



	Description	Mark	Achieved
Stage 1	Research	10	
Stage 2	Creative writing	30	
Stage 3	Oral presentation	20	
	TOTAL	60	

CREATIVE WRITING PROJECT

ENGLISH: LEGENDS

TOTAL: 60 MARKS

NAME & SURNAME: _____

GRADE 6 _____

What Is a Legend?

A legend is a traditional story that is passed down from one generation to the next. It is usually based on a real person, place, or event, but parts of the story are often exaggerated or made more exciting to teach a lesson or celebrate someone's bravery.

Legends are a fun mix of truth and imagination. They help people remember important history, culture, or values of a community.

Features of a Legend

Feature	Description
Heroic Characters	Legends often tell the story of a brave or special person, like a king, warrior, or leader.
Realistic Settings	They are usually set in real places and sometimes during real historical times.
Supernatural Elements	Some legends include magical creatures, talking animals, or unusual events to make the story more exciting.
Moral or Message	A legend often teaches a lesson about courage, honesty, or leadership.
Passed Down Orally	Legends were told by word of mouth before they were written down. This means there may be different versions of the same legend.
Explains Something	Many legends explain how something began—like how a mountain got its name or why a river flows a certain way.

Examples of Legends

- **King Arthur** and the Knights of the Round Table
- **Shaka Zulu** – brave leader in Zulu history
- **Robin Hood** – the outlaw who stole from the rich and gave to the poor
- **The Legend of the Rain Queen Modjadji**

Why Do We Study Legends?

- To learn about different cultures and traditions
- To understand how people lived in the past
- To explore important values and lessons
- To enjoy exciting stories that mix fact and fantasy

In a legend, remember:

- There's usually a brave hero
- Something magical or unbelievable happens
- It teaches you something, even if the whole story isn't 100% true

Project Overview

Stage	Task	Marks
Stage 1	Research & Exploration	10
Stage 2	Write a Comic Strip or Dialogue	30
Stage 3	Oral Presentation	20
	Total	60

STAGE 1: RESEARCH (10 marks)

Objective: Discover the world of legends and how they're created.

Task 1.1: What Is a Legend?

Activity: Create a colourful **mind map** answering these:

1. What is a legend?
2. How is a legend different from a myth or a fable?
3. Why are legends told?
4. Are legends true stories?
5. Name two famous legends and their heroes.

Task 1.2: Explore Two Legends

Read any **two legends** (local or global).

