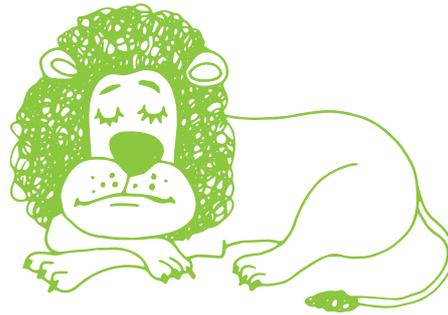


AESOP
FACT SHEET

- Aesop is a very mysterious figure and, because there are so few records of his existence, he may only be a legend.
- Some say he was a slave who bought his freedom by telling stories. Some say he was the adviser to a king.
- He may have lived in Ancient Greece from around 620 to 560 BC.
- During his life, Aesop is believed to have told over 700 fables.
- Historians have found that some of Aesop's fables existed hundreds of years before he was born, and some of them first appeared long after he died.
- Whether he existed or not, Aesop's fables were first printed in a book over 2,500 years ago, and they are still popular and loved by children today.
- Some of Aesop's most famous fables, featured in Storytime, include:
 - **The Hare and the Tortoise (Issue 1)**
 - **The Lion and the Mouse (Issue 2)**
 - **The Dog and His Bone (Issue 3)**
 - **The Fox and the Crow (Issue 5)**
 - **The Town Mouse and the Country Mouse (Issue 6)**
 - **The Ant and the Grasshopper (Issue 8)**
 - **The Wind and the Sun (Issue 12)**
 - **The Crow and the Pitcher (Issue 19)**

{ LESSON IDEAS }

- ▶ What was life like for Aesop as a slave in Ancient Greece?
(Resources: <http://www.historyforkids.net/slavery-in-ancient-greece.html> and http://www.bbc.co.uk/schools/primaryhistory/ancient_greeks/athens/)
- ▶ Nobody knows what Aesop looked like. Can you draw a picture of him?
Download our **Storytime Picture Frame Sheets**.
- ▶ If Aesop lived today, what job do you think he would he do?
- ▶ For more ideas, read our **What Is a Fable?** and **Create a Fable! Sheets**.

WHAT IS A FABLE?

- A fable is a short story that teaches you a lesson. The lesson is usually about how to behave well in life or in a certain situation.
- This lesson is also called a **moral**.
- All fables end with a moral. Sometimes the moral is there for you to read. Sometimes you have to make up your own mind about what the moral is.
- Here are some morals from our Famous Fables in Storytime:
 - **Slow and steady wins the race**
 - **Always be prepared**
- Fables usually have talking animals in them, but there are fables with humans in too.

{ LESSON IDEAS }

- ▶ Do you know any famous fables? What are your favourites and why?
- ▶ Look at the two morals above and talk about what they mean and why they are a good idea. What might happen if you ignore these morals?
- ▶ Can you recognise which stories these two morals are from? Read them to your class. (*The Hare and the Tortoise* in Storytime Issue 1 and *The Ant and the Grasshopper* from Storytime Issue 8.)
- ▶ Read a fable without an obvious moral at the end. What might the moral be? Here are some Storytime fables without obvious morals at the end:
 - **The Lion and the Mouse (Issue 2)**
 - **The Cat Maiden (Issue 9)**
 - **The Tortoise and the Geese (Issue 10)**
 - **Monkey Hats (Issue 12)**
- ▶ Can you think up some good morals or lessons for life that could be in a fable?

CREATE A
FABLE!

Using the Famous Fables in Storytime magazine as your inspiration, create your own fable. Here are some ideas to get you started:

- Write a list of different animals and choose adjectives to describe each animal, e.g. angry lion, cunning fox, silly goose, slow tortoise, timid mouse. Download our **Animal Adjectives Sheet** to help you.
- Choose two animals from your list to be the stars of your story and also its title, e.g. The Fox and the Goose.
- Now make up a simple moral, such as:
 - **It's better to be honest**
 - **It's good to share**
 - **Always be kind to your friends**
- Can you think up some more? Are there any morals you've learnt at home or school?
- How will the two animals in your story learn this lesson? Don't forget to use the adjectives you came up with earlier and make them part of your story. What is the angry lion's problem and solution. Does he learn a lesson about being calm? Perhaps the silly goose gets tricked by the cunning fox and learns an important lesson about thinking before acting?
- Can you plan and storyboard your story? Download our **Story Problem and Solution Sheet**, **Story Planner** and **Storyboard Sheet** to get started!



