



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. Animal Art
4. Pop up Art

Materials

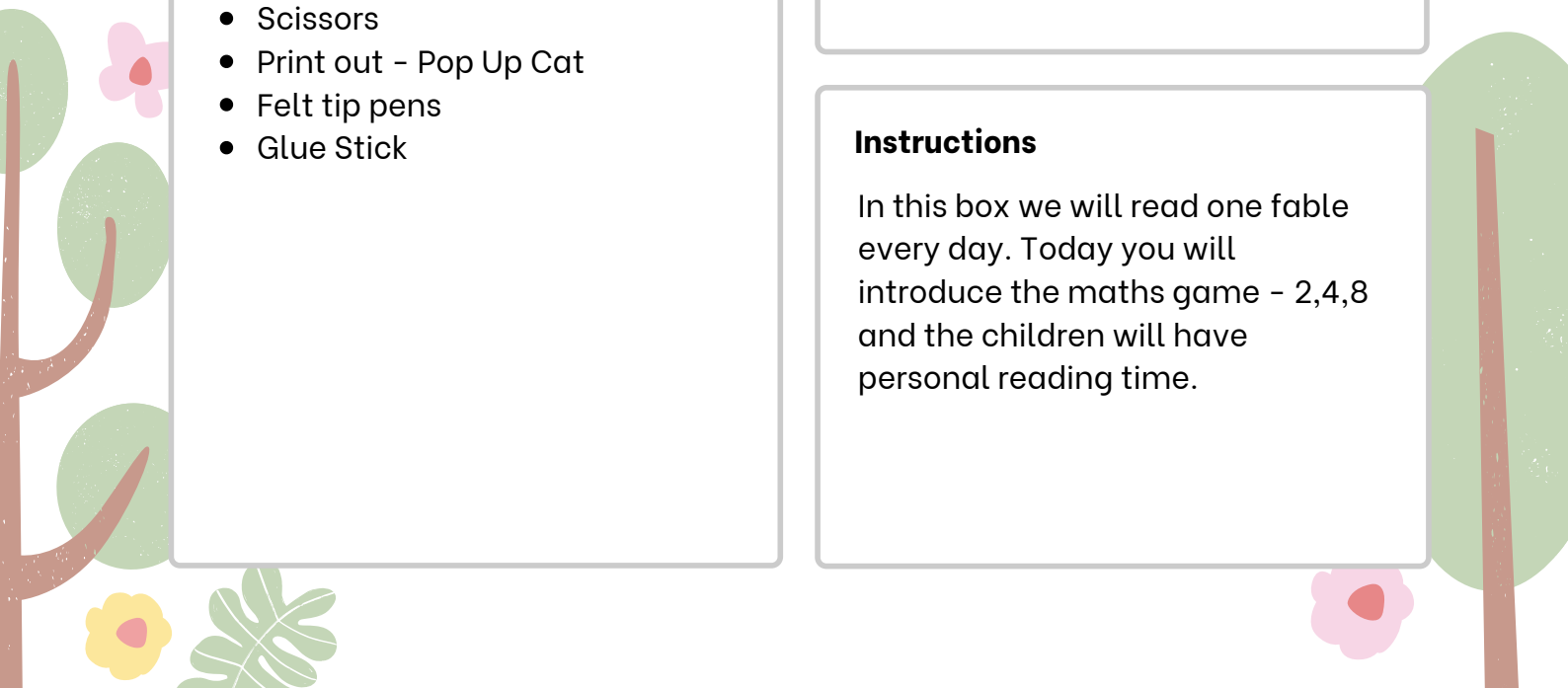
- Chocolates
- Knife and Forks
- Dice
- Dress up items
- Pencil Crayons
- Fable Books
- Pens
- Pencils
- Pastels
- A4 Card
- Scissors
- Print out - Pop Up Cat
- Felt tip pens
- Glue Stick

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'

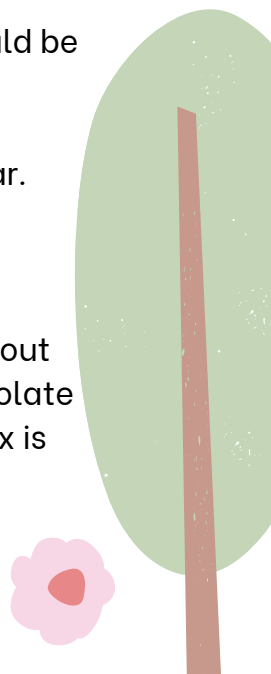
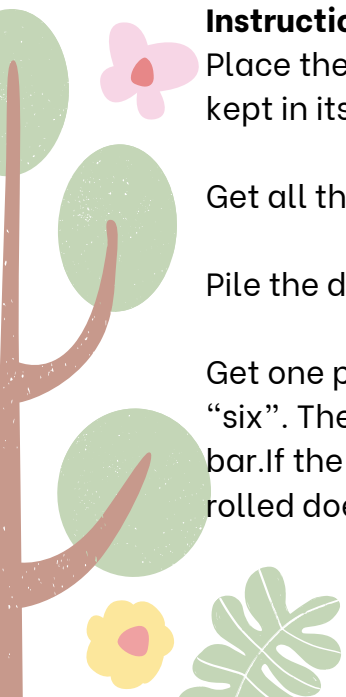
Instructions

