Black Dog)

3. Why was Ewan MacKenzie known as 'Son of the Goat?' (Goat Kid)
INFORMATION SHEET 4

Subject: CLAN SAGAS

For Classes: P1-4, P5-7 and S1-2
Time: 1 session
Software & equipment: On-line whiteboard and www.bocan.tv
Art materials: Pencil, rubber, paper. Colours optional
Participants: The whole class – up to 25-30
Learning Outcomes: Writing, presentation, listening and speaking skills

Summary

Clans, their chiefs and their battles over land, tribute, women, and against invaders, figure largely in the Highland oral tradition. Although sometimes not proven as fact, oral tradition often provides a valuable insight into historical characters, the mood and the realities of historic times. In general, the best stories are about the most colourful characters and the most powerful or disreputable clans. There are many stories about the MacLeods and the MacDonalds and their numerous confrontations. In particular, many stories are told about the life of MacDonald of Sleat who caused the Battle of Caranish. There is also much that has been passed down about the Clanranald MacDonalds and in particular about their psychotic sixteenth chief. The sad end of the outlaw clan Neish is equally compelling, as are the many adventures of the MacGregors and in particular their most famous outlaw, Rob Roy.

The ownership of land has also generated many stories. How land has been lost and reclaimed by its rightful heir makes good telling as, for example, the story of how the lands of Kintail came back to its rightful MacKenzie chief, who became known as Black Murdo of the Cave for his many years in exile.

On this site not all the clans are dealt with in the same depth. The Clanranald MacDonalds, the MacGregors, the Kintail MacKenzie, the MacNabs, MacGregors, MacDonald of Sleat, Kintail MacKenzie, MacDonalds of Sleat, and the MacIntoshes are the clans about which there are stories. This is not because other clans are not of interest.

Activities:

Work through the following questions with the children – adapt the questions to their level.

Research – Find out more about the Clans and Clan Society in the Highlands and Islands. Chose one clan – your own or one from your local area. What were their names? Were they powerful? Did they live in a castle? Who were their main enemies? What were they most famous for? What was the name of the most famous clan chief of that clan.

Listening – Watch one or more films and/or interactive comics about the clans. Which one do the children prefer and why? Is there anything in the film stories that they do not understand? Retell them the stories where they are confused.
WORKSHEET 4 - CLAN SAGAS
Films: Battle of Caranis, Dubh Sith, Murchadh Dubh na h-Uamha, Mhuile-mhàgag, Ravenstone, 'S e Nochd an Oidhche.

QUICK QUIZ

1. In which year was the Battle of Caranish fought?
   - 1601
   - 1611
   - 1721

2. In the story, the Battle of Caranish, what was wrong with MacLeod's daughter?
   - She was deaf
   - She only had one leg
   - She only had one eye

3. Which island was the Black Fairy from?
   - Islay
   - Jura
   - Mull

4. Which clan did the Black Fairy fight for?
   - The MacLeans
   - The MacDonalds
   - The Campbells

5. How did his old nurse know that Murchadh was the same person she had nursed?
   - He has a birthmark
   - He has a scar
   - He has a tattoo

6. Which animal did Iain Garbh of Raasay dislike?
   - Crows
   - Cats
   - Frogs

7. What were the Strathspey MacKintoshes and MacIntyres fighting about?
   - A girl
   - Land
   - Horses

8. What did the Neishes do to the MaNabs that made them so angry?
   - They stole their Christmas supplies
   - They besieged their castle
   - They killed their chief.

LONGER QUESTIONS (one for each clan film- select one or more)

1. In Tonight's the Night which clan do you prefer, the Neishes or the MaNabs? Which clan do you think was right?

2. In Ravenstone why do you think the girl's Aunt was so angry when she fell in love with young MacIntosh?

3. In the Battle of Caranis why do you think that MacLeod of Dunvegan deserved what happened to him?

4. Why do you think that Iain Garbh of Raasay drowned? Tell the story in your own words. (Film: Mhile-mhàgag)

5. Give two reasons why Dubh Sith got angry with MacLean of Duart?

6. Why was Campbell of Glenlyon more friendly with the Stewarts of Appin than the Campbells of Breadalbane? (Lady of Lawers)

7. Find out what really happened to Mhic Ic Ailein in the end. (Topic Clanranald MacDonalds.)

8. Retell or invent a clan story about a clan from your area.
INFORMATION SHEET 5

Subject: FUNNY STORIES

For classes: P1-4, P5-7, S1-2
Time: 1 session
Software & equipment: On-line smartboard and www.bocan.tv
Art materials: None
Participants: The whole class – up to 25-30
Learning Outcomes: Writing, presentation, listening and speaking skills

Summary
Chatting is described as craic in Gaelic and craic implies laughter. All forms of verbal humour are popular. Humorous nick-names are common and are often handed down from generation to generation. Riddles and tongue-twisters are also popular, as are anecdotes about people deemed 'characters' and jokes about the trials of life. A good sense of humour is essential to get by in everyday life in the Highlands and Islands.

However, the Gaelic comedian is a relatively modern phenomenon. Arguably, the best one is Norman MacLean from Uist. Writers of humour that have a strong Highland aspect to their work have also managed to reach a more international audience. The most famous of these are Neil Munro, author of the 'Para Handy Tales'; Compton MacKenzie of 'Whisky Galore' fame; and Ian Crichton Smith.

"Wise Fools" also play a significant role in Highland humour. Before the days of the National Health Service many people who would now be institutionalised lived in the community. Some became famous for their humour and humorous antics. Sometimes they would be playing for a laugh and at other times the laughter was at their expense. In general, these people gave people some light relief from the pressures of everyday life. Gilleasbuig Aotrom and Fearchar a’ Ghunna are two of the best known but there were many, and still are some, of these ‘characters’ all over the Highlands.

