

GRANDMOTHER'S TALE (LEVEL 3)

Description	Learners will record folk stories and songs that are part of their heritage and culture from the elders in the families. Learners will get a chance to retell this story after modernizing it into a book or an oral story.
Leading Question	What can we learn from our elders?
Total Time Required	5 hours over 5 days
Subjects covered	Literacy, Art and Design
Supplies Required	Paper, pencil, pen, colors, glue Optional: Clothes, props and magazines
Supervision	High supervision
Learning Outcomes	<p>Literacy Outcomes: Learners will be able to:</p> <ul style="list-style-type: none"> ● Express thoughts and ideas using different media (writing, drawing, verbally) ● Identify the different aspects of a story including its characters, setting, plot, beginning, middle and end. ● identify the place and setting of the story and relate it to the characters in it ● Express thoughts and ideas using different media (writing, drawing, verbally) ● Create drawing maps and visualize the story through imagery techniques ● Exercise skills of listening, comprehension, re-telling and re-imagining the story ● Add drawings/photos to descriptions to act as visual anchors or to add additional details. ● Refine their language skills by identifying parts of speech, using adjectives and adverbs effectively, and exploring literary devices like metaphors and similes. <p>Social and Emotional Learning Outcomes:</p> <ul style="list-style-type: none"> ● Understanding and making judgements on how circumstances and advancements have impacted life ● Reflect on the morals of the stories and engage in self reflection ● Identify the emotions of the characters and enhance their empathy and emotional understanding
Previous Learning	None

DAY 1

Today, you will learn you will get a chance to record your elders' favorite folk stories.

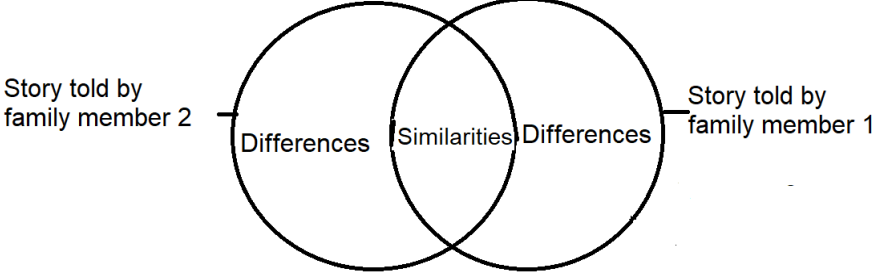
Suggested Duration	Activity and Description
10 minutes	<ul style="list-style-type: none"> ● Folk stories are stories that have been told again and again through generations. Many of these stories are orally passed down rather than written down. Most folk stories have a non-specific setting, talking animal characters, a happy ending for the main character and a lesson learned. ● Think about your favorite story that you know either based on a storybook you have read or heard. Retell this story to your family and explain what makes it your favorite story.
5 minutes	<ul style="list-style-type: none"> ● Ask family members for their favorite folk stories. Some of the questions you can ask your family members to find their favorite family folk story can include: <ul style="list-style-type: none"> - What is the folk story that your parents or grandparents told you when you were my age that you never forgot? - What is the folk story you enjoyed reading or listening to as a child?
20 minutes	<ul style="list-style-type: none"> ● Ask 2-3 family members to narrate the common favorite family folk story.
20 minutes	<ul style="list-style-type: none"> ● The family narrator should go through and dictate the story slowly so that you can write down each of the main parts of the story. Write the story in paragraphs. Each paragraph is about a different part of the story. For the following narrations from different family members, you can hear the full story and take summary notes. Then divide the story into different paragraphs. Make sure that the stories you write are well structured with a coherent beginning, middle, and end.

5 minutes	<ul style="list-style-type: none"> • Ask questions on the story to understand any details that you are unclear on including: <ul style="list-style-type: none"> - Setting of the story? - Characters? - Events in the story and the order in which they happened? - The situation (conflict) the main character have to overcome? - The purpose of the story? - The mood/feelings of the character? - Why certain things happen - Lessons learned? <p>Appendix 1 gives meaning and brief notes on some aspects of folk stories</p> <ul style="list-style-type: none"> • Write down the list of questions and answers from family members.
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DAY 2

Today, you will continue learning more folk stories and understanding them.

