

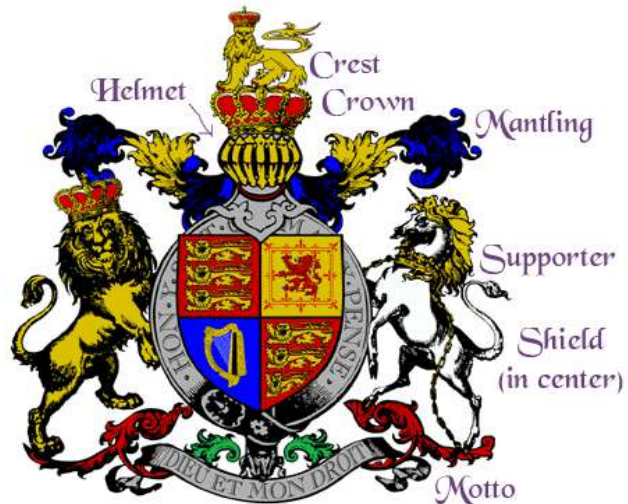
Name: _____

Freak the Mighty: Coat of Arms

In the 12th century, knights began wearing helmets that completely concealed their faces except for two narrow slits for the eyes. It made a knight unrecognizable to both his friends and his enemies. Symbols such as lions or other beasts were painted on the knights' shields to aid in recognition during a battle. As time went on these decorations were repeated on the surcoat (a sleeveless garment that was worn over armor)—therefore the name, coat of arms. By the 15th century, as the designs became more complex, it developed into a complicated science called heraldry—a system of personal symbols by which a knight could be recognized.

In the book, Freak the Mighty, Kevin is fascinated by the legend of King Arthur and the Knights of the Round Table. He mimics the actions and language of these medieval literary heroes and even convinces Max to participate in several knightly quests. Create a coat of arms for Freak the Mighty that includes:

- Background color (shield) that symbolizes Freak the Mighty's moral ethics
- 4 symbols (shield) of traits and values that are important to Max and Kevin
- Helm (above) that symbolizes accomplishments
- Supporters (sides) that symbolizes obstacles
- Motto (below) that represents FTM



Step 1:

Select color(s) for the background of your coat of arms. The color(s) should be symbolic.

Example: yellow as a symbol of happiness

Step 2:

Create 4 symbols for moral values that are important to Max and Kevin and list them on your KEY. These symbols will appear on the shield of your coat of arms.

Example: compass as a symbol of adventure

Step 3:

On your KEY, explain how each of these items is symbolic by providing an example from the book.

Example: Max and Kevin frequently sneak out of their homes to go on quests around the neighborhood. For instance, they venture out in the middle of the night to explore a storm drain in search of treasure. Therefore, a compass symbolizes adventure because it is a tool for navigating a voyage.

Step 4:

Create a helm that symbolizes an important achievement for Max and/or Kevin.

Example: Fireworks as a symbol of escaping Blade and his gang

Step 5:

Explain the symbolism for your helm on your KEY.

Example: See Step 3.

Step 6:

Create supporters that symbolize obstacles Max and/or Kevin face throughout the book.

Example: Wings as a symbol for Kevin's terminal condition

Step 7:

Explain the symbolism for your supporters on your KEY.

Example: See Step 3.

Step 8:

Create a motto or find a quote from the text that represents Freak the Mighty. This motto should be no more than 5 words and should not be a complete sentence.

Example: "Walking High Above the World"

Once your planning is finished and your KEY is complete, you're ready to design your coat of arms. You must incorporate all of the elements (shield, helm, supporters, motto). You may NOT use images printed from a computer or cut out of a magazine. You may use computers and/or magazines for inspiration, but the images on your coat of arms should be original and drawn by you (no stick figures!).

Name: _____

Period: _____

FTM Coat of Arms Key

Color(s) chosen for background and symbolic meaning:

Shield symbol 1 and symbolic meaning:

Shield Symbol 1 explanation and example from text:

Shield symbol 2 and symbolic meaning:

Shield symbol 2 explanation and example from text:

Shield symbol 3 and symbolic meaning:

Shield symbol 3 explanation and example from text:

Shield symbol 4 and symbolic meaning:

Shield symbol 4 explanation and example from text:

Helm (top) and symbolic meaning:

Helm explanation and example from text:

Supporters (sides) and symbolic meaning:

Supporters explanation and example from text:

Motto (below):