In the same vein, and still very popular today, are stories of encounters with figures of authority, especially when the ‘local’ comes off best. The illicit whisky distiller, Ailidh Mal from Kintail, is one such ‘loveable rogue’.

Activities:
Work through the following questions with the children – adapt the questions to their level.

Research – Find out more about funny characters in the Highlands and Islands. Give two names.
Listening – Watch a few chosen films and/or interactive comics. Is there anything in the film or story that you did not understand?

Speaking/Oral Skills –
Chose one funny film or comic and tell us what happens? Who are the main characters? Which one is your favourite and why? Tell the class the story.
Tell us about a funny character from your area. Tell us a funny story about something that happened to you or someone you know.

Writing/literacy – Tell the children the story of Gilleasbuig Aotrom and Fearchar a’Ghunna. (Topics-wise fools) Ask the children to think of another stunt that someone like that might do.

Drawing/animation – Ask the children to draw a wise fool doing something funny. Ask them to make a comic strip about this character.

Resources – Film and Media:
Go to- films- funny stories- wise fools/mocking authority/ escape stories/ jokes and anecdotes.
Laughing at Authority: Big Mary of the Songs, The Minister who saw the Fairies, The Weaver of Stack Island, Ailidh Mal;
Wise Fools: Baby Urisk

Resources- Topics
Go to- library- story type/funny stories/ wise fools/mocking authority/ escape stories/ jokes and anecdotes.
Jokes and anecdotes - The Loch Ness Monster, Wise Fools
Laughing at Authority- Big Mary of the Songs, Robert Kirk, The Weaver of Stack Island, Wise Fools.
WORK SHEET 5  FUNNY STORIES

QUICK QUIZ

1. What did Ailidh Mal do to the Redcoats who wanted to stop him making whisky?
   He  got them drunk
   He wet them
   He buried them

2. Where did the Loch Ness Monster go in Nessie and Ogo Pogo?
   Loch Lomond
   Timbuchtoo
   Canada

3. Who did the Monster Midge not bite?
   A fish
   A cow
   A crofter

4. How did Rob Roy escape from the redcoats
   He hid in the water
   He disguised himself as a redcoat
   He left the country

5. What did Farquhar a Ghunna particularly like
   Fire
   Food
   Dead crows

6. Who does Norman run away from in the Tallest Stoty Competition?
   Dead people
   Children
   Horses

7. What does the Bonga give him?
   A cup of tea
   A whisky
   A book to read

8. What was the Haggis in Haggis Express fond of doing?
   Dancing
   Dreaming
   Water sports

9. Where did the Minister from Balquhidder see the fairies?
   In the bath
   In his garden
   In the fairy mound

10. How did the Baby Urisk make it difficult to find him?
    He made himself invisible.
    He hid in the waterfall
    He ran away.

LONGER QUESTIONS
Do one or more of these questions in your own time or as your teacher suggests.

1. Name three well known funny people from the Highlands? Tell us some of the funny things one of them did?

2. How many times did the cock in Wake Up! make the MacPhee family get up in the night? How would you have kept it quiet?

3. What horrible things did the Tiree witch do to the people of Tiree? How did they get their own back in the end? (Film: The Tiree Wind Witch)

4. Tell us a funny story about something that happened to you or to someone you know.
INFORMATION SHEET 6

Subject: HEROES
For classes: P1-4, P5-7 and S1-2
Time: 1 session
Software & equipment: On-line smart-board and www.bocan.tv
Art materials: Pencil, paper and rubber. Colours optional
Participants: The whole class – up to 25-30
Learning Outcomes: Writing, presentation, listening and speaking skills

Summary
The stories about Finn and his warrior band, the Fianna, who lived, loved, fought battles and hunted in Ireland and Scotland are told in both countries. Other Irish-Scottish heroes include Finn’s son, Os- sian, who went to the fabled Island of the Blest; Cuchullin, who won great fame in the Cattle Raids of Cooley and after whom the Cuillins of Skye were named; the runaway lovers Diarmaid and Grainne who eloped from Ireland to Scotland; and Fraoch, a Scottish hero who fought a dragon for the Irish Queen Maeha.

In the past people loved to hear stories about these heroes: their encounters with giants, with supernaturally strong men and with fairies; their visits to magic lands and islands; the often strange circumstances of their births, marriages and deaths. Often stories contradict one another – for example Fionn is said to have been born and died at many different places in Scotland and Ireland. He had various magic powers, including: a magic tooth, a magic sword, a magic hammer, a magic cow and a magic cup.

We call these stories ‘Dalriadic’ since they came into Scotland with the establishment of the Gaelic speaking Kingdom of Dalriada (Argyll, Lochaber, Skye) in the late 6th and early 7th century AD. Among other interesting Irish-Scottish stories are the tragic story of the love of Deirdre and Naoise; the subduing of the one-eyed Donegal giant, Balor, by the Smith, Gaibhne Gow; and the tragedy of Sweeney, who was said to have died in Scotland.

Even King Arthur makes a brief appearance in Scotland in the song/poem Am Bron Binn.

Activities:
Work through the following questions with the children – adapt the questions to the level of your class.

Research – Ask the children to find out where Dalriada is? Learn about the early kingdom and the links between Ireland, Scotland and the Gaelic language. Find out more about Hero Tales and mythology: e.g. The Hound of Ulster and other traditional stories.

Listening – Watch the films and comics and listen to the language. Are there words that the children don’t understand? Try a storytelling exercises, e.g. start off one of the stories and ask the children to add the next part.

Speaking/Oral Skills – Discuss the films and stories. Which stories and characters are the most popular in the class and why? Did the children understand the themes of the stories? Have they heard any of these stories before?

