FABLE : THE WOLF IN SHEEP'S CLOTHING

Synopsis

The Wolf really wanted a tasty sheep to eat but the shepherd was always near by. Then one day he found a sheep skin and came up with a plan. Unfortunately it didn't work out like he wanted it to.

Lessons

Things aren't always what they seem.

Activities

1. Maths Game - 2,4,8
2. Chocolate Game
3. Lion Fortune Tellers
4. Cat & Mouse game

Materials

- Chocolates
- Knife and Forks
- Dice
- Dress up items
- Pencil Crayons
- Fable Books
- Pens
- Pencils
- Fortune Teller template
- Felt Tip pens
- African Proverbs Print out
- Pot Lid
- Toilet Paper
- String
- Tokens
- Masking Tape
- Chalk

Questions

1. What was the wolf's plan ?
2. Do you think it was a good plan?
3. What went wrong?

Instructions

In this box we will read one fable every day. Today you will introduce the maths game - 2,4,8 and the children will have personal reading time.

FABLE : THE CAT AND THE HENS

Synopsis

The cat was tired of eating mice and was told that chickens make a tasty treat. The chickens were guarded by a tall fence. Making a plan he disguised himself to try get in but the chickens were wise and wouldn't let him in.

Lessons

Uninvited visitors are often most welcome when they gone.

Questions

1. Who told the cat about chickens?
2. Why did the cat not like frogs?
3. What was the cat disguised as?

Materials

- Chocolates
- Knife and Forks
- Dice
- Dress up items
- Pencil Crayons
- Fable Books
- Pens
- Pencils

Activity 1 - Chocolate game

Today we will dress up in a disguise like the cat in the story in the fun 'chocolate game'.

Instructions

Place the bar of chocolate in the middle of the table. The chocolate should be kept in its original foil and paper wrapper.

Get all the participants to sit in a circle around the wrapped chocolate bar.

Pile the dress-up items within reach of the participants.

Get one participant to roll the dice. If the player rolls a six, they should shout "six". The objective is to roll a six in order to get a turn at eating the chocolate bar.If the player doesn't roll a six, keep the die passing on. Only when a six is rolled does the participant get to try eat the chocolate.

Dress up once you've rolled a six by putting on the items of clothing. The player can then attempt to eat the chocolate. The player is only allowed to open and eat the chocolate bar with the knife and fork.

Ensure the player does not attempt to eat the chocolate before being fully dressed. The knife and fork cannot be picked up until all dress up items are put on.

Continue to pass the dice along, taking turns until another six is rolled. When another player gets a six, they shout "six!". The player in the center has to stop and undress. It is the turn of the new player to try and eat the chocolate. The game then continues on.

The dice should never stop rolling. By keeping the dice rolling at all times, the game is extended and there are more opportunities for other participants to eat the chocolate.

Give each child their own fork to keep things hygienic.

The children can only eat one block of chocolate at time so they need to cut it into small pieces.

Fable

After the children are finished playing they can start to write their own fable for the term in their fable book. They should illustrate beautiful pictures too. They don't need to finish it all today because they can work on it whenever they get a chance.

FABLE : THE LION AND THE FOX

Synopsis

The Lion was to old to hunt and when the bird came close to ask him what was wrong he came up with a plan. Pretending he was really sick he lay in a cave and when animals came to check how he was ... he would eat them for supper. Until one day the fox grew suspicious.

Lessons

If you are wise, you will look out for signs of danger.

Questions

1. How did the lion come up with his plan?
2. Who was his first victim?
3. How did the fox figure the lion's plan out?

Materials

- Fortune Teller template
- Felt Tip pens
- African Proverbs Print out

Instructions

Activity 1 - Lion fortune tellers

First colour in the lion template.

Next write some African proverbs in the triangles.