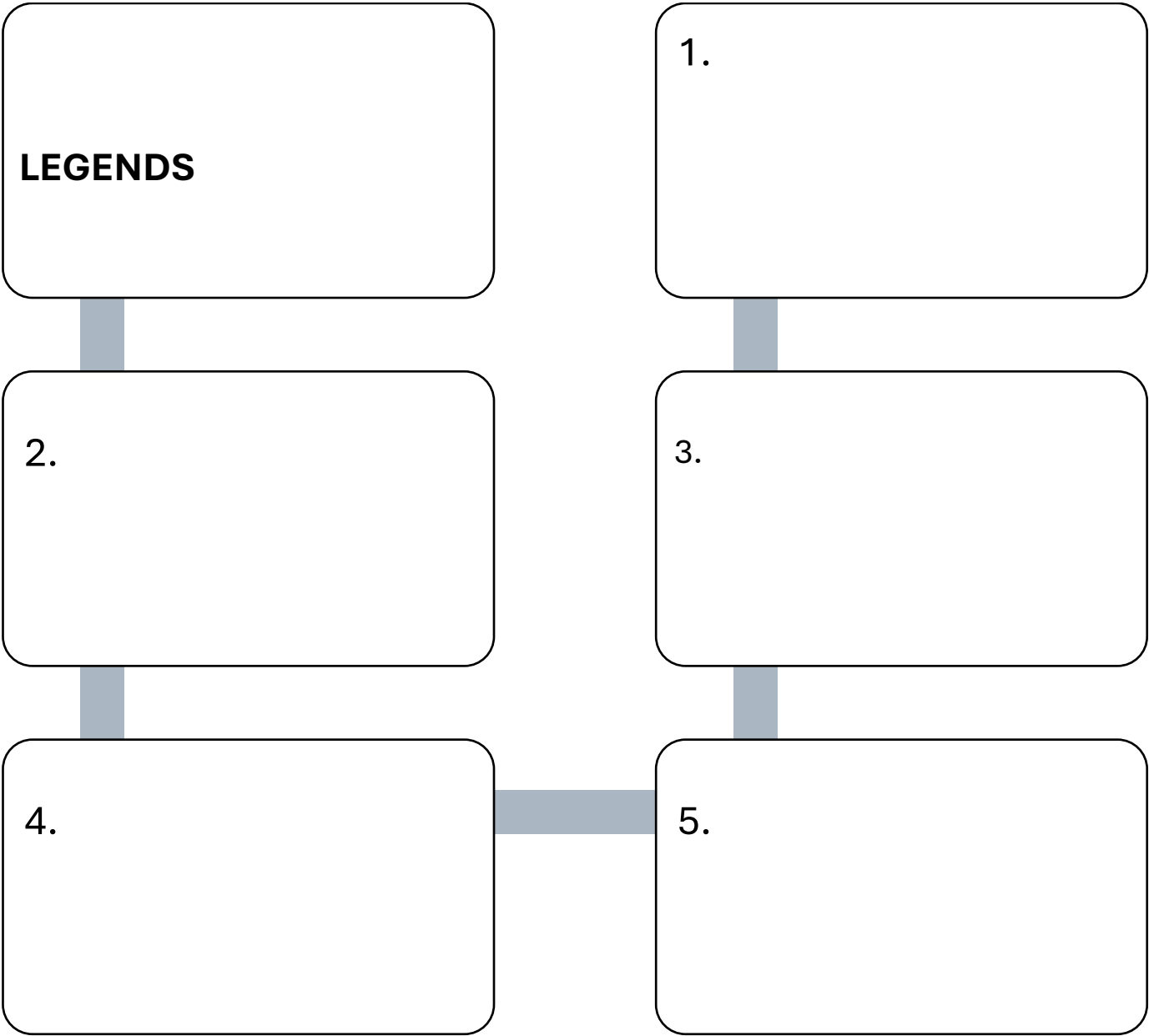
Examples:

- **Shaka Zulu** – brave leader in Zulu history
- **Robin Hood** – the outlaw who stole from the rich and gave to the poor
- **The Legend of the Rain Queen Modjadji**

Activity:

- Complete the comparison chart for both legends (Who? Where? What happened? What's special?)