Writing/literacy – Ask the children to write about a story or character that they like. Why do they like this story/character in particular? Create new stories using some of the lesser known characters. (For example Caoilte, Oscar or Goll)

Drawing/animation – Draw pictures of the children’s favourite characters. What do they think they would look like? They could draw their own story boards or make a comic strip.

Resources – Film and Media
1. Go to Films/Comics/Stories – Heroes - Finn’s Final Fling; The Boy in the Deer Skin Hood; Diar- mid and Grainne; Wild Love/Ossian’s mother; Warrior in the Mist- Cuchullain; Fraoch; Am Bron Binn.
2. Go to Explore – characters – Heroes and Heroines - Finn’s Final Flings; The Boy in the Deer Skin Hood; Diarmid and Grainne; Wild Love/Ossian’s mother; Warrior in the Mist- Cuchullain; Fraoch.

Resources-Topics
Go to: Explore – topics – story type – Hero tales - Cuchullain/ Ossian/Ossian’s Mother/ Fraoch/ The Lad in the Skin Coverings/Diarmid and Grainne.
WORKSHEET 6 - HEROES

QUICK QUIZ

1. What is the name of Finn's magic sword?
   Connor
   Mac an Luinn
   Mac an Olc

2. Which island are the Boy in the Deer Skin Hood and the Féinne invited to?
   Island of the Pigs
   Island of the Sheep
   Island of the horses

3. Why did Cuchullain go to the Island of Skye?
   For a holiday
   To get a job
   To learn fighting skills

4. Who is Grainne?
   A princess
   A witch
   A singer

5. Who was Ossian's father?
   The Boy in the Deer Skin Hood
   Finn
   Diarmaid

6. What kind of special power does the Boy in the Deer Skin Hood have?
   He can run very fast
   He can use magic
   He is very strong

7. What is the name of Scathach's enemy?
   Aoise
   Anna
   Isobel

8. Where did Ossian grow up?
   In a castle
   In a house
   In the woods

9. Which animal did Ossian's mother turn into?
   A horse
   A cow
   A deer

10. Which magic items did Finn have?
    Tooth of knowledge
    Flying horse
    Cauldron of plenty

LONGER QUESTIONS

Do one or more of these questions in your own time or as your teacher suggests.

1. Who was Finn MacCool?

2. Why did he go to the Island of the Pigs?

3. In what way was the boy in the deer skin hood different from Finn and his men?

4. Which God intervened to help Diarmaid and Grainne?

5. Tell us about the Boy in the Deer Skin Hood's magic tricks. What were they?
INFORMATION SHEET 7

Subject: OUTLAWS, REBELS & PIRATES

For classes: P1-4, P5-7, S1-2
Time: 1 or more sessions
Software & equipment: On-line whiteboard and www.bocan.tv
Art materials: Pencil, paper, rubber. Colours optional
Participants: The whole class – up to 25-30
Learning Outcomes: Writing, presentation, listening and speaking skills

Summary
In a traditional society such as the Highlands, there were always people and Clans who did not fit in for one reason or another. The clan was crucial to the self-identity of the Gael, as well as his well-being. Whether of the gentry or the people, without a clan – or as a member of an outlawed clan - he was but a “broken” man. Of course sometimes rebels causes could win or at least influence Central Government.

Activities
Research – There are many possible areas for the children to research from this topic. For example: clan society and outlaws; the connection between the Clearances and the Land movement, cattle raiding as a way of life, whisky distilling etc.

Speaking/oral skills – Discuss some of the issues arising from the stories. Pick a suitable subject depending on curriculum and the age range of the children.
For example, talk about the effects of the highland clearances and the following land raids all over the country, especially in Lewis, Vatersay and Skye.
Why was whisky distilling made illegal after 1725? Do the children know what ingredients are used to make whisky?

Writing/literacy – Ask the children to write about their own story about an outlaw, rebel or pirate they have heard about or invented themselves.
Drawing– Ask the children to draw pictures of their favourite pirate, rebel or outlaw. Ask them to make a storyboard or comic strip with an adventure for their character.

Resources - Film and Media
Go to: bocan-films/comics/stories- characters- clans outlaws and rebels.
Tonite's the Night- outlawed clan; The Weaver of Stack Island- pirate: Big Mary of the Songs –revolution ary; Black Murdo of the Cave –dispossessed; Allan of the Forays – cattle thief; Ailidh Mal – whisky distiller.

Resources - Topics
WORKSHEET 7 - OUTLAWS, REBELS & PIRATES

QUICK QUIZ

1. How many Neishes were left after the MacNabs come to fight them?
   1
   5
   13

2. How many sons were in the MacNab family at the time of their feud with the Neishes?
   4
   6
   12

3. What happened to the Clan MacGregor?
   They emigrated to Australia
   They were outlawed
   They all died in a battle

4. What happened to Big Mary of the songs?
   She moved to Glasgow to become a singer
   She went to prison
   She joined the army

5. Where did the Pirate of the Sea Stack live?
   The Island of Barra
   The Island of Eriskay
   Stack Island

6. How many churches did Allan of the Forays build?
   1
   2
   7

7. What did Ailidh Mal make in the hills?
   Porridge
   Whisky
   Wine

8. What colour was the pony that the Breubadair used to build his castle?
   Grey
   White
   Brown

9. Which type of ship attacked An Staca?
   Battleship
   Cutter
   Yacht

10. What did the MacNabs take back with them from their raid on the Neishes?
    Heads
    Money
    Food

LONGER QUESTIONS

Do one or more of these questions in your own time or as your teacher suggests.

