

# Fairy Tale Analysis and Creative Project

Isabel Miranda



# Table of contents

01

Fairy Tales



02

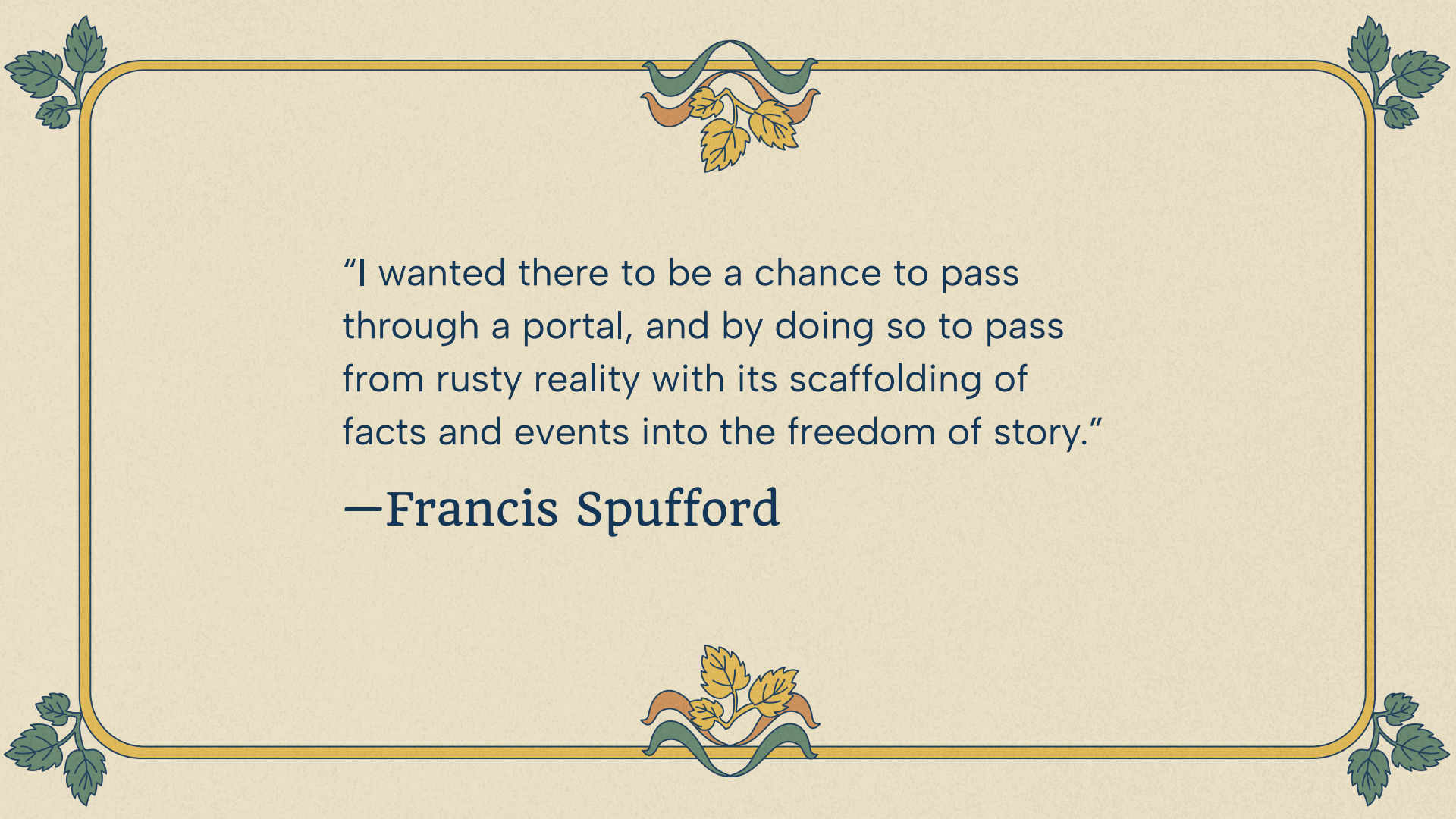
Creative  
analysis



01

# Folktale literature

The World of Fairy Tales

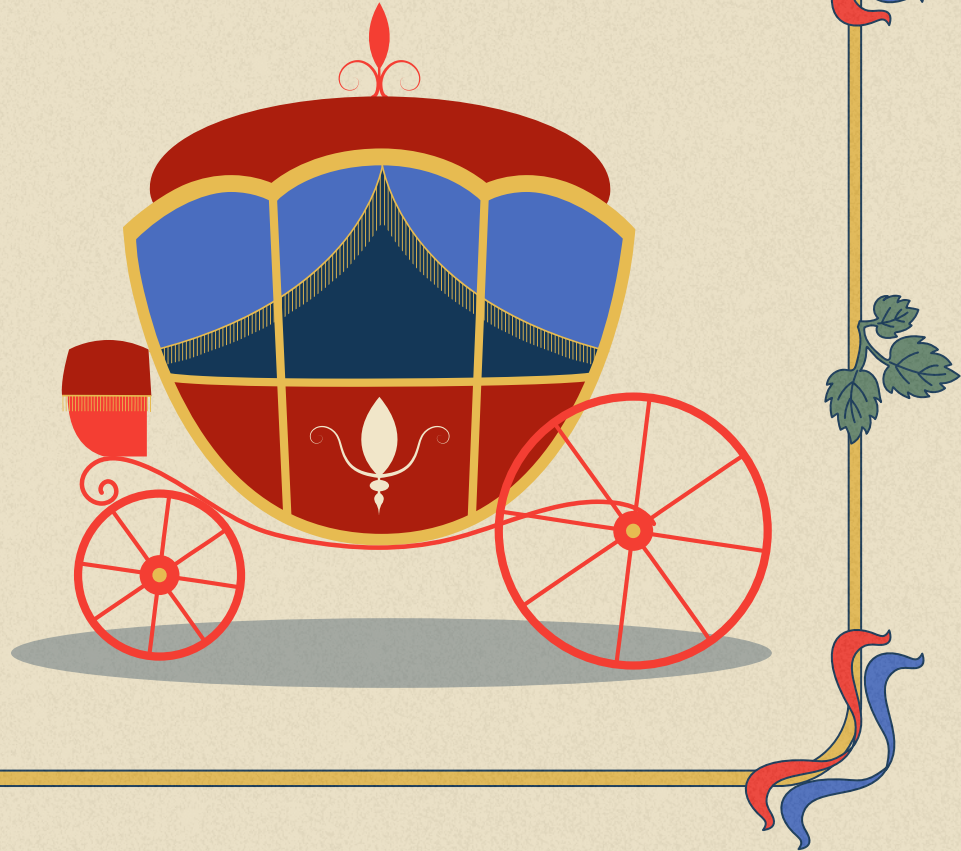


"I wanted there to be a chance to pass through a portal, and by doing so to pass from rusty reality with its scaffolding of facts and events into the freedom of story."

—Francis Spufford

# Introduction to the folktales

Children learn from the mistakes of characters in these stories, which helps them with their critical thinking skills. Fairy tales also model behavior for children and provide a context in which children can evaluate their own emotions and decision making.



# Folktales basic structure

01

**Intro**

"Once Upon a Time"

