

**THE ROLE OF GIANT HEROES IN LITERATURE**

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**Annotation:** We will look briefly at the realm of monsters, giants, spirits, and ghosts in English literature and this also is devoted to the role of folklore in early childhood. This article aims to encourage awareness of the literary traditions that exist, and the huge number of creatures from whom ideas can be derived. The underlying belief is that one will write better by studying the provenance of ideas and their past development. One can then build on what has been said before and extend and improve it in a logical way. Past history and present imagination will combine to increase dramatic effect.

**Keywords:** Literature, history, pre-school, age, learner, process, research, young learners. Giant.

Giants vary from human only in size and strength. This is because courage and strength are the qualities most needed by a hero and must be most heavily stressed. So magical powers are out – those belong to wizards, witchdoctors and spirits. Extra limbs and senses are out – those belong to monsters. Non-human physical capabilities like being able to breathe fire – that belongs to dragons. So from one point of view giants are a little boring. On the other hand, they have their emotions like us and they have humanity. These can be exploited. Giants can have illnesses and injuries. According to the fairytales Giants can fall in love and win or lose a beloved woman. They can be used to advertise products. (The Jolly Green Giant). They can have peculiar personal habits, like gaudy clothing. They do not have to be enemies to human and can become good friends. Johnathan Swift gives a nice twist to the giant concept by setting Gulliver in the country of Lilliput, which is populated by dwarf people. Giants do not have to be especially intelligent – Goliath really should have known that a shepherd boy with a sling was a dangerous enemy. David had probably hit many wolves on the snout. Magic and trickery are often needed to overcome giants.

In folklore from all over Europe, giants were believed to have built the remains of past civilizations. According to the Danish historians, giants had a hand in the creation of megalithic monuments and the Old English poem Seafarer speaks about the high stone walls that were the work of giants.

In the Netherlands, giants are often associated with creating or forming the landscape. For instance, two giants are said to have dug a channel, until they reached the village where they had an argument and each went his own way, thus splitting the channel into two separate waterways. Others threw up hills, or became hills themselves when they died on the spot. In several legends, giants were evil beings that threatened, robbed and killed locals.

In classifying the attitudes into three types, namely the affect, judgement, and appreciation (Martin & White, 2005; Martin & Rose, 2007), the analysis was conducted in four steps. First, the linguistic items describing human and giant characters in both folktales were identified and distinguished. The identified linguistic items might be of any word classes and linguistic ranks. This step results in a list of words and phrases describing the human and giant characters. There are 89 items taken as the data. Second, the linguistic items were classified into attitudes; affect, judgement, and appreciation. The 89 items were mapped into three types of attitudes. The dominant types of attitude characterizing the characters were found in this step. Third, the

occurrences of each type of feeling were elaborated to map them into more detailed types of each attitude. The types were also mapped for the positive and negative values. The elaboration starts by counting the number of occurrences and interpreting the numbers based on the meaning of the attitudes. The result of the third step is the number of occurrences of the attitudes. Fourth, the classification and elaboration results are utilized to justify the depiction of human and giant characters in both folktales. The last step results in the interpretation of the occurrences.

The human and giant characters are portrayed by their behaviours, as seen by the judgement. Positive judgement dominates the human characterization, and negative judgements are evident in the giant's characterization. The giants are positively judged by their physical strength, while humans are by their cognitive capacity and skills. As observed by the affect, feelings are the dominant characteristic of human characters. By appreciation, the human characters are depicted as small and weak. They are considered to have a positive composition when they are big. On the other hand, the giants are considered negative due to their big and scary appearance.

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