1. What do you think would have happened if Bonnie Prince Charlie had won in 1745? Do some research and answer in your own words

2. Do you think Rob Roy MacGregor was a good man? Tell us some of the good things he did.

3. Who's side are you on? The gaugers or the secret whisky distillers? Give some reasons for your choice.

4. Who is the most famous pirate of the Western Isles? Give three reasons why the King ordered the attack on him.

5. When is it justified to rebel? Tell us at least three reasons why the land raiders were right.
INFORMATION SHEET 8

SEERS AND SECOND SIGHT

Subject: SEERS AND SECOND SIGHT

For classes: P1-4, P5-7, S1-2

Time: 1 or more sessions

Software & equipment: Interactive smart-board and www.bocan.tv

Art materials: Pencil, paper, rubber. Colours optional

Participants: The whole class – up to 25-30

Learning Outcomes: Writing, presentation, listening and speaking skills

Summary

Seers and people who have the "second sight" were important in Highland culture, even after the coming of Christianity.

Seers had some control over when and how they looked into the future. This could be by looking through a stone (the Brahan Seer), or by being wrapped up in bull-hide and spending the night in a remote place. In contrast, the visions of those with the second sight, which were often intimations of impending death or tragedy, would come unbidden and unexpectedly.

Well known Highland Seers include the Brahan Seer, the Petty Seer, the Lady of Lawers, St. Columba and the Islay Seer. Their prophecies covered events far into the future. For example the Brahan Seer famously foretold the coming of the railways and black rain while the Lady of Lawers foretold the agrarian transformation of Loch Tay. Other skills would include finding lost items or people, seeing close relatives at a distance, foretelling tragedies and knowing when and how individual people were going to die. Some seers could share their visions by placing a foot on the foot of the other person.

Activities:

Research – Let the children learn more about Highland Seers and Seeresses by doing a project. Research some of the seers that are less well known, e.g. The Petty Seer. Are there stories from your own area about anyone with Second Sight?

Listening – Watch the films and comics with the children and listen to the language. Are there words or parts of the stories the children do not understand?

Speaking/Oral skills – Discuss the Brahan Seer and the Lady of Lawers. What were their most important prophecies? Which one did the children like best? Why?

Writing/Literacy – Ask the children to write about a story about a Seer they have invented themselves. What was their prophecy and did it come true (or not)?

Drawing – Ask the children to draw pictures of their favourite Seer and/or his/her prophecy and how it came true (or not).

Resources – Film and Media:

1. Go to – films - supernatural - seers and second sight: The Lady of Lawers / The Brahan Seer
2. Or go to films/stories/comics - supernatural - seers and second sight

Resources - Topics:

Go to: Library – Characters – Seers and Seeresses - Lady of Lawers/Brahan Seer/ Seers and Second Sight
WORKSHEET 8 - SEERS AND SECOND SIGHT

QUICK QUIZ

1. How can people with second sight sometimes share their visions with someone else?
   - Put their hands on their shoulders
   - Cover their eyes
   - Put a foot on their foot

2. Did the Brahan seer predict that
   - There would be black rain
   - There would be an atomic bomb
   - There would be space ships

3. Did the Lady of Lawers predict
   - That people would forget how to remember things
   - That people would go to the moon
   - That China would be the richest country in the world

4. What was the Petty Seer's name?
   - John Morrison
   - James MacKenzie
   - Donald Smith

5. What was the Brahan Seer boiled in
   - Water
   - Tar
   - Beeswax
   - Lord

6. How many sons did the last Lord Seaforth, Francis Humberstone Mackenzie, have?
   - One
   - Two
   - Four

7. What was his own affliction
   - Deaf and dumb
   - Blind
   - Only one leg

8. Who came with the Lady of Lawers to Lawers when she married
   - The red companions
   - The black dwarves
   - The green giant

9. Which clan did the Lady of Lawers belong to originally?
   - The Stewarts
   - The MacGregors
   - The MacCodrums

10. Which town was Lord Seaforth misbehaving in when Coinneach Odhar saw him?
    - Rome
    - London
    - Paris

LONGER QUESTIONS
Do one or more of these questions in your own time or as your teacher suggests.

1. Write in your own words what happened when Campbell of Breadalbane mocked the Stewarts of Appin.
2. Tell us why Lady Seaforth MacKenzie decided to have Coinneach Odhar burnt to death in a barrel of tar.
3. What was the prophecy that Coinneach Odhar told Lord Seaforth before he died?
4. How do we know if Coinneach Odhar was telling the truth?
5. Which prophecy made the people at Castle Fairburn laugh?
6. What happened to the man who tried to cut a tree at Lawers?
INFORMATION SHEET 9

Subject: SUPERNATURAL BEINGS

For classes: P1-4, P5-7 and S1-2
Time: 1 session
Software & equipment: On line smart-board and www.bocan.tv
Participants: The whole class – up to 25-30
Learning Outcomes: Writing, presentation, listening and speaking skills

Summary

Gaelic traditional stories are especially rich in legends of supernatural beings. Indeed this is one of its strongest areas. Many of the stories have a local flavour as they were often attributed to places from the storyteller’s locality. Supernatural beings, include fairies, urisks and brownies who were usually said to be friendly to reasonable humans though there are some stories of malicious fairies and scary bòcans (bogles). Among more sinister supernatural forms there is the water-horse which is said to drag its victims down into the depths of streams and rivers where they are drowned.

Activities:

Research – Let the children learn more about supernatural beings by doing a project. Research some of the supernatural beings that are less well known, e.g. The Trowies or the Urisks. Are there stories from your own area about any supernatural beings?

Listening – Watch the films and comics and listen to the language. Are there stories or words the children don’t understand?

Speaking/oral skills – Discuss the different characters that appear in the stories and films. What kind of things do the children know about them already? Have they heard similar stories? Do they believe in supernatural beings? Ask the children to tell the class a story that they know about supernatural beings.

Writing/literacy – Ask the children to write about a character they like. Why do they like this character in particular?
What other sorts of things can supernatural characters do? Ask the children to write a story about a new supernatural being. Where does it live, what does it look like and what powers does it have?