Mind Map



Comparison Chart

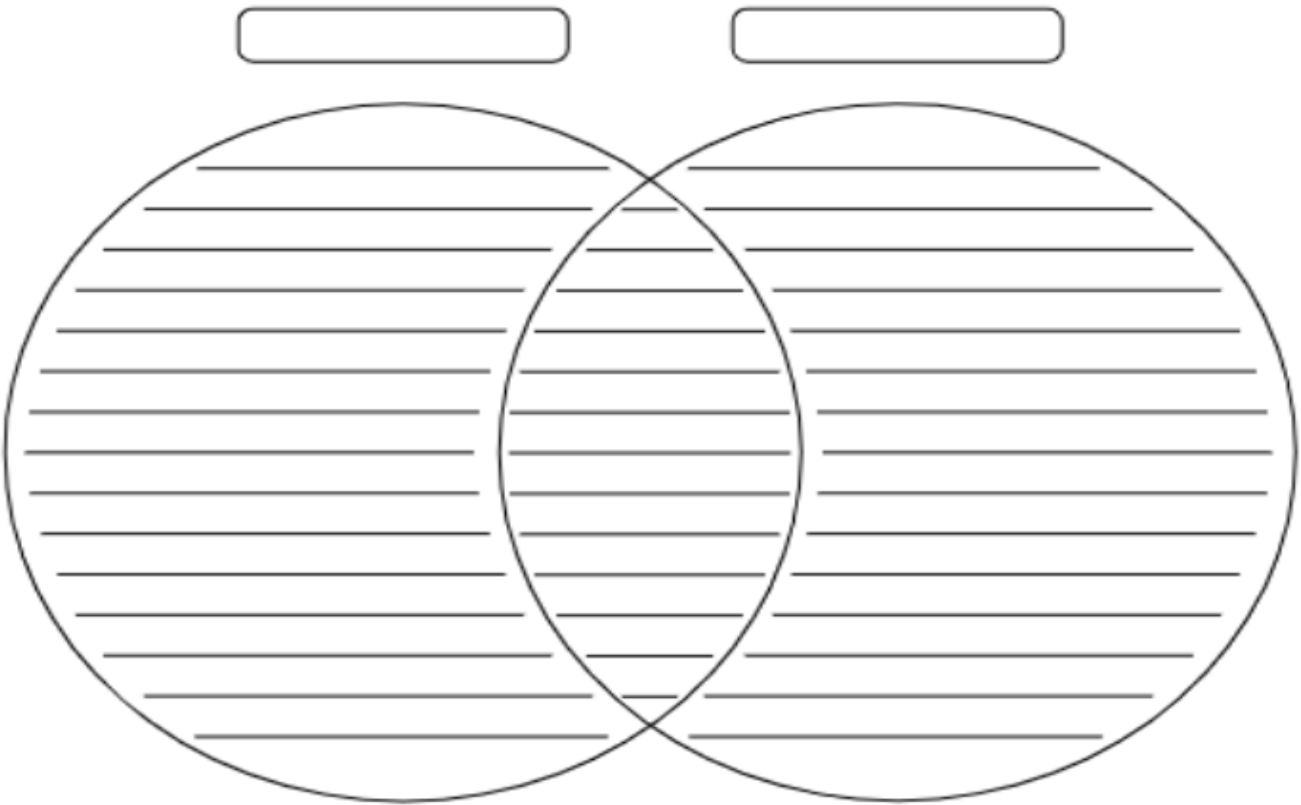
Aspect/Question	Legend A	Legend B	Similarities / Differences
Title or Name			
Who is the main character?			
Where does the story take place?			
What is the main event?			
What is unusual or magical?			
What is the message or moral?			
Is the story based on real events?			
Your opinion: Which is better and why?			

Task 1. 3: Interview Task

Interview two people:

- Ask: “What is your favourite legend? Why?”
- Present the results in a **comparison chart** or **Venn diagram**.

Aspect/Question	Person A	Person B	Similarities / Differences
What is your favourite legend?			
Why is it your favourite?			



Task 1.4: Research Paragraph

Choose a question like:

- Why do people believe in legends?
- What makes someone a legendary hero?

Write a paragraph (8–10 lines) to answer it in your own words.

Bibliography Guidelines

Learners must include a bibliography if they used books, websites, or interviews in **Stage 1**.

Examples:

- **Book:** Mahlangu, S. *African Legends Retold*. 2010, Maskew Miller Longman, Cape Town.
- **Website:** South African History Online. www.sahistory.org.za, Accessed 5 June 2025.
- **Interview:** Interview with Ms Ndlovu, 3 June 2025, at school.

Bibliography Template

Source Type	Citation
Book	
Website	
Interview	

STAGE 1 WORKSHEET CHECKLIST

Task	Done (✓)
Mind map on legends	
Story maps (2 legends)	
Venn Diagram comparing legends	
Interviews + Venn Diagram	
Research paragraph	

STAGE 1: Research Rubric (10 marks)

Criteria	Excellent (3 marks)	Good (2-marks)	Developing (1-marks)	No Attempt (0 marks)
Task 1 (Mind map) 3 marks	Complete, colourful, clear, and detailed with all questions answered	Mostly complete and neat; some detail missing	Basic effort; some incomplete or unclear parts	No attempt made/ Not done
Task 2 Comparison 2 marks	N/A	Both legends are compared clearly using appropriate tools (charts/diagrams)	One legend covered or weak comparisons	No attempt made/ Not done
Task 3 Interviews 2 marks	N/A	Both people interviewed are compared clearly	One person interviewed/ weak comparison	No attempt made/ Not done
Task 4 Research Paragraph 3 marks	Well-organised paragraph with a thoughtful and clear answer (8–10 lines)	Basic response, short or slightly off-topic	Weak or unclear response; lacks focus	No attempt made/ Not done

STAGE 2: WRITING (30 marks)

Objective: Create your own legend in a comic strip or dialogue format.