Suggested Duration	Activity and Description
5 minutes	<ul style="list-style-type: none"> • Once you have listened to the same story from 2-3 family members, compare the different versions of the same story and identify as many similarities and differences as they can. Remember to use the story as told by your family members without imposing your thoughts into the story.
20 minutes	<ul style="list-style-type: none"> • Make two drawings of any scene in the story and ensure there are 5 differences in the pictures of the versions of the story. Ask family members to guess these differences when looking at the two similar pictures. Then mark and label all the differences e.g. cat in story 1 and dog in story 2, sunny day in story 1 and rainy day in story 2 etc. Try to make the differences less obvious and see if family members can still guess them.
10 minutes	<ul style="list-style-type: none"> • Add a list of similarities-differences that cannot be drawn, for example: the context, names, personality of the characters, settings, etc. Think of at least 5 similarities and differences. • If the stories are very similar, reflect on 3 things that you were not expecting to be similar in the different versions. <p>Numerical Extension</p>

	<p>Draw a Venn Diagram showing the similarities and differences between the common favorite folk stories told by the different family members.</p> 
<p>10 minutes</p>	<ul style="list-style-type: none"> Many folktales and old oral stories have an aspect of magic and make-belief in them e.g. talking animals, fairies or goblins, trees growing into the sky or cars that can fly etc. Identify what the make-believe aspects of the story are in an illustrated list or written list. Reflect on why you feel that the make-belief aspect was inserted e.g. to make it more interesting, something dramatic had to happen in the story etc.
<p>10 minutes</p>	<ul style="list-style-type: none"> Optional activity: Reflect and write an essay on the moral of the story. Is there a lesson or something you learnt from the story? Can you write about the moral, and share whether you agree with it or not and how it affects you in your life?

DAY 3

Today, you will make a story map for a folk story.

<p>Suggested Duration</p>	<p>Activity and Description</p>
<p>40 minutes</p>	<ul style="list-style-type: none"> Start the day by making a story map for the story that you heard yesterday. In your notebook, answer at least 5 of the following questions: <p>Appendix 2 gives an example of a story map of the Cinderella story</p> <ul style="list-style-type: none"> - What is the plot of the story (what was the main thing that happened?) - Who are the main characters of the story? Make a list of the proper nouns used in the story (Hint: this includes the names of characters e.g. Michael, or names given to people, places and objects e.g. country names like Brazil or even planet names like Jupiter or company names like Amazon etc.)

- What are some *actions* mentioned in the story? What are the **verbs** that you can use to describe them? (Hint: A verb is a part of speech that describes an action or a state such as eating, thinking, running, being happy, feeling sad etc.) Make a list of these verbs and then write them in **past tense, present tense and future tense** e.g. he ran, he is running, he will run etc.
- What are the **common nouns** in the story? (Hint: this is a noun denoting a class of objects or a concept as opposed to a particular name of a person or object) for example, dog, girl, country etc.
- What are the **common nouns** in the story? (Hint: this is a noun denoting a class of objects or a concept as opposed to a particular name of a person or object) for example, dog, girl, country etc.
- What are the **adjectives** that you would use to make the story more descriptive? (Hint: An adjective describes an animal, person, thing or thought and what it feels like to touch, taste, smell etc. These can be colors or words that describe temperature and sizes) for e.g. a happy girl, a thoughtful description etc.
- What **adverbs** can you use? (Hint: An adverb is a word that describes a verb, an adjective or even a full sentence) e.g. he sings loudly, he is very tall, it ends too quickly etc.
- How can we add **metaphors** or **similes** to the story? (Hint: A simile is a figure of speech that directly compares two things. Similes differ from metaphors by highlighting the similarities between two things using words such as "like", "as", or "then", while metaphors create an implicit comparison) e.g. An example of a simile is: She is as innocent as an angel. An example of a metaphor is: She is an angel.
- Can you create a **poem** out of the story? Take a paragraph of the story and try to rhyme to create some poetry within the story. The poetry within the story could serve many different purposes including breaking the monotony of the prose, creating more imagery etc. Think of the purpose of it for them and then rhyme it using any rhyme scheme such as ABAB or AABB or ABCC etc. (Hint: The ABAB implies that line 1 and line 3 rhyme and line 2 and line 4 rhyme). An example is provided below:

Roses are red.	A
Violets are blue.	B
I really do love	C
looking at you.	B

Source:

	https://www.pinterest.com/pin/95068242113243892/
20 minutes	<p>Analyze the characters of the story.</p> <ul style="list-style-type: none"> • Describe the feelings of the main characters and how they evolve through the story. • What was the reason that they were feeling this emotion and what made this feeling change? • Use adjectives to describe the characters through the course of the story and how they would change.