Drawing – Ask the children to draw pictures of their favourite Highland supernatural character or ask them to draw a new character (even an alien!). Make a comic strip about the character using the sheet provided.

Resources - Film and Media
Go to: Explore – Characters – Supernatural Beings- Fairies – Obair! Obair! /The Minister who saw the Fairies /How MacLeod got Tables; Water horse- Loch Ness Kelpie; Trowies- The Trowie Fiddle; Urisks – The Scottish Urisk - Baby Urisk, Fishing in the Dark, Milk, Demon, Flood. Bocan - Bocan on a bike

Resources- Topics
Go to: Library- Topics: Supernatural beings/Robert Kirk/ The Black Dog/ The Scottish Urisk/ Loch Ness Monster/ The Kelpie/ the Cave Piper/ Work Fairies/ Black Donald/ The Cailleach
Or: Explore - topics – story type – supernatural tales , supernatural beings: as above.
WORKSHEET 9- SUPERNATURAL BEINGS

QUICK QUIZ

1. What was the first job the fairies did for Donald in 'Work Fairies'?
   They made him dinner
   They built a bridge
   They cleaned his house

2. Who do the Glendale giants fight with in the film 'How MacLeod got his Table'?
   The giants from Dunvegan
   The fairies
   The giants from Sleat

3. Where do waterhorses live?
   Underwater in lochs
   In stables
   In fields

4. Where does the Trowie come from?
   Orkney
   Shetland
   Norway

5. Where do the Urisks live?
   In waterfalls
   In caves
   In lochs

6. What do the Urisks like to drink?
   Orange juice
   Whisky
   Milk

7. Where did the minister see the fairies?
   In the church
   In a hill
   In the forest

8. What happened to Seonaidh at the end of the film 'Bocan on a Bike'?
   He gives the bike back to the bocan
   He brakes the bike
   He is stuck on the bike forever

9. Why do you think people told children stories about the water horse?
   For fun
   To make them stay away from dangerous water
   As part of the tradition

10. What do Trowies love most?
    Oatcakes
    Fiddle music
    Caves

LONGER QUESTIONS

Do one or more of these questions in your own time or as your teacher suggests.

1. Describe the special characteristics of the Highland fairy. How do they differ from other types of fairies?

2. In your own words tell a story about a bocan – you can make up one of your own.

3. Would you like to have an Urisk living next door (in a waterfall)? Give some reasons why or why not.

4. Which is your favourite supernatural being? Why?
INFORMATION SHEET 10

Subject: SUPERNATURAL SEA

For classes: P1-4 P5-7 S1-2
Time: 1 session
Software & equipment: On-line smart-board and www.bocan.tv
Participants: The whole class – up to 25-30
Learning Outcomes: Writing, presentation, listening and speaking skills

Summary
Those Gaels who lived by and made their living from the sea saw it almost as a living creature: eternally changeable, seemingly without limit, dangerous and untrustworthy like the Muileart-ach, the great giantess whom Fionn was scarcely able to overcome. They could only protect themselves from its power by keen observation of the weather and the use of charms and superstitious practices. Stories were told about witches who could control winds – sometimes for good and sometimes for their own malicious ends.

The sea was a place of enchanted creatures too, a home for mythical beings such as the sea bull, the Blue Men of the Minch, or the mermaid. Even earthly animals such as the swan or the seal have supernatural origins entwined about them. Seals’ big eyes, voices and human size make it easy to imagine them as people. They were said to have palaces on the seabed where they became human and lived like kings. Female seals were said to have the ability to take off their coats and turn into human beings called selkies. If a man wanted to marry a selkie he could hide her seal skin to stop her turning back into a seal and returning to the sea. There are stories of human and seal marriages, in particular about the MacCodrum family of South Uist who were said to have webbed fingers and toes.

Activities:

Research – Let the children learn more about the supernatural sea by doing a project. Research some of the supernatural beings that are less well known, e.g. The Blue Men of the Minch or the mermaid. Are there stories from your own area about these?

Listening – Watch the films and comics and listen to the language. Are there words the children don’t understand?
QUICK QUIZ

1. What is a selkie?
   An otter
   A seal
   A whale

2. What did the Ullapool fishermen use to get herring into Loch Broom?
   A silver herring
   A big broom
   A special frequency buzzer

3. Why does a selkie not want to lose her coat?
   She will be a human being without it
   She will get cold
   It helps her to swim faster

4. Where is the Dark Lighthouse?
   Barra
   Orkney
   The Flannan Isles

5. Which Island did the wind-witch maroon the Barra fishermen on?
   Coll
   Islay
   Jura

6. What did the good wind-witch give the Barramen to help them get home?
   A flask of tea
   A knotted rope
   New jumpers

7. What was the Doiteag Mhuileach famous for?
   Blowing away her friends
   Sinking a Spanish galleon
   Having a big appetite

8. What did the Tiree witch like doing best?
   Having parties
   Terrorising the locals
   Throwing stones

9. Who was the strongest witch in the Western Isles?
   The Doiteach Mhuileach
   The Tiree witch
   The Coll witch

10. Where did the lighthouse keepers disappear to?
    Into the sea
    Carried away by the wind
    Turned into crows

LONGER QUESTIONS

Do one or more of these questions in your own time or as your teacher suggests.

1. In your own words tell us what the lighthouse keepers found when they went to find out why the light was out in the Flannan Isles lighthouse and why were they so scared?