Task 2.1: Plan Your Story

Use this plan:

Story Element	Notes
Title	
Setting	
Hero/Legendary character	
Problem	
Magical/Unusual Element	
Resolution	
Lesson or Message	

Task 2.2: Create Your Comic Strip (or Dialogue)

Option A: Comic Strip

- Use **7 frames**:
Frame 1: Introduce setting and hero
Frame 2–6: Develop the story
Frame 7: Show resolution and message
- Use **speech bubbles**, **thought bubbles**, and **captions**
- Add **colour and drawings**

Option B: Dialogue Script

- Write a **script** between characters in your legend.
- Include: character names, stage directions (e.g., [laughing]), clear voices.
- 1-2 pages, with clear beginning, middle, and end.

Task 2.3: Paragraph – What Makes It a Legend?

Answer:

- What part of your story makes it a legend?
- What lesson does it teach?
- Did you use real or imagined events?

WRITING WORKSHEET CHECKLIST

Task	Done (✓)
Story plan	
Comic strip or dialogue	
Moral paragraph	
Coloured or creative visuals	

STAGE 2: Writing Rubric \: Comic Strip (30 marks)

Criteria	3 – Excellent (5)	2 – Satisfactory (3–4)	1 – Needs Improvement (0–2)
1. Story Plan (5 marks) Task 2.1	All 7 elements creatively completed with logical development	5–6 elements completed; mostly logical	Few elements present or weakly explained
2. Comic Structure & Visuals (5 marks) 7 frames, colour, captions, layout	All 7 frames present; colourful, neat, and easy to follow	6 frames; mostly neat; layout generally clear	5 or fewer frames; untidy or unclear visuals
3. Comic Features (5 marks) Speech, thought bubbles, captions	All features used appropriately and effectively	1–2 features used; mostly correct	Features missing, confusing, or misused
4. Language Use (5 marks) Grammar, sentence structure, spelling, punctuation	0–2 errors; excellent sentence control and word choice	3–5 errors; mostly correct	6+ errors; weak grammar or impairs meaning
5. Creativity & Legend Content (5 marks) Hero, setting, magical element, message	Highly imaginative; all key legend features included	Some creativity; most legend features included	Limited creativity or key legend elements missing
6. Paragraph: What Makes It a Legend? (5 marks) Task 2.3	Clear, thoughtful explanation with examples	Mostly clear; some ideas underdeveloped	Unclear, vague, or missing explanation

STAGE 2: Writing Rubric: Dialogue Strip (30 marks)

Criteria	3 – Excellent (5)	2 – Satisfactory (3–4)	1 – Needs Improvement (0–2)
1. Story Plan (5 marks) Task 2.1	All 7 elements complete, logical, and original	5–6 elements with some detail	Limited elements or weak development
2. Dialogue Format & Structure (5 marks) Layout, character names, stage directions, 1–2 pages	Correct layout, clear flow, stage directions well used	Mostly correct; some formatting or structure errors	Format unclear or missing elements
3. Dialogue Language Use (5 marks) Sentence structure, punctuation, expression	0–2 errors; natural dialogue with expressive voices	3–5 errors; mostly effective dialogue	6+ errors; unnatural speech or hard to follow
4. Creativity & Genre Features (5 marks) Hero, setting, problem, magical element, message	Very creative; strong use of legend elements	Some creativity; most legend features included	Flat story or missing legend features
5. Paragraph: What Makes It a Legend? (5 marks) Task 2.3	Focused, clear explanation with examples	Adequate response with some gaps	Unclear or underdeveloped response
6. Language Conventions (5 marks) Spelling, punctuation, grammar	0–2 errors; polished writing	3–5 errors; mostly correct	6+ errors; frequent mistakes affect meaning

STAGE 3: ORAL PRESENTATION (20 marks)

Objective: Present your legend to the class through storytelling or acting.

Presentation Options:

- **Storytelling:** Retell your comic as a performance.
- **Dramatic Reading:** Act out your dialogue using tone, voice, and gesture.
- **Optional:** Use props, music, drawings, or classmates!