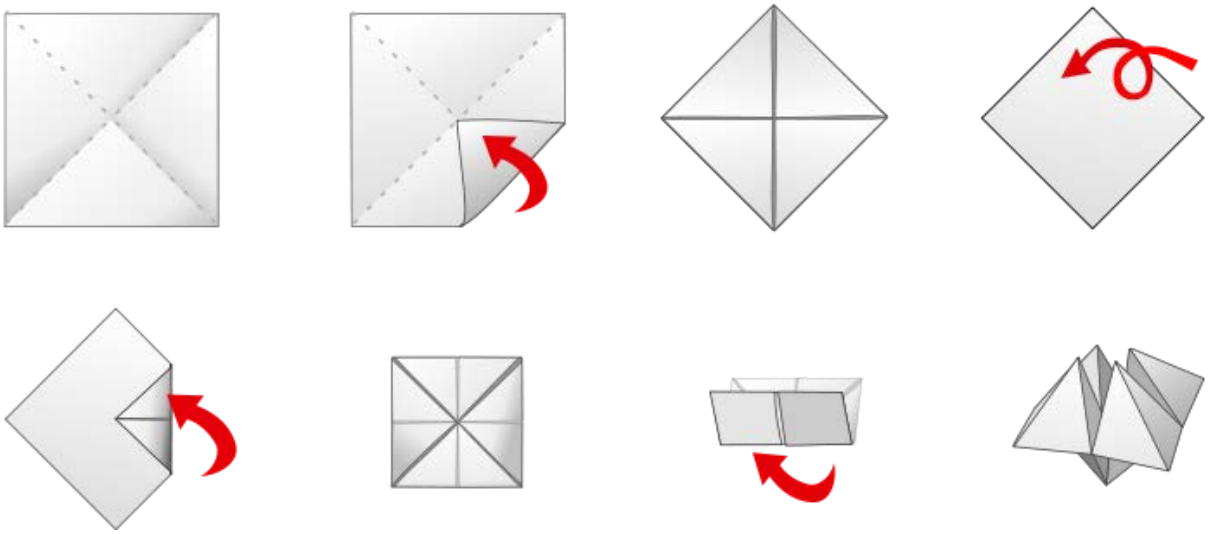
You can use some of the examples on the next page.

Next fold the fortune teller.

When everyone is finished you can ask them what proverbs they used and talk about what they mean

reference: https://ministryark.com/craft/lion-origami-bible-craft/

How you 'fold' the fortune teller



FABLE : THE CAT AND THE MICE

Synopsis

The cat found a house full of mice. At first he managed to catch them and had a good meal. When he came back the next day they had learnt their lesson despite his attempt to trick them.

Lessons

Once bitten, twice shy.

Questions

1. Why was it so easy for the cat the first time?
2. What was the cats plan to fool them?
3. Did it work? Why not?

Materials

- Pot
- Toilet paper
- String
- Tokens
- Masking Tape
- Chalk
- Dice

Instructions

Step 1: Give some toilet paper to each player and fold and roll it up.

Step 2: Get some string and tie it around some toilet paper - this is now called the mouse

Step 3: Tape a circle on a floor / draw it with chalk. It needs to be bigger than a large kitchen pan lid.

Step 4: Each player needs 5 tokens.

Step 5: Get your dice and 1 large pot lid. The lid is now called “the cat”

Instructions on how to play:

Have each player place their “MOUSE” inside of the circle on the floor, holding the opposite end outside of the circle. Start with one person holding the “CAT” in one hand and 2 dice in the other. The person with the “CAT” and 2 dice begins rolling.

If they get doubles the “Cat” tries to catch as many mice as they can by slamming down the lid into the circle. As soon as doubles are rolled, everyone must pull out their mice as fast as they can to prevent being caught under the lid.

After doubles are rolled, you pass the 2 dice and lid to the person to your left. Repeat until doubles are rolled. Try and catch some mice as fast as you can. If you catch 3 mice, you get 3 tokens; 2 mice, you get 2 tokens Etc.

Tips and Tricks

- Roll the dice so everyone can see them.
- Keep your hands and fingers clear of the circle while the “Cat” is rolling (or you might lose a finger ;))
- If you run out of tokens, you are out of the game.
- The “Cat” can fake attacking the mice. If the mice pull out of the circle, they owe the “Cat” a token.
- If the “Cat” touches the floor on attack when doubles were not rolled, the “Cat” owes a token to all of the mice.
- Hold the “Cat” in one hand ready to attack once your other hand rolls doubles.
- The “Cat” cannot hover close to the circle. They need to remain outside the circle airspace.

References: https://www.upliftingmayhem.com/vicious-game-cat-mouse-family-will-love/