2. Would you like to marry a seal and go and live in a palace under the sea?

3. Why did the seal want George to come back with her under the sea? Did he do what was wanted? What happened then?

4. Write a story about a witch who used the wind to stop some sailors getting home.

5. Write a story about a family who went out in a boat and had an adventure.
INFORMATION SHEET 11

Subject: TRAVEL AND WONDER TALES

For classes: P1-4, P4-7 S1-2
Time: 1 session
Software & equipment: Online smart-board and www.bocan.tv
Participants: The whole class – up to 25-30
Learning Outcomes: Writing, presentation, listening and speaking skills

Summary:
Travel is a wide topic here and includes all sorts of movement including droving, sea voyages in cluding emigration and ship wreck and also international wonder tales. Wonder Tales are well-known in the Highlands. They usually involve a journey. In them events often happen in threes as the hero searches for his fortune using humbleness and guile to overcome pretension and might. Wonder tales are also known as International tales because this tradition can be found right across Europe, the Middle East and India.
The Green Man of Knowledge is an excellent example of the Scottish Wonder Tale. These stories have possibly come into Scotland, and into the Gaelic language, through the gypsy/traveller/tinker traditions. It is indeed wholly possible that they originated from as far away as south-east Asia.

Activities:
Research – Where do the children think Gaels have traditionally travelled to? Let them investigate Scottish emigration to the British Empire, to Russia and Scandinavia and to other parts of Europe and the world. Where are there still Gaelic speaking communities abroad? Why do the children think that there was a myth about travelling Westwards?

Listening – Chose one or more of the travel topics and watch the related films. Are there words that the children don’t understand? Try a storytelling exercises, e.g. start off one of the stories and ask the children to add the next part.

Speaking/Oral Skills – Discuss what you have seen. Which stories and characters are the most popular in the class and why? Did the children understand the themes of the stories? Have they heard any of these stories before?

Writing/literacy - Ask the children to write their own travel story – it can be a real or a ‘wonder’ one. Or they can write the story of their own holidays.

Drawing/animation – Let the children make a small storyboard or comic based on their own travel story.

Resources - Film and Media

Resources - Topics
WORKSHEET 11_ TRAVEL AND WONDER TALES

QUICK QUIZ

1. In the film The Sweet Sorrow what did the hero find in the castle on the other side of the sea?
   - Gold
   - His mother
   - A beautiful princess

2. What do the Celts think can be found where the setting sun goes into the sea?
   - An island
   - America
   - Whales

3. Which of these places was a drovers' market?
   - Aberdeen
   - Falkirk
   - Wick

4. Which country did the ship the Metagama go to?
   - Australia
   - Japan
   - Canada

5. How many challenges must Jack complete in order to win the hand of Malvina in the Green Man of Knowledge?
   - 15
   - 3
   - 4

6. How does The Boy in the Deer-skin Hood’s mother know that he has been hurt?
   - Phone call
   - Telegram
   - Maternal instinct

7. What were the names of the rocks that sunk the Iolaire?
   - The beasts of Holm
   - The evil monsters
   - Sunny point.

WORKSHEET 11 TRAVEL AND WONDER TALES - p2

LONGER QUESTIONS

Do one or more of these questions in your own time or as your teacher suggests.

1. Choose your favourite travel film on www.bocan.tv and tell us what happened in your own words?

2. Would you like to set out on a magic quest? What would you be looking for? Write a story about your magic quest and what happened.

3. Invent your own story about a ship-wreck where everyone gets rescued.

4. Write a story about a journey you have been on yourself.
INFORMATION SHEET 12

Subject: WITCHES AND WIZARDS

For classes: P1-4 P4-7 S1&2
Time: 1 session
Software & equipment: On-line smart-board and www.bocan.tv
Participants: The whole class – up to 25-30
Learning Outcomes: Writing, presentation, listening and speaking skills

Summary
Stealing milk from a neighbour’s cows was one of the best-known activities of Highland witches. But local witches could also protect people’s animals from harm by making charms and spells for owners. Among the best known of the witches were An Doiteag Mhuileach, Gorm-shùil Mhòr na Maighe of Lochaber, Bean an Lagain of Badenoch, and others such as Cas a’ Mhogain Riabhaich who came from no fixed place. Many stories were told about their various activities. Their powers included the ability to swell up to enormous proportions; to create winds at sea; to travel vast distances; and to change themselves into different animals. Cats, gulls and hares were among the favourites. In the Highlands, witches rarely practiced what are known as “The Black Arts.” Also they were rarely used as scapegoats for people’s general misfortunes. The Cailleach can be classified as a witch, but she is more like a Goddess from matriarchal times.

Activities:
Research – The children could learn more about Highland Witches and Wizards by doing a research project. Are there any stories about local witches or wizards in your area? Or let the children choose one of the Highland witches or wizards described on this site.

Listening – Make up a programme of 3-6 films on this topic. (15-30 minutes) Watch the films and comics and listen to the language. Have the children understood the story? What are the words/phrases they did not understand?

Speaking/oral skills – Discuss the stories, did the children learn anything new about witches and wizards? What did they know about them already? Which is their favourite witch or wizard? Why do they like him/her? Do they know any other stories about witches and wizards? Ask someone to tell the class a story that they know about a witch or wizard.

Writing/literacy – Ask the children to write a story about their favourite witch or wizard. They can invent more magic tricks for the witch/wizard to do. Or ask them to write an story out of their imaginations involving a witch or wizard.

Drawing/animation – Ask the children to draw pictures of their favourite witches and wizards from the ones they have seen. Or ask them to draw a new one and make a comic strip about some magic she/he does and how people stop her/him.

Resources- Film and Media
2. Go to- explore- characters - witches and wizards.

