



## The Name



## Programme 2

The arrival and naming of a new puppy sets Granda off on another part of his Cú Chulainn story. Setanta is invited with his friends to a great feast but he starts to daydream and is left behind. By the time he arrives the feast has begun, the gates are locked and worse, the guard dog attacks him. Setanta kills the dog by driving a hurley ball (sliotar) down its throat. The host, Culann, the blacksmith is furious at the loss of the fiercest dog in Ireland. Setanta offers his services as replacement and is duly renamed, Cú Chulainn, Culann's Hound.

### Key words/concepts:

Culann, the blacksmith, Cú, a hound in Irish, daydreaming, self-defence.

### Before the programme:

- ◆ Explain the storyline and keywords.

### After the programme:

#### Explore:

- ◆ the idea of a guard dog.
- ◆ pets and working animals
- ◆ man's relationship and duty to animals
- ◆ domestic, farm, wild animals,
- ◆ zoos - pros and cons

  

- ◆ Make a list of stories involving animals in folklore, literature, film, cartoon, t.v., video or computer games.
- ◆ Culann was a Smith, find other names which come from the work a person did; eg: Thatcher, Taylor etc ....



- ◆ Setanta becomes known as Cú Chulainn.  
Examine the importance of names,  
Proper names,  
First Names,  
Surnames,  
Pet names,  
Nicknames,  
Stage names,  
Brand names,  
Name changes eg      Cassius Clay  
                            Simon/Peter  
                            Saul/Paul
- ◆ Mark on **Worksheet Two** creatures spotted in Episode Two.
- ◆ **Worksheet Three:** A script of a radio news interview with Setanta.



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### Programme 2 Worksheet 3

Complete a script of a radio interview with Setanta/Cú Chulainn:

**Interviewer** : Setanta, I hear from now on you are to be called Cú Chulainn.

**Cú Chulainn**: Yes, that's my new name.

**Interviewer** : Why?

