

Hikey Sprites Y6—Y7 Knowledge Organiser

Sprites/Spirits/Fairies

In Tudor and Elizabethan times, fairies and/or sprites were thought of as bad spirits who played tricks on people. Fairies were also thought to bring illness, misfortune and disease.



In the 16th C, people did not know much about the world around them, so sprites and spirits were easy to blame for problems. Travellers worried that sprites would lead them into the woods, and they would never be seen again...

Books and plays, such as the Faerie Queene, and A Midsummer's Night Dream were written about fairies, sprites and spirits.

Literary devices

- **Sensory language:** Language that connects to the five senses (sight, sound, smell, taste, touch) to create an image or description. Tom felt cold, and goose bumps rippled across his arms.
- **Foreshadowing:** A warning or indication of something that might happen later on. Gran had only one rule. Be home before dark.
- **Simile:** Used to compare one thing to another by using 'like' or 'as'. Tom stumbled on, and burst onto the road like a rocket.
- **Metaphor:** Used to compare one thing to another by saying it is that thing. The blanket of darkness became thicker.
- **Personification:** Giving human characteristics to something non-human. Deep shadows held a grip on the path.
- **Pathetic Fallacy:** a kind of **personification** that gives human emotions to nature; for example, referring to weather features reflecting a mood. Night was creeping in all around him, and the breeze made the limbs of trees clash together.
- **Bookending:** Linking the opening to the ending using a similar phrase or description. Gran replied, "I told you to be home before dark".

Tudor/Elizabethan beliefs about magic

Witches: In Shakespeare's time, people believed that witches were people who had made a pact with the Devil in exchange of supernatural powers. They blamed witchcraft for many things, such as a plague in their village, or animals getting ill.



Superstitions: Tudors and Elizabethans were very superstitious. Some superstitions included: it was unlucky for a black cat to cross your path; the feathers on a peacock were seen as 'the evil eye'; you had to touch wood to avoid bad luck and the seventh son of the seventh son was believed to possess supernatural powers!

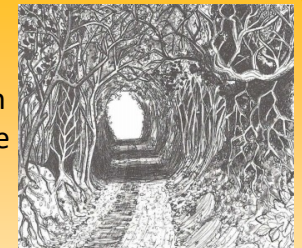
Tudor/Elizabethan woodlands

In 1600, about a third of England was covered in forest; travellers could walk for days and not see anyone else.

The forest carried deeply symbolic meanings. It was seen as a place of wildness and magic—the opposite of 'civilised' life.

Many of Shakespeare's plays include scenes in woodlands, which offered temporary relief from a rigid order of 'normal life' to which the characters must return.

Forest Law meant that the forest was a hunting ground for kings



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Hikey Sprites

Hikey Sprites, also known simply as **Hikeys**, are a specific type of bogey from of Norfolk. They are comparable to goblins or trolls, and have varying degrees of malice (evil intentions).

The Hikeys were known to have unpredictable personalities and thus could be playful and fun one moment only to turn vicious and cruel the next.

A common saying in some parts of Norfolk would be to warn children to return home at night with "come home quick or the Hikeys will get you!"



KEY VOCABULARY 1

Abandoned: having been deserted or left
Canopy: made up of the overlapping branches and leaves of forest trees
Glistening: shining with a sparkling light
Sinister: giving the impression that something harmful or evil will happen
Disfigured: to spoil the appearance of
Bewitched: to cast a spell or enchantment over
Eerie: strange and frightening
Mysterious: difficult or impossible to understand, explain, or identify
Decayed: rotting
Pungent: having a sharply strong taste or smell
Flora and Fauna: **Flora** is plant life; **fauna** refers to animals.
Overwhelmed: buried or drowned, defeated
Perish: die
Slaughter: kill
Acrid: an unpleasantly bitter smell or taste

KEY VOCABULARY 2

Putrid: decaying or rotting—smelling terrible
Malice: having evil intentions
Fragrant: a pleasant or sweet smell
Superstitious: any belief or practice based upon one's trust in luck or supernatural forces
Unpredictable: behaves in a way that cannot be predicted, can be changeable
Contorted: twisted or bent out of normal shape
Enchanted: placed under a spell
Prophecy: a prediction of what will happen in the future
Rural: relating to areas in the country rather than the town.
Ominous: giving the impression that something bad will happen.
Traditional: customs or ways of behaving that have continued for a long time without changing
Sprite: an elf/spirit or fairy

Features of traditional/folk tales

- Rural/setting
- Warnings
- Naïve characters
- Magic/ magical creatures
- Happy ending?
- Moral/message
- Task or journey
- Hero/villain
- Good/evil

The Brothers Grimm

These German brothers collected and published folklore during the 19th century. They were among the first and best-known collectors of German and European folk tales, and popularized traditional oral tale types such as Cinderella, The Frog Prince, Hansel and Gretel, Beauty and the Beast, Little Red Riding Hood, The Three Little Pigs, Sleeping Beauty and Snow White.

Birch: the **symbol** of new beginnings, regeneration, hope, new dawns and the promise of what is to come.

Sycamore: **symbolizes** strength, protection, eternity, and divinity .

Beech: believed to enhance creativity, and links to wisdom and writing.



Oak: **symbol** of strength, morale, resistance and knowledge.

Horse Chestnut: **symbolizes** honesty, and justice. This tree produces conkers!

Hazel: **Symbolizes** wisdom and inspiration. This sacred tree is said to be cloaked in a powerful magic.

