

The Maritime Museum of British Columbia

Mythical Seas:

Monsters, Myths, and Legends

School Program Outline

Program Length: 1 hour **Offered:** In-Museum and Outreach

Designed for: Preschool and Kindergarten

Program Description:

Dive into Mythical Seas to learn about ocean legends, myths, and stories! We'll be exploring stories from around the world, including some right in our own backyard here in Victoria. Have fun reading, crafting, and feeding the kraken! Create your own mythical creature and discover what makes a myth so interesting.

Program Format:

- We'll start as a group in the middle of the room for a land acknowledgement, introduction to the program, and storytime.
- Students will create their own mythical creature using supplies brought by the museum.
- Movement Activity: Kraken Kraze! Feed the Kraken (ball toss game)
- Using the recently created creatures, students will develop their own myth.
- Adult participation is encouraged; 1 adult facilitator per 5 students is great!
- We'll finish the program together to share our myths and to say goodbye.



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Learning Objectives:

- Use pictures and spoken words to share ideas and opinions about a story.
- Connect stories to personal experience, family, and community.
- Create a story using “first, then, last” structure.

BC Curricular Connections - English Language Arts

- **Kindergarten Big Idea:** Language and story can be a source of creativity and joy.
- **Kindergarten Big Idea:** Stories and other texts can be shared through pictures and words.
- **Kindergarten Big Idea:** Everyone has a unique story to share.
- **Kindergarten Big Idea:** Through listening and speaking, we connect with others and share our world.

First People’s Principles of Learning

- Learning is embedded in memory, history, and story.
- Learning requires exploration of one's identity.

Suggested Pre-Visit Activities:

- Start to introduce students to some well-known myths through read alouds.
- Have students practice identifying the beginning, middle, and end of a story.

Follow Up Activities:

- Have students ask a family member for a story they loved growing up and bring it back to share. Use audio recordings, drawings, writing, etc.
- Do a story walk to a local beach or park. Have students imagine a creature that could live there.
- Use the students’ stories to create a class book.



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Suggested Complementary Books:

Mabel: A Mermaid Fable by Rowboat Watkins
The Twelve Gods of Olympus (My First Greek Myths) by Anna Goutzouri
Brush Your Hair, Medusa! (Mini Myths): A Board Book
The Spirit of the Sea by Rebecca Hainu
Whale, That Was Unexpected by Casey Lyall
Lula and the Sea Monster by Alex Latimer