Resources- Topics
1. Go to- Library- topics-supernatural-witches and wizards
WORKSHEET 12 - WITCHES AND WIZARDS

QUICK QUIZ

1. According to local tradition, what is the worst thing the Mull Witch did?
   She sank the Spanish Galleon ship
   She started a fire in Duart Castle
   She killed the Clan Chief of the MacLeans

2. What job did Farquhar do?
   He was a soldier
   He was a blacksmith
   He was a drover

3. What kind of magical power did Farquhar get?
   Healing powers
   The second sight
   Wind magic

4. Where does the Old Woman of Ben Breac live?
   Sutherland
   Badenoch
   Lochaber

5. Which animal is the favourite of the Old Woman of Ben Breac?
   Horses
   Deer
   Cows

6. What kind of animal does the witch, Blue Eye, have power over?
   Frogs
   Mice
   Cats

7. What kind of magic does the Tiree witch use?
   Magic spells
   Wind magic
   The second sight

8. What helps the fishermen get back to Barra?
   A piece of string with three knots
   A new boat
   Money

LONGER QUESTIONS

Do one or more of these questions in your own time or as your teacher suggests.

1. Tell three instances of witches using their power over wind to get what they want.

2. Write a story about what would have happened if the Mull witch had NOT sunk the Spanish galleon.

3. Tell the story of the talking stick of Glengoulandie in your own words.

4. What happened to Farquhar when he burnt his thumb with the dark stranger's magic potion?

5. Do you think deer are special? Why? Do you like them? Tell a deer story that you have heard from your area or where you go on holidays.
INFORMATION SHEET 13

Subject: CUCHULLAIN
For classes: P1-4 and P5-7
Time: 1 session
Software & equipment: On-line smart-board and www.bocan.tv
Participants: The whole class – up to 25-30
Learning Outcomes: Writing, presentation, listening and speaking skills

Summary:
There is probably no other hero more famous, in either Celtic literature or tradition, than Cuchul- lain, sometimes known as the Hound of Ulster. His fame within Irish tradition stems largely from his leading role in The Cattle Raid of Cooley, Táin Bó Cuailgne, the central epic of the Ulster Cycle. According to tradition, detailed in a story called Tochmarc Eimre, The Wooing of Emer, Cuchullain is said to have received his training in combat from a certain Sgathach whose college is said to have been in the Isle of Skye. Indeed, there is still an ancient fort in the southern part of Skye called Dùn Sgathaich, said to have been named after this Celtic Amazon. Whilst there, Cuchullain met Feardiag and they became life long friends. Both Cuchullain and Feardiag learned to become exceptional warriors, however, there was one skill, namely the gae balg, which was taught only to Cuchullain and with which he saved the Men of Ulster.

Activities:
Research – This story could be used for further study E.g. Tell the children other stories about Cuchullain, in particular The Hound of Ulster or the Cattle Raid of Cooley; The links between Ireland and Scotland; Duns/castles and early history; Geography – look at Ireland on a map and work out a route to Skye
Listening – Watch the film and then ask the children more about Cuchullain's stay in Skye at the Dun Sgathath school for warriors. Find more details from the Cuchullain topic.
Speaking/Oral Skills – Discuss the film, did the children enjoy it? Which bits did they prefer and why? Why do they think an Irish hero had to come to Scotland to learn how to fight? What was so special about the school he went to on Skye? Why was it there?
Writing/literacy – Ask the children to write their own story about a day in class at Dun Sgathath. Ask them to make a comic strip or story-board with their own story about this hero.

Resources - Film and Media
Go to: bocan- film/ comic or story – heroes- Warrior in the Mist

WORKSHEET 13 CUCHULLAIN

QUICK QUIZ

1. Where was Cuchullain from?
   • Scotland
   • Ireland
   • Wales

2. Why did Cuchullain go to Scotland?
   • For a holiday
   • To get a job
   • To learn fighting skills from the warrior women of Skye.

3. Where in Scotland did Cuchullain go?
   • Isle of Skye
   • Isle of Lewis
   • Isle of Harris

4. Where did the warrior woman Scathach live?
   • On a farm
   • In a castle
   • In a house

5. What happened to Cuchullain when he couldn't get over the bridge?
   • He gave up and went home
   • He waited until Scathach came to see him
   • He got very angry jumped over it

6. What is the name of Scathach's enemy?
   • Catriona
   • Elizabeth
   • Aoise

7. What happened to Cuchullain before the battle?
   • He was injured
   • He refused to fight
   • He fell asleep after drinking a magic potion
WORKSHEET 13 CUCHULLAIN p2

8. What did Cuchullain ask for after defeating Aoise?
• Money
• Training on how to use to magic weapon, the Gae-bolg
• Her horse

9. What was the name of Cuchullain's Irish girlfriend?
• Emer
• Mairi
• Saoirse

10. Which animal is Cuchullain linked with?
• Cat
• Dog
• Horse

LONGERQUESTIONS
Do one or more of these questions in your own time or as your teacher suggests.

1. In your own words tell us how Cuchullain met Scathath.

2. How was fighting different in those days? What were the names of the sorts of contests that were held.

3. What do you think would have happened in Scotland if Cuchullain had decided to stay in Scotland. Make up your own story.

INFORMATION SHEET 14

Subject: BLACK FAIRY/THE BATTLE OF GRUINART BEACH

For classes: P1-4, P 5-7, S 1-2
Time: 1 session
Software & equipment: On-line smart-board and www.bocan.tv
Art materials: Pencil, paper, rubber.
Colours optional
Participants: The whole class – up to 25-30
Learning Outcomes: Writing, presentation, listening and speaking skills

Summary:
The famous Battle of Traigh Gruinard took place in 1598 on Gruinard beach on the North West shore of the Island of Islay. The fight was between the MacLeans of Mull led by their Chief, Lachlann Mòr, and the MacDonalds of Islay led by their Chief, James MacDonald. The MacLeans were defeated mainly because Dubh Sìth, a diminutive Bowman from Jura, sometimes said to be a dwarf, killed the MacLean Chief, Lachlann Mòr on that hot August day.

Activities:
Research – Lachlann Mòr was reputedly nearly seven foot tall and so his death at the hands of the midget, Dubh Sìth, is intriguing. Ask the children to find other important Highland clan battles or to find out more about this one.

Listening – Do the children understand the film. Which words or parts of the plot do they find difficult?