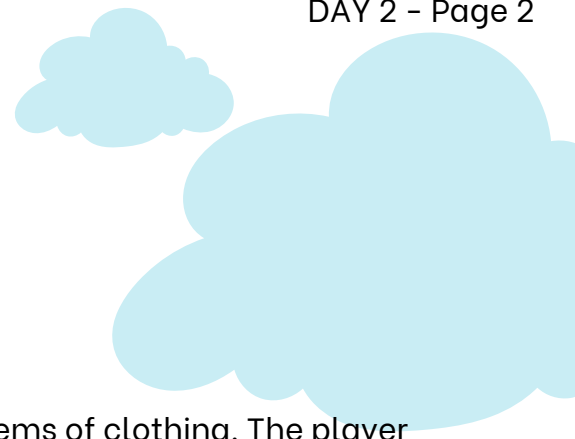
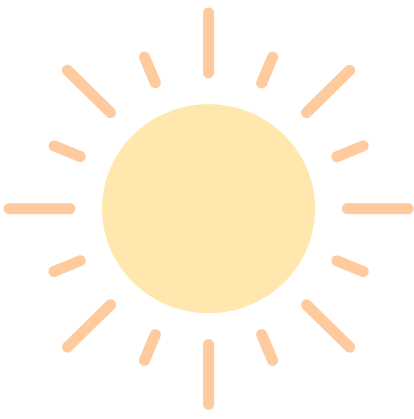
Place the bar of chocolate in the middle of the table. The chocolate should be kept in its original foil and paper wrapper.

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.

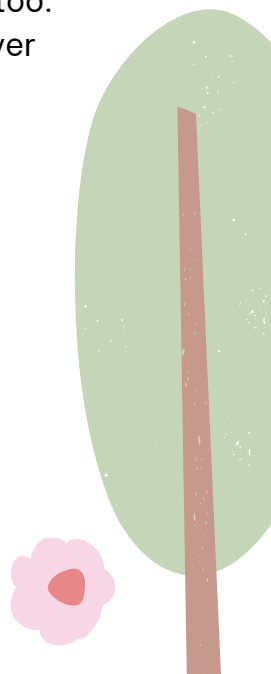
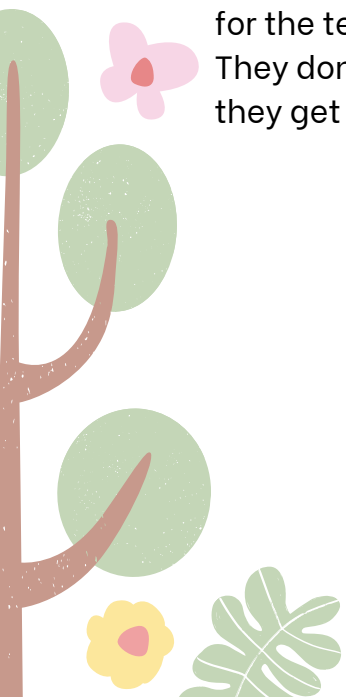
The dice should never stop rolling. By keeping the dice rolling at all times, the game is extended and there are more opportunities for other participants to eat the chocolate.

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 too 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

- Pastels
- Scissors
- A4 Card

Activity 1 - Animal Art

Instructions

Draw some of the animals that the lion ate. Then use the pastels to draw patterns and decorate like in the picture. Cut out the shapes.



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 cat's plan to fool them?
3. Did it work? Why not?

Materials

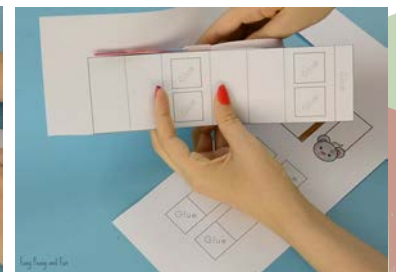
- Print out
- Scissors
- Felt tip pens
- Glue Stick
- Pencil Crayons

Instructions

Today we are going to make a pop up cat and mouse toy.

Step 1: Colour the cat and mouse.

Step 2: Cut out the box template (large long rectangle). Flip it over and colour it.



Step 3: Cut out all other pieces of this crafty project.

Step 4: Let's start folding the box. Fold along the dashed lines – score each fold to make it super crisp (we used a craft stick).

Step 5: Apply glue on the last “flap”, where it says glue. And glue the ends together.

Step 6: You should see a nice little rectangle with “extra” folds on the long end.

Step 7: Now fold the small rectangles. You need to get the M shape. Apply glue on the folded “M shape rectangle” where it says glue, one side only.

Step 8: Glue it on the inside of the box in the designated area (where it says glue). The middle part of the M shape, the peak, should be faced up, almost looking out of the box.

Step 9: Apply glue on the other side of the “M shaped rectangle” where it says glue. Stick it on the other designated area for glue.

Step 10: Take the cat. Apply glue on the cat – on the back side and only on the bottom part of the body, and glue it inside the box (on the M shaped rectangle). When you press the box the cat should pop up.

Step 11: Do the same for the mouse

Now when you press the box a cat will pop up on top and the mouse will show on bottom.