02

**World**

Moral judgements of character

03

**Obstacle**

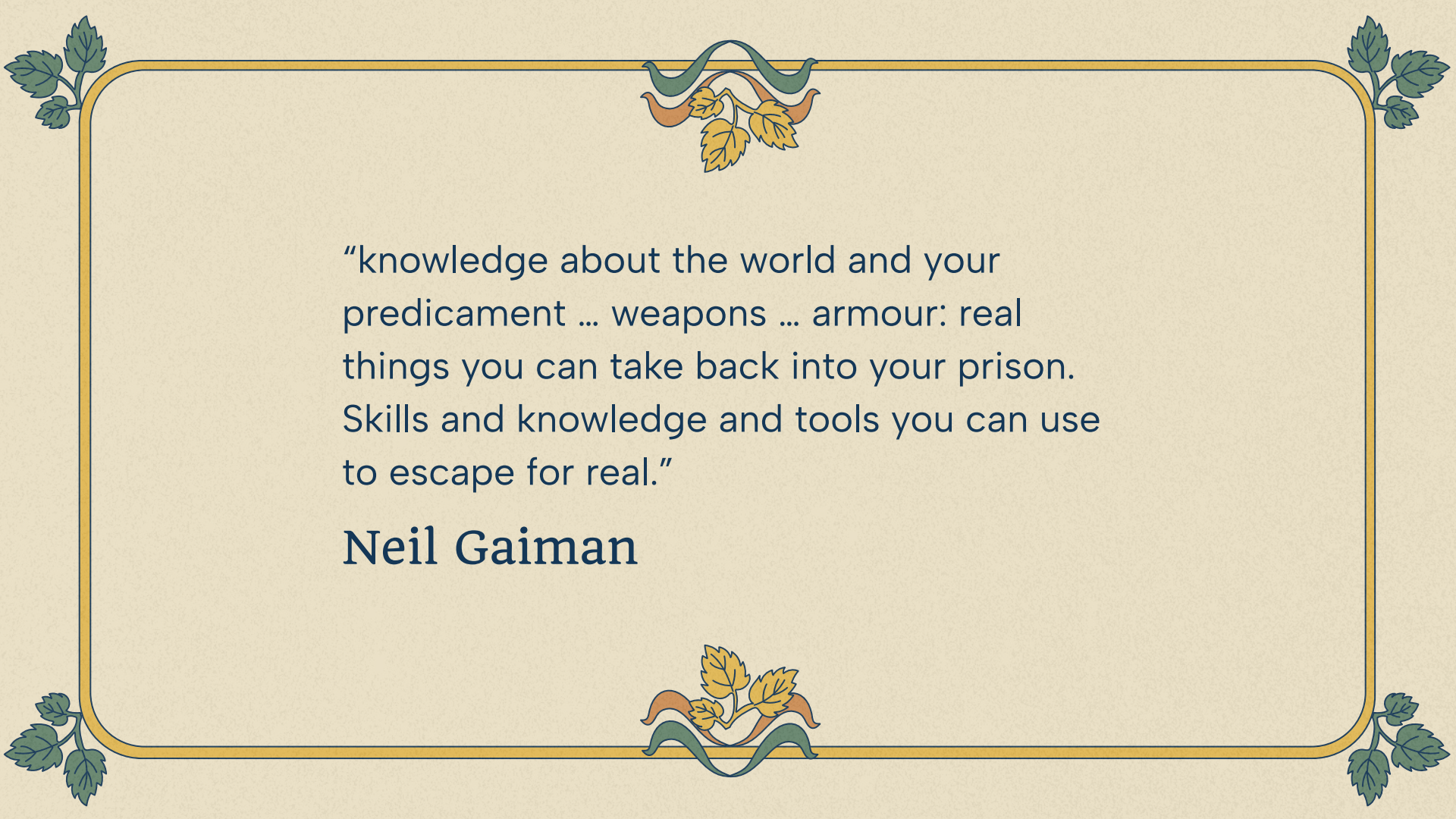
Evil is supreme and seems unstoppable

04

**Happily Ever After**

Hero wins the day





“knowledge about the world and your predicament ... weapons ... armour: real things you can take back into your prison. Skills and knowledge and tools you can use to escape for real.”

**Neil Gaiman**

A young girl with two braids, wearing a vibrant red hooded cloak, sits on a wooden bench in a sunlit forest. She is holding a woven basket filled with various fruits, including apples and pears. The background shows tall, thin trees with sparse autumn foliage. The scene is captured in a cinematic style with soft lighting.

**Snow White & Rose Red**



# Snow White and Red Rose



# The Bear & The Dwarf



# The Curse





# Versions

"Snow-White and Rose-Red" (German: Schneeweißchen und Rosenrot) is a German fairy tale.

## Brothers Grimm

The dwarf put a spell on the prince by turning him into a bear.

## Brave

Princess Merida defies a custom that brings chaos to her kingdom.



## "The Ungrateful Dwarf"

A couple have so many children and don't earn enough to feed them.

## Brave Margaret

A sorceress will not allow her to go until the young woman slays a monster.



# What values are important?

- Good little girls will get married and live happily ever after as a reward for their good deeds. ☺\_~\_☺
- Greedy, rude, and evil men shall be put to death righteously and quickly.
- Growth and change should not be avoided
- It's okay to break tradition and follow your heart.
- Do not be selfish and family bonds shouldn't be broken.
- Kindness and goodness reap amazing rewards



02

# My Literature

A Tale Of My Own

# Plot Points

01

**Intro**

"Once Upon a Time"

02

**World**

Moral judgements of character

03

**Obstacle**

Evil is supreme and seems unstoppable

04

**Happily Ever After**



Hero wins the day