ANIMAL ADJECTIVES SHEET 1

Use our Animals Adjectives Sheet to help you come up with characters for your own stories. Match up the animals to the adjectives (there's no right or wrong answer). In the empty box at the bottom of Sheet 2, come up with more adjectives to describe what the animals look like, sound like and how they behave.



hare

IMPATIENT

TIMID



crow



mouse

SLOW

GREEDY



tortoise



bear

CLEVER

BRAVE



ant



lion

FRIENDLY



dog

PROUD



fish

SILLY



monkey

BUSY



fox

CUNNING



peacock

CHEEKY

Use this space to write more adjectives.

STORYTIME PROBLEM AND SOLUTION SHEET

STORY TITLE _____

NAME _____ CLASS _____

PROBLEM

Draw it

Write it _____

SOLUTION

Draw it

Write it _____

STORYTIME STORY PLANNER

STORY TITLE _____

NAME _____ CLASS _____

1 Where does the story happen? Can you describe the setting?



2 Who are the main characters?

3 What happens at the beginning?

4 What happens in the middle or what problem do they face?

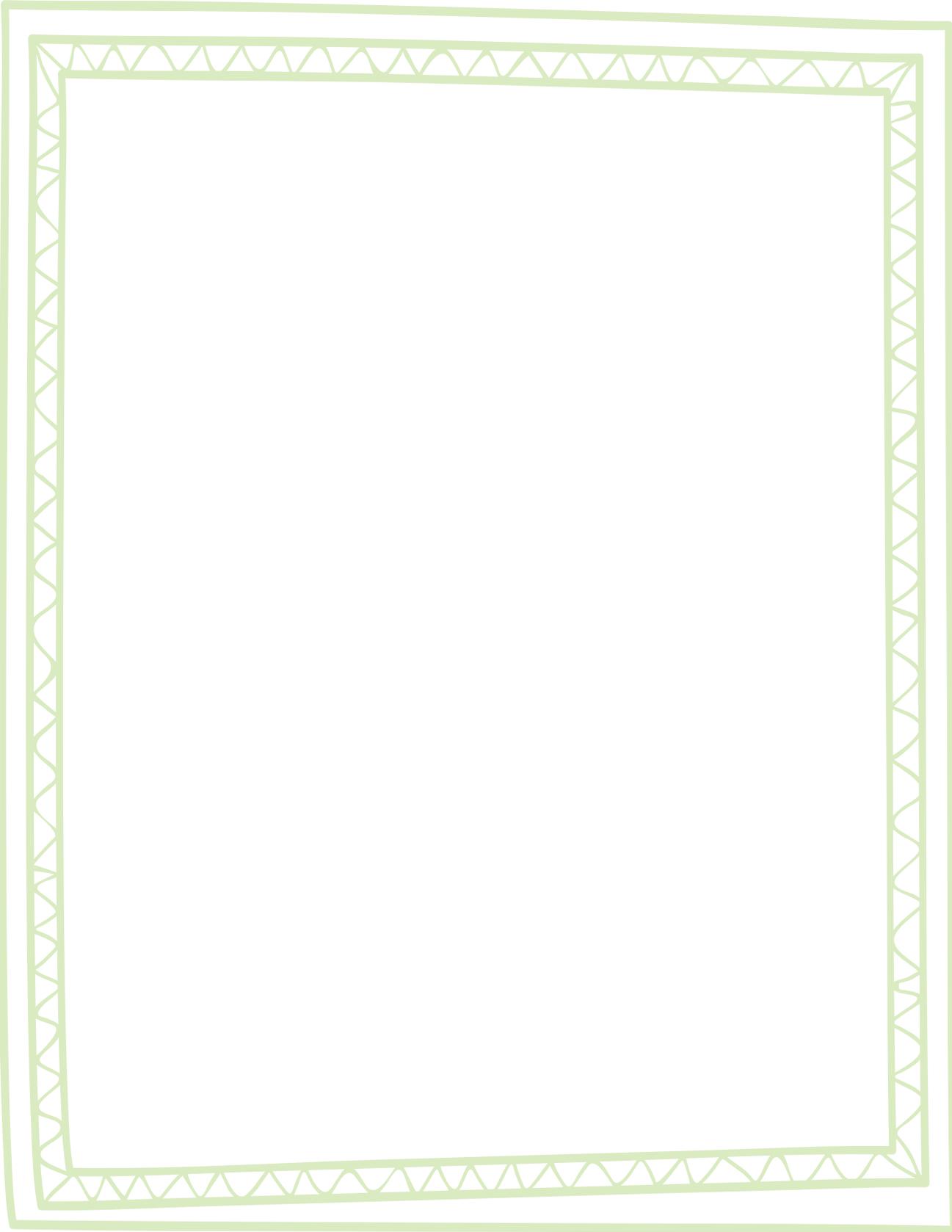
5 What happens at the end? What did they learn?