ORAL PRESENTATION CHECKLIST

Task	Done (✓)
I introduced the story and setting clearly	
I used expressive voice and gestures	
I explained the message/moral	
I used a visual aid (prop, picture, etc.)	

STAGE 3: Oral Rubric (20 marks)

Criteria	Excellent 5 marks	Good 4 marks	Satisfactory 3 marks	Needs Work 1-2 marks
Voice & Clarity	Loud, clear, expressive	Mostly clear, a few hesitations	Soft or rushed	Difficult to understand
Confidence & Engagement	Confident, eye contact, gestures	Some nervousness, attempts to engage	Limited expression	Shy, reads flatly
Message & Moral	Strongly expressed and linked	Clear enough	Weakly explained	Missing or unclear
Use of Props/Visuals	Creative, enhances performance	Useful and visible	Limited effort	None used or poorly done

Possible resources

The Legend of Robin Hood



A long time ago, in the green forests of England, there lived a man named Robin Hood. He was no ordinary man—he was strong, clever, and very good with a bow and arrow. People said he could shoot an arrow and split another arrow in half!

Robin lived in the forest called Sherwood, with a group of loyal friends known as his Merry Men. They were a team of outlaws, but they were not bad people. They didn't steal from everyone—they only took money from the rich people who were greedy and gave it to the poor people who were suffering.

At the time, the land was ruled by a cruel and greedy man called Prince John. The true king, King Richard, had gone far away to fight in a war, and while he was gone, Prince John took over. He made the poor pay high taxes, and if they couldn't pay, they were thrown in jail or had their homes taken away.

Robin Hood saw this unfairness and wanted to do something about it.

Robin and his Merry Men would often hide near the roads where rich nobles and tax collectors travelled. Dressed in his green cloak, Robin would jump out and surprise them.

"Stand and deliver!" he would shout. "You have taken from the poor—it's time to give it back!"

Then, with a grin and a twinkle in his eye, Robin would take bags of gold from the nobles and send them to the villages nearby. He always made sure poor families had food, clothing, and money to live.

Robin was very clever. He wore disguises to sneak into castles and trick the guards. Once, he dressed as a beggar and entered a feast in the castle just to spy on Prince John's plans!

The Sheriff of Nottingham, Prince John's right-hand man, was always trying to catch Robin Hood. He set traps in the forest and offered a big reward to anyone who could bring Robin in. But Robin was too fast, too smart, and always one step ahead.

Robin Hood's most famous friends were Little John, a huge man with a kind heart, and Maid Marian, a brave woman who believed in helping others. Marian passed secret messages to Robin and helped hide stolen money in safe places for the poor.

One day, the good King Richard returned. He heard how Robin had helped the people and stood up against the greedy prince. Instead of punishing Robin, the king forgave him and thanked him for protecting the poor.

Robin Hood became a legend—a symbol of justice, bravery, and standing up for what is right.

Moral of the Legend:

"Use your talents to help others, especially when people are treated unfairly. A true hero fights for justice, not just for fame."

The Legend of King Arthur



Many years ago, in ancient England, the land had no king. The people were fighting, and the country was in chaos. One day, a mysterious stone appeared in the middle of the city. Stuck inside the stone was a shining sword, and on it were the words:

“Whoever pulls this sword from the stone is the true king of England.”

Many strong and powerful men tried to pull out the sword. They pushed, pulled, and shouted—but none could move it. People began to lose hope.

Then came a young boy named Arthur. He was just a helper in a knight’s household. One day, when his brother forgot his sword for a tournament, Arthur ran to find one. He saw the sword in the stone, and thinking it was just a spare, he pulled it out—easily.

Everyone was shocked. The nobles didn't believe a boy could be king, but when he pulled the sword again in front of a crowd, they knew he was the chosen one.

Arthur had no idea he would become the greatest king England had ever known.

King Arthur was crowned, and he ruled with wisdom and kindness. He built a strong castle called Camelot, where brave knights came to protect the kingdom.

Arthur believed all people were equal, so instead of sitting at a long table with him at the head, he made a round table where everyone had the same place. This became the famous Round Table, where his knights would meet and plan how to protect the land.