Speaking/Oral Skills – Discuss the film, did the children enjoy it? Which bits did they prefer and why?

Writing/literacy – Ask the children to write their own story about someone who was stronger than he/she looked.

Drawing/animation – Ask the children to draw a picture of their favourite character in the film. Ask the children to make a comic strip or story-board with their own story about someone who is stronger than he/she looks.

Resources- Film and Media
Go to Films/Story/Clans/Battles/Battle of Gruinnard Beach

Resources- Topics
Go to: library/topics/Battle of Gruinnard Beach
WORKSHEET 14 - BLACK FAIRY

QUICK QUIZ

1. In which year did the battle of Gruinnard Beach take place?
   - 1435
   - 1598
   - 1679

2. Which clans were involved in the battle?
   - The MacDonalds and The MacKenzie
   - The MacLeans and The MacDonalds
   - The MacLeans and The MacKenzie

3. Why were the clans fighting with each other?
   - One clan set fire to the other clan's castle
   - One clan refused the marry into the other clan
   - One clan stole land from the other

4. Why does the Mull witch appear in the story?
   - To warn Lachlan Mòr about the Dubh Sith
   - To stop the clans from fighting each other
   - To help one clan to beat the other

5. Who is the Dubh Sith?
   - A sea monster
   - A man
   - A small fairy

6. What happens when the Dubh Sith asks James MacDonald if he can join the MacDonald army?
   - James MacDonald agrees
   - James MacDonald laughs at him and tells him to go away as he is too small.
   - James MacDonald refuses politely

7. Which weapon is Dubh Sith most proficient with?
   - Sword
   - Bow and Arrow
   - Gun

8. Where did Dubh Sith come from?
   - Islay
   - Jura
   - Mull

9. Why didn't Lachlan Mòr listen to the Mull witch – the Doiteag Mhuileach?
   - He thought he knew better
   - He thought her advice was silly
   - He wasn't scared of little Dubh Sith

10. Who wins in the end?
    - The MacLeans
    - The MacDonalds
    - The MacIntoshes

LONGER QUESTIONS

1. Why did the dwarf want to kill Lachlan Mòr?

2. Why was the powerful Lachlan so foolish as to disregard the advice of the wise old Mull witch who warned him not to go to Islay?

3. How did Dubh Sìth (which means 'black fairy') get his unusual name?

4. Was it true that his mother was a fairy, and did this have anything to do with his victory?
INFORMATION SHEET 15

Subject: THE CELTIC JOURNEY WEST

Time: 1 or more sessions
Software & equipment: On-line smart-board and www.bocan.tv
Art materials: None
Participants: The whole class – up to 25-30
Learning Outcomes: Writing, presentation, listening and speaking skills

Summary
At the heart of Celtic mythology lie the tales of the Wonder Voyages made by great Celtic heroes into the west. Usually by chance, the travelling hero comes upon an ‘Otherworld’, where they encounter many mystical islands, strange people and animals. The best known of these heroes who have ventured west into this Otherworld are: Maelduin, who went on a voyage in search of his father’s murderers; Bran, the Irish King who hears of a magical paradise in a song and sailed off to find it; Tadg; and Ossian, son of Finn.

Activities
Research – The Journey West is a fictional story which introduces some interesting Celtic characters and myths. These include Bran, Balor, Manannan, Gwydion and Math, Gavin and the Grey Cow, Màiri-Morgana, Queen Niamh and the Island of the Blest. Ask the children to focus on one or more of these characters or myths and find out more about them.
Listening – Do the children understand the story? Which words or bits do they find difficult? The comics can also be used to help read the story aloud.
Speaking/Oral Skills – Discuss the films, did the children enjoy them? Which bits did they prefer and why? Do they think Alda or Aldan had fun adventures?
Writing/literacy – Ask the children to write their own story about a fantasy adventure.
Drawing/animation – Ask the children to draw a picture of themselves as a child hero. Ask them to make a comic strip or story-board with their own fantasy adventure story.

Resources: Film and Media
Go to – An Turas Siar - 6 Episode animation Series, Comic and Story versions.

WORK SHEET 15 THE CELTIC JOURNEY WEST

QUICK QUIZ

1. What was the name of Welsh wizard Math’s apprentice?
   a) Gwydion
   b) Bran
   c) Uisdean

2. What happens to people on the Island of the Blest?
   a) They live forever
   b) They go to sleep
   c) They can see everything happening back on Earth

3. What were the magic properties of Gavin’s cow- Am Bo Glas?
   a) She gave a lot of milk
   b) She didn’t need to eat
   c) She could walk very far
   d) She could fly

4. Why do Celts like the West?
   a) That’s where they live
   b) They like watching the setting sun
   c) They think they will go there when they die
   d) They think the West wind is good for their health

5. Which island does Manannan have links with?
   a) Isle of Man
   b) Tory Island
   c) Isle of Lewis

6. What was Balor famous for?
   a) Getting angry easily
   b) Living on an island
   c) Being King of the Formorians
WORK SHEET 15 THE CELTIC JOURNEY WEST - p2

7. What evil deed is Mari-Morgana famous for?
Flooding the town she lived in (Ville d'Is)
Killing her father
Marrying her sister's boy-friend.

8. Who was Niamh's husband
Oisin
Finn
Bran

9. What was Bran famous for leaving on his plate?
His head
His dinner
His false teeth.

10. Which sort of bagpipes do they play in North West Spain?
The Galician pipe
The Highland Pipe
The Northumbrian pipe

LONGER QUESTIONS
Do one or more of these questions in your own time or as your teacher suggests.
1. What did the Western Isles witches do to Alda and her friends?
2. Give three reasons why it was not so easy for Alda to rescue her brother from the Island of the Blest.
3. Do you think Aldan really learnt to fly? Give reasons for your answer.