STORY TITLE _____

NAME _____ CLASS _____

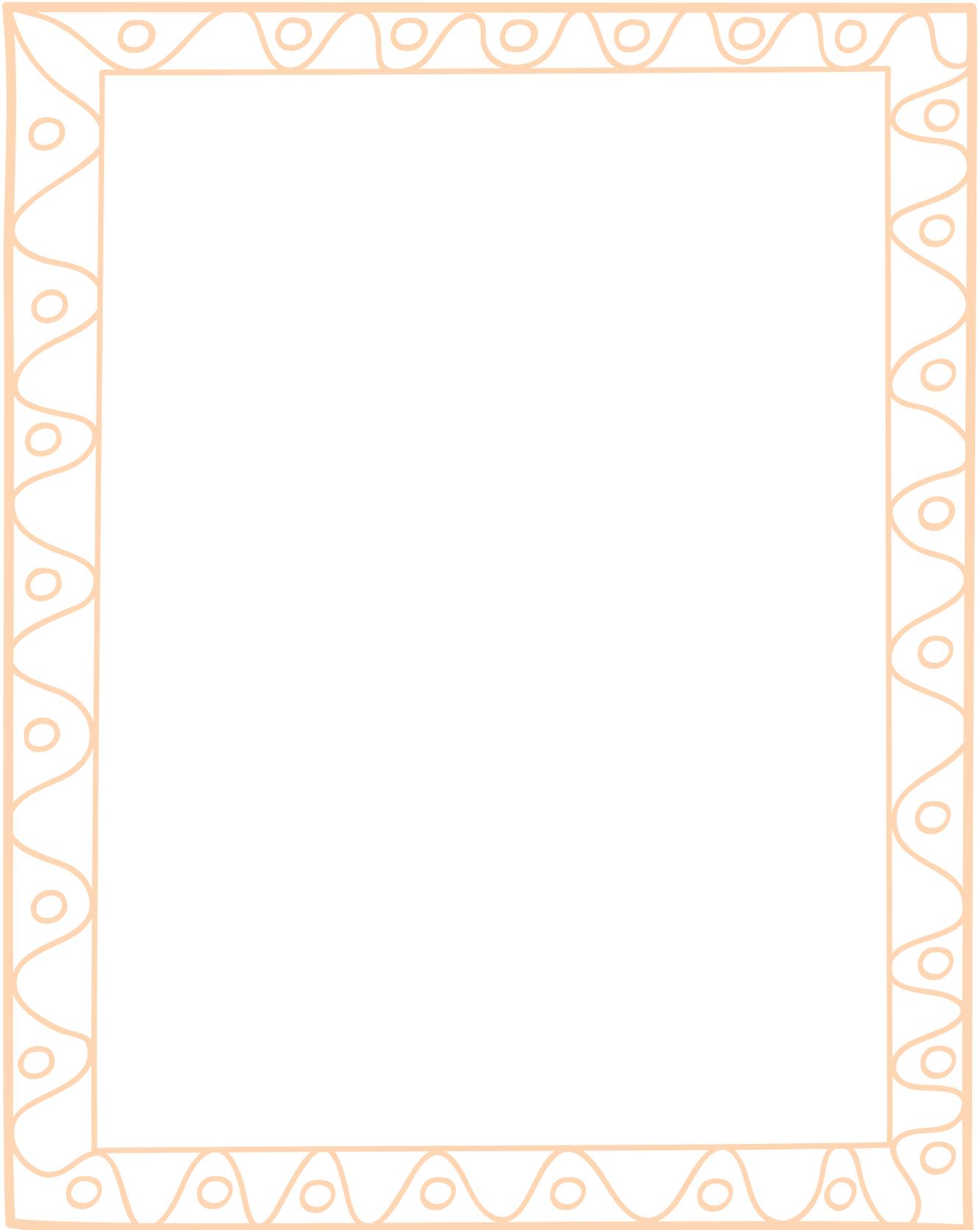
STORYTIME PICTURE FRAME

NAME _____ CLASS _____



STORYTIME PICTURE FRAME

NAME _____ CLASS _____



STORYTIME PICTURE FRAME

NAME _____ CLASS _____

