

Latvian mythology

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Co-funded by the
Erasmus+ Programme
of the European Union



Projects aim

- Inform young people about Latvian mythology
- Collect information about deities of Latvian mythology
- Create dolls that depict our main gods
- Create a board game that includes STEM subjects, sports, slow life and Latvian mythology
- Inspire them to try making their own dolls



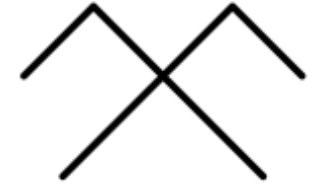
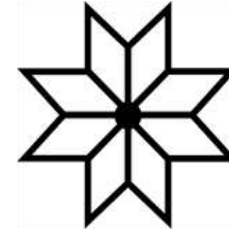
Methodology

- Creative approach:
- Active thinking:
- Group experience:



Latvian mythology

- Dates back as far as the early Baltic tribes in the 13th century
- Information comes from the 18th and 19th centuries folksongs
- Deities divide into:
 - Nature or cosmic
 - The universal mythological being
 - Deities of destiny
 - Fertility deities
 - Unnamed house spirits
 - Mothers



Deities of destiny

- The ancient Latvians had three givers of success, time, life - Laima, Dēkla, Kārta
- Laima - decides the course of a person's life, destiny, accompanies in life
- Dēkla - decides the fate of newborn children
- Kārta - arranges human destiny



Dievs - God

- Oldest and most important mythological creature
- Portrayed as the guarantor of universal order, harmony, guardian of oppressed people
- Depicted as a man in a gray coat, a hat, armored by a sword
- Adversary to the Velns (Devil), but it is not a struggle between ultimate evil and good
- Associated with birth, marriage, and death



Pērkons - Thunder

- Pērkons (Thunder) and Dievs (God) are the two main male deities of heaven
- Embodies the rain and stormy heavens
- Only Latvian deity with a large family
- Portrayed having weapons



Velns - Devil

- Representative of irrational thoughts and actions
- Is the adversary of Dievs (God)
- Portrayed as less skillful than Dievs
- Exists in darkness and storm clouds
- Creator of the creatures of the chaotic world
- Can take many forms



Dolls – Pērkons, Velns, Laima

- Zero waste
- Creating it ourselves
- Creativity
- Slow lifestyle
- Spending less time on the internet



Creation process



Game "Ašprātis - Sharpmind"

- Includes STEM subjects, sport, Latvian mythology
- 6 players and 1 host
- On specific squares - a green, blue, yellow, pink the player must answer a question from a card with the same colour
- Landing on a square with Latvian signs the player must follow its direction moving forward or backwards
- The winner is the player, who reaches the finish square first



Conclusions

- We collected and learned information about the most important Latvian deities
- Created a board game based on Latvian mythology, as well as STEM subjects and sports
- Made dolls in the form of Zero waste



Thank you for your
attention!

