## Spelling list: LAURUS Year 7 - Arthurian Myth 2

camaraderie	<b>Camaraderie</b> is a mutual trust and friendship among people who spend a lot of time together.
destiny	<b>Destiny</b> is what people believe is meant to be and supposed to happen in life.
noble	To be <b>noble</b> is to have good personal qualities or high moral principles.
tournament	A <b>tournament</b> in Medieval England was a sporting event in which two knights jousted on horseback.
myth	A <b>myth</b> is a made up story that has been passed down orally. They usually have a moral message.
heir	An <b>heir</b> is someone that will inherit the belongings or responsibilities that belonged to their parents.
illegitimate	Children that were born out of wedlock were negatively referred to as <b>illegitimate</b> children.
valour	Valour is a synonym for courage. Eg, He was given a badge for his valour .
jousting	<b>Jousting</b> is the act of two knights trying to knock each other off their horses with lances.
devotion	Devotion is worship or great enthusiasm for something.
monarch	The <b>monarch</b> is the King or Queen of a country.
emissary	An <b>emissary</b> is messenger or representative for someone important or noble.
siege	A <b>siege</b> is whereby the army surrounds an enemy location and doesn't let anyone in or out.
	A quest is a synonym for an adventure. They usually involve mythical

quest	creatures or objects.
prestige	<b>Prestige</b> is a noun that is applied to someone or something that is very well respected. Eg, the university had gained a lot of <b>prestige</b> .
empathise	To <b>empathise</b> is to imagine yourself in someone else's situation or life and consider what it must be like for them.
ramparts	The ramparts are the walls and walkways of a castle.
motive	A <b>motive</b> is someone's reason for doing something. Eg, She had a <b>motive</b> for her crime.
analogy	An <b>analogy</b> is a comparison between one thing and another, typically for the purpose of explanation or clarification.