DAY 4

Today, you will get to design a book for a folk story!

Suggested Duration	Activity and Description
20 minutes	<ul style="list-style-type: none"> • How would a reader be able to guess the time that the story is set in based on a set of “evidence” included in the drawing or text of any scene? Think of at least 10 clues that can help readers figure out the period the story was set in. Make an illustrated or written list of this evidence. Ask older family members questions to get ideas for example: <ul style="list-style-type: none"> - What kind of transportation was available back then? E.g. bullock carts, horse carriages, bicycles etc. - What sort of houses did people live in? E.g. village huts, one-story brick homes etc. - What was the infrastructure and technology like? E.g. electricity or telephone poles, phones, computers, cement roads etc. - What cultural elements can you think about? E.g. clothing etc. - What was the language used then? E.g. names of characters, language used, kinds of words used etc.
25 minutes	<ul style="list-style-type: none"> • Design the complete story in a book – use all the drawings you have made before and stick them in an illustrated word book. You have a few options that include: <ul style="list-style-type: none"> - Make a graphic book or comic book with images you have drawn and additional ones and the voices of characters - Make an illustrated written book (incorporating the pictures you have drawn)
20 minutes	<ul style="list-style-type: none"> • Design a cover page and back page. Study a few books, and see what is usually on the front, and back pages of a book.

	<ul style="list-style-type: none"> • The cover page will have an image, a title, an author, a translator and an illustrator – these need to be designed to be attractive to catch someone’s attention. • The back page usually has either the summary of the story or testimonials from people who read the book in which they share their thoughts. You can choose to feature either of those on the back page. You can make up your testimonials or ask parents/ classmates for testimonials. Alternatively, write a summary and perhaps think of a cliffhanger or a suspense-filled question to write at the end.
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DAY 5

Today, you will get a chance to rethink and retell the story.

Suggested Duration	Activity and Description
30 minutes	<ul style="list-style-type: none"> • Use yesterday’s exercise of identifying the feelings of the different characters and create an interesting listening experience when you dramatize the oral narration. • Think about the experience of listening to the story. Think about how you were feeling when you heard the story e.g. sadness, suspense, pity etc. How can you recreate these when retelling the story e.g. Create suspense when you pause at a really interesting point of the story? We can create horror by distorting your voice and making sure events are at night etc. • Change your voice and tone when narrating the story and using the voices of different characters. How would you say something in the voice of someone sad – the person would likely speak slowly and softly? An angry character would likely speak loudly, sometimes miss a few words, speak fast etc. • Use props from home/class and be innovative to show different parts of the scenes. • Optional: Analyze the techniques you used (e.g. pauses, different voices, tones, facial expressions) during the oral storytelling session and ask family members what the impact was. Write reflective notes on your story as reflections for yourself on how you would improve your oral narration.

10 minutes	<ul style="list-style-type: none"> • Now let's rethink the story. • You can first retell the story assuming that you are the main character in the older setting/period: how would you react to these situations, contexts and other characters? What would be different as a reaction?
30 minutes	<ul style="list-style-type: none"> • Think of the same story and draw out the scenes in modern times and your context. Besides the clues and evidence mentioned before, you will also need to think about how the story itself would change. <ul style="list-style-type: none"> - How would you make this story modern based on how society has evolved? E.g. advancement of women, more travel, etc. - How would the technological advancements impact the story? E.g. if the main characters had a phone or internet – what would be different?
10 minutes	<ul style="list-style-type: none"> • Share your old and modern books with your families and/or peers. Family/peers will guess what time the stories are set in and why. They can critique or give comments on the story based on which version they liked more, whether they liked the images and drawings, which cover page they liked more etc. <p>Reflect on what you learnt.</p> <ul style="list-style-type: none"> - What is the most important thing I learnt personally? - What moments were I most proud of my effort? - What could I do differently next time when doing another project? - What did I learn were my greatest strengths and areas of improvement? - How will I use what I have learnt in future?