# Introduction

“Once upon a time in a land not so different from our own, lived an ancient kingdom. Their king had decided to split his land into four kingdoms, one for each of his sons. The eldest, jealous of the favor given to his younger brothers started a war, burning the grounds into anguish and ruin in order to call it his own.”





# World

In this world, magic is not regularly used and is a concept similar to ours where there is a belief of magic. This belief has a more structured system and is not as open and broad as our world. This means, that there is only one belief system of magic that has not been accessed in centuries and is part of their history. Because of this, the reawakening of magic in their world comes as a shock and creates fear within the people of this world. Enough fear to bound them under one king no matter his tyranny.

# Obstacle

In this world, aspects of the afterlife are not centered around heaven in hell, though there is what is formerly known as an underworld. The prince from this kingdom of flames was kidnapped by the tyrannical King and turned into a bear so no one would be able to find him. The King then turned blame to his brothers and used these dark world creatures to aid him in his campaign. Our other prince in the story is the long lost heir of one of the late brothers of the King, and was sent away to not be killed like the rest of his family. These two prince's are destined to meet. One set to kill the other in order to break his curse, and one set to rule to make all things right.

# Our Values

## Character Judgement

- Obvious flaws
- Journey of self-growth
- Lessons take time to develop
- Tragedy happens to anyone

## Moral Values

- Greed overpowers us
- Community should be treasured
- Identity is found through self growth
- Power can be easily taken
- Values should be centered on communal growth

**Moral message:** When we look at only ourselves and what we have to offer, we lose pieces of our community and what it means to be a part of this world. Selfish gains mean nothing to the world as a whole.



# Thank you!

Do you have any questions?

[isabelmiranda@callutheran.edu](mailto:isabelmiranda@callutheran.edu)

