

Norse Mythology: The Nine Realms



What is mythology?

Today we are going to be looking at some Norse mythology; but what is mythology?

Have a think to yourself and then click on the next slide for the answer.

Hint: we looked at some myths when we studied the Romans last year!



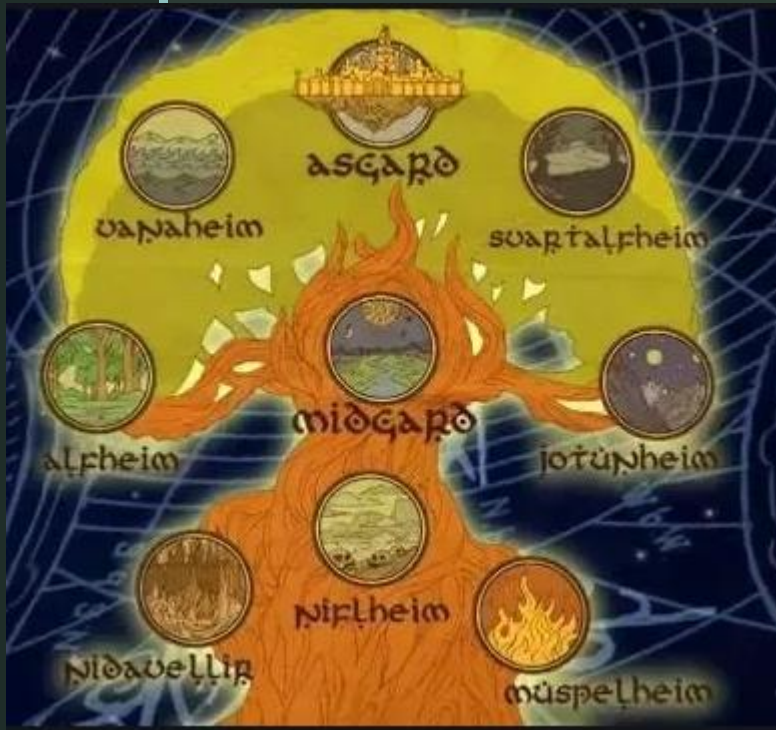
What is mythology?

A myth is defined as:

“a traditional story, especially one concerning the early history of a group of people, and typically involving supernatural beings or events”



The Nine Realms



The Vikings believed that there were nine different worlds, or realms, that were created by the God Odin. The worlds were very different from one another and different creatures lived in each realm.

To tell you how some of the realms were created, here is the God Loki! After watching the video, you should know who Odin is and why he is important!

<https://www.bbc.co.uk/teach/school-radio/english-ks2-viking-sagas-1/zrmd92p>



This is a detailed, colorful illustration of the Norse world map, showing the Nine Realms arranged around the central Midgard. The map is shaped like a tree with roots in the earth and branches reaching to the sky. Key locations include Asgard (land of the Aesir) at the top, with Valhalla and the rainbow bridge Bifrost; Svartalfheim (land of the dwarves and black elves) to the west; Alfheim (land of the elves) to the east; and Jotunheim (land of the giants) to the south. Other realms shown are Vanaheim (land of the Vanir), Muspelheim (land of fire), and Helheim (land of the dead). The map also features the Midgard Serpent, the World Tree Yggdrasil, and various other Norse mythological elements like the sun and moon, and the four dwarfs holding up the world. A compass rose is located in the bottom right corner.

Read through the next slides to find out about each world!



Jotunheim – Home of the Giants

As we saw in the video, Jotunheim is the home of the giants (who were also called jötnar). They are the sworn enemies of the Gods. Jotunheim consists mostly of rocks, wilderness, and dense forests, and it lies in the snowy regions on the outermost shores of the ocean. Because of this, the giants live mostly from the fish from the rivers, and the animals from the forest, there is no land for farming in Jotunheim.



Midgard – Home of the Humans

Midgard is where the humans lived after Odin had created them. Midgard and Asgard are connected by a rainbow bridge called the Bifröst. Midgard is surrounded by a huge ocean that is impassable meaning you can't sail over it!



Asgard – Home of the Gods and Goddesses

Asgard is a huge shining city and home to all the Norse Gods and Goddesses. Odin is the ruler of Asgard and the chief of the Aesir (council of Gods). He is married to Frigg; and she is the Queen of the Aesir. Inside the gates of Asgard is Valhalla; it's the place where half of the Viking who die in battle will go for the afterlife, while the other half goes to Fólkvangr which is ruled over by the goddess Freya.



Niflheimr – The World of Fog and Mist

Niflheim means “Mist home” or “Mist World”, and it is the darkest and coldest region of all the realms according to Norse mythology. Niflheim is one of the two first realms. The eldest spring in the entire world is called Hvergelmir which means bubbling boiling spring and it is located in Niflheim. The spring is protected by the huge dragon called Nidhug.



Muspelheim – The Land of Fire

Muspelheim is a burning hot place, filled with lava, flames, sparks, and soot. Muspelheim is the home of fire giants, fire demons, and ruled by the giant Surtr. The fire giants are the enemies of Odin and the Gods



Vanaheim – Home of the Vanir Gods

Vanaheim is the home of the Vanir gods. They were an old branch of Gods, and were masters of sorcery and magic. They are also widely acknowledged for their talent to predict the future. There was once a war between the Vanir and the Aesir (the Gods in Asgard) and at the end of this, three Vanir Gods (Njord, Freyr, and Freya) moved to Asgard as a token of peace. Nobody knows where exactly the land of Vanaheim is located, or even what it looks like.



Alfheim – Home of the Light Elves

Alfheim is located right next to Asgard in heaven. The light elves are beautiful creatures. And are considered to be “guardian angels” The god Freyr is the ruler of Alfheim. The Light elves are minor gods of nature and fertility; they can help or hinder humans with their knowledge of magical powers. The elves are known for being very creative with poetry, music and art!



Svartalfheim – Home of the Dark Elves

Svartalfheim, which means dark fields is the home of the dwarves. The dwarves lived under the rocks, in caves, and underground and were masters of craftsmanship. The Gods of Asgard received many powerful gifts from the dwarves including the magical ring Draupnir and Gungnir, Odin's spear. Hreidmar was the king of Svartalfheim until he was killed,



Helhiem – Home of the dishonourable dead

Helheim is where all the dishonorable dead, thieves, murderers, and people who the Gods and Goddesses feel are not brave enough to go to Valhalla or Folkvangr. Helheim is ruled over by Hel who is the daughter of Loki. Helheim is a very grim and cold place, and any person who arrives here will never feel joy or happiness again. The Vikings believed that Hel would use all the dead in her realm at Ragnarök (the end of the world) to attack the gods and goddesses at the plains of Vigrid.



Your Task

- We have seen that in each of the Nine Realms, there were different creatures that inhabited them and ruled them.
- Your task today is to design your own creature to live in a world of your choice!
- The first step is to choose which realm and make sure your creature fits into that place (you wouldn't want a water creature in a fiery realm!)
- Then, draw out your creature and make sure to label it! Be as creative as you like, but use the information you have learned to help you make sure it fits into Norse Mythology!

