Lugh at Tara: put the events in order

Read the short passage. Number the six events from 1 to 6, then explain Lugh's important question.

A visitor with many skills

Lugh arrived at Tara. The doorkeeper asked what skill he had. Lugh said he could work with wood, make things as a smith, play the harp and do many other things. Each time, the doorkeeper said the court already had someone for that job. Lugh asked whether one person there could do all those things. The doorkeeper took this message to Nuada. The king sent out boards for a game, and Lugh won. Nuada then gave permission for him to enter Tara.

Six events, mixed up

Write 1 beside the earliest event and 6 beside the latest.

- ☐ A The doorkeeper takes Lugh's message to Nuada.
- ☐ B Lugh arrives at Tara.
- ☐ C Nuada gives permission for Lugh to enter.
- ☐ D The doorkeeper asks about Lugh's skills, but each job is already filled.
- ☐ E Lugh wins the board-game test.
- ☐ F Lugh asks whether one person has all those skills.

How is Lugh's final question different from naming another skill?

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Correct order

B, D, F, A, E, C. The numbers in the printed boxes are A=4, B=1, C=6, D=2, E=5 and F=3.

Lugh’s question

He asks whether one person has the whole combination of skills. The earlier replies name people who already do individual jobs. Accept an answer that notices the change from a single skill to several skills together. This is a feature of the tale, not a suggestion that a person must be good at everything.

The sequence in the source

The activity follows Whitley Stokes’s English translation of Cath Maige Tuired, published in 1891, sections 53-71. Nuada hears the doorkeeper’s report, the board-game test is sent out, Lugh succeeds, and then the king gives permission for him to enter. The test should not be moved to after his entry.

What was shortened?

The passage groups many repeated questions into one event. It leaves out the court specialists’ names, Lugh’s ancestry and the commentary on the game. Later challenges, harp-playing, the change of seats and the violent battle are not part of this extract.

Why say board game?

Stokes uses the English word chess and includes a chronological comment about it. The worksheet uses the broader phrase board game. A translator’s choice of word is not proof that modern chess was played at the time of a legendary event. The activity does not reconstruct the board or its rules.

Extend the activity

Ask learners to name two skills that help each other, such as drawing and careful observation. They can explain their answer aloud or write a short paragraph. Use the companion colouring sheet to separate details supported by the story from the artist’s imagined gateway and clothing.

Read Stokes’s translation · Explore Lugh’s story and sources

Suggested for ages 7-11 with reading support. This is an original short adaptation of the doorway episode, not a complete translation of the tale.