These knights were known as the Knights of the Round Table. Some of the most famous were:

- Sir Lancelot – the strongest warrior
- Sir Gawain – loyal and wise
- Sir Galahad – pure-hearted and brave

Together, they went on adventures, helped the poor, and fought monsters and evil rulers. They promised to always protect the weak and stand for truth and justice.

Arthur’s most trusted wizard and advisor was Merlin, who helped him with magical knowledge and wise advice.

One of the greatest stories from Arthur’s time was the search for the Holy Grail—a magical cup said to bring peace and eternal life. Many knights tried to find it, but only the purest and bravest could get close.

Arthur was deeply in love with Queen Guinevere, and she loved him too. But things began to change when Sir Lancelot and the queen grew close. Their secret friendship hurt Arthur deeply and caused division among the knights.

At the same time, Arthur's own son (or nephew in some versions), Mordred, turned against him. Mordred wanted to take the crown and rule England himself. He gathered an army and started a war.

Arthur, although heartbroken, went into battle one last time to defend his kingdom.

In the Battle of Camlann, Arthur and Mordred met face to face. They both fought bravely. Arthur struck Mordred down, but not before he was wounded himself.

Arthur knew he was dying. He told his last loyal knight, Sir Bedivere, to throw his magical sword, Excalibur, back into the lake. At first, Bedivere didn't want to do it, but Arthur insisted.

When the sword was thrown, a mysterious hand rose from the water and caught it—disappearing into the mist.

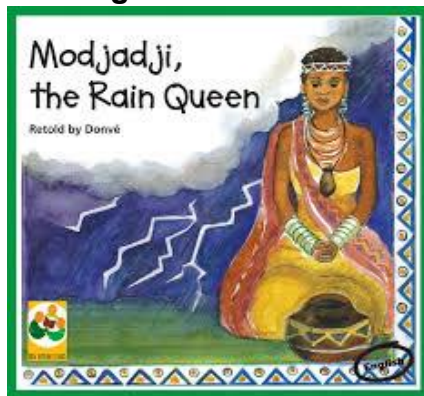
It is said that Arthur was taken to the magical island of Avalon, where he would rest until England needs him again.

Though King Arthur died, his legend lived on. He is remembered as a just and noble king, a symbol of bravery, fairness, and hope.

Moral of the Legend:

"True leadership is about justice, courage, and kindness. A real hero is someone who puts others before themselves."

The Legend of the Rain Queen Modjadji



A long time ago, in the northern mountains of South Africa, lived a powerful royal family. The kingdom was part of the Balobedu people, and it was led not by a king—but by a Rain Queen.

The first Rain Queen was named Modjadji. She was said to have a magical gift passed down from her grandmother—a gift to call the rain.

Modjadji didn't need to dance or sing to bring the rain. She would go into her sacred hut, mix special herbs, and whisper secret prayers. Soon after, the clouds would gather, the sky would rumble, and rain would fall across the dry land.

Because of this power, her people never went hungry, and the rivers and crops were full.

Many neighbouring kings wanted Modjadji's power. Some wanted to marry her to gain control of the rain. Others wanted to defeat her in battle. But Modjadji did not believe in war.

She stayed hidden in her mountain kingdom, far from fighting, and sent rain to those who respected her.

Even great warriors, like Shaka Zulu, respected her powers. One legend says that Shaka sent gifts and messages to Modjadji, asking her to bring rain to his lands.

Modjadji became known across southern Africa as a powerful queen who ruled with peace, not weapons.

Modjadji's home was deep in the forest, surrounded by rare trees and mist. It became a special place—today known as the Modjadji Cycad Forest.

People believed she spoke to the spirits of her ancestors and that the rain listened only to her. Her power was a secret passed from mother to daughter.

Each Rain Queen lived alone, cared for by wise women, and ruled until the next daughter was old enough to take her place. The people never saw her much, but they trusted her. When the land was dry, they prayed to her—and rain came.

Even today, people in Limpopo tell the story of Modjadji, the Rain Queen. Her descendants still carry her name, and the Balobedu people honour her memory.

Some say the rain still follows the footsteps of her family. Others say Modjadji's spirit lives in the misty forests, watching over her people and waiting to help them when they need her most.

Moral of the Legend:

“True power doesn't need violence—it comes from wisdom, peace, and caring for others.”