ASSESSMENT CRITERIA

A majority of my learners were able to:

- Recognize and understand the text and illustrations.
- Deduce the emotional arch of characters and the cause-effect of the events.
- Listen carefully to the narration by family members and draw or write the dictation.
- Creatively identifying and drawing evidence to identify the period of the stories.
- Conclude the impact of modernization on the story.
- Understand the emotional arch of characters and the cause-effect of events.

- Translate and draw on vocabulary and context.
- Correctly use of parts of speech.

Additional enrichment activities:	<ul style="list-style-type: none"> ● Continue learning about more different folk stories, songs, and oral history in your family and community. ● Encourage learners to analyze the moral lessons or themes in the stories, promoting critical thinking and ethical discussions.
Modifications for simplification	<ul style="list-style-type: none"> ● Learners can omit the last day’s activity of the modern version of the story. ● Offer more support in oral narration by providing sentence starters or key phrases to help learners express their thoughts. ● Learners can omit the activities around translation and some of the grammar rules based on their understanding.

APPENDIX 1: COMMON ASPECTS OF FOLK STORIES

Aspect	Meaning	Brief notes
Purpose		Intended to: <ul style="list-style-type: none"> ● Teach lessons about proper behavior and show what values are important to a community ● Explain things people did not understand ● Simply for entertainment ● Communicate a moral or value treasured by the community
Theme	The “Big Idea” – What the story is really about	<ul style="list-style-type: none"> ● Examples: Betrayal, Love, Friendship, Jealousy, Violence, Justice ● Themes promote good virtues of compassion, love, and generosity and demote the vices of greed, selfishness, excessive pride etc.
Setting	This is time and location in which the story takes place	<ul style="list-style-type: none"> ● The settings are usually unimportant. No exact indication of place and time is given. Folk stories usually start with: <ul style="list-style-type: none"> ○ “Once upon a time” ○ “Long ago in a land far away”

Characters	These are the beings who inhabit the story	<ul style="list-style-type: none"> • Characters can be actual people, animals or plants who behave like humans each with a different role or purpose • There is always a protagonist and an antagonist. The protagonist is the main character who has a clear goal to accomplish or a conflict to overcome. The antagonist can be presented in the form of a person, place, thing or situation that presents a tremendous obstacle for the main character. • Characters are usually flat, simple and straightforward. They are either completely good or entirely evil, beautiful or ugly, wise or foolish, strong or weak, rich or poor with most characteristics exaggerated • The main characters (hero/heroine) are young, kind, charitable, caring, courageous, unselfish, with special abilities or powers • Characters go through tests. • Good characters are rewarded and evil characters are punished • The main character has always a happy ending/winner at the end • Magic/spirits are commonly used to explain the unexplainable
Plot	Plot is the series of events that happen in a story. This happened, then this happened, then this happened, ...	<ul style="list-style-type: none"> • Plots are short and simple • The rule of 3: Events often occur in sets of three (e.g. three bears, three sisters etc.). The number 3 has special; significance in many religions and cultures
Conflict	A conflict is a clash between two opposing forces or points of view	<ul style="list-style-type: none"> • A conflict may be internal or external – it may occur within the main character’s mind or between the main character and external forces (other characters, an animal or a weather event). • Conflict is what engages the audience, keeping them waiting impatiently to see if the main character overcomes his/her obstacle • By establishing a conflict in the beginning and resolving it by the end of the story, the story gets direction, motion and purpose. Without a conflict, the story will have no beginning, middle or end

		<ul style="list-style-type: none"> As the main characters try to overcome the conflict, their character traits are revealed helping the audience to learn a lesson from the story
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APPENDIX 2: EXAMPLE OF A STORY MAP

<p>Characters:</p> <p>Cinderella Stepmother Evil stepsisters</p>	<p>Settings:</p> <p>Cinderella's home The palace Outside the palace</p>
Events	
<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;">Invitation to the royal ball</div>	
<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;">Cinderella meets her Fairy Godmother</div>	
<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;">Cinderella meets Prince at the royal ball</div>	
<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;">Midnight: Cinderella losses her glass slipper</div>	
<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;">Search for Cinderella: The evil stepsisters and Cinderella try on the glass slipper</div>	
<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;">Cinderella marries the Prince</div>	
Moral/ Lesson taught	
<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;">Good conquers evil, purity prevails</div>	