

Features of Fables

Fables are short stories that usually include animal characters and teach a moral or lesson. They often have a clear beginning, middle, and end.

Some famous fables include 'The Tortoise and the Hare,' 'The Boy Who Cried Wolf,' and 'The Ant and the Grasshopper.'

Fables have key features, such as:

- Characters: animals
- Moral/Lesson: a message or lesson to be learned
- Setting: where the story takes place
- Problem: the issue or conflict that needs to be resolved

- <https://read.gov/aesop/006.html>

- READ MORE FABLES – What is the moral? Character traits of characters? Main events?



Planning a Fable

To plan a fable, it's important to consider different elements. One element to think about is the theme, which is the main message or lesson of the fable. Some common themes found in fables include the consequences of laziness or the importance of honesty.

Another element to consider is the characters. In fables, animals are often used as characters, each representing different traits or qualities. For example, a wise owl may represent wisdom, while a clever fox may represent cunning.

Most fables follow a story structure called a 'story mountain,' which includes:

- Introduction (Beginning): Sets the scene, introduces characters, and establishes the problem.
- Build-up (Middle): Develops characters and actions, describes the problem in more detail, and introduces complications.
- Climax (Middle): Describes the key event or turning point in the story.
- Resolution (End): Explains how the problem is resolved and what lesson or moral the character(s) learn.
- Conclusion (End): Provides final thoughts or closure and summarizes the moral or lesson learned.

Some commonly used proverbs in English that work well in stories include:

- Money can't buy happiness
- Absence makes the heart grow fonder
- What goes around comes around
- Necessity is the mother of invention
- Look before you leap
- Honesty is the best policy
- Every cloud has a silver lining
- Don't put all your eggs in one basket

[LINK for steps to write a fable.](#)



English Proverbs

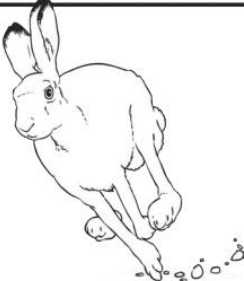

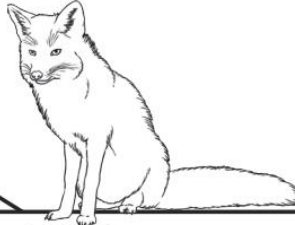



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PROVERB:	<i>A change is as good as a rest.</i>
Meaning:	A change in routine is often as refreshing as a break or a holiday.
PROVERB:	<i>A fool and his money are (soon) easily parted.</i>
Meaning:	A foolish person usually spends money carelessly.
PROVERB:	<i>A friend in need is a friend indeed.</i>
Meaning:	Someone who helps you when you are in trouble is a real friend.
PROVERB:	<i>A happy heart is better than a full purse.</i>
Meaning:	Happiness is better than wealth.
PROVERB:	<i>A heavy purse gives to a light heart.</i>
Meaning:	When you have money you feel more cheerful and secure.
PROVERB:	<i>A little of what you fancy does you good.</i>
Meaning:	It's ok to give into a little temptation occasionally.
PROVERB:	<i>Absence makes the heart grow fonder.</i>
Meaning:	When you are away from someone you love, you love them even more.
PROVERB:	<i>Actions speak louder than words</i>
Meaning:	What a person does is more important than what they say they will do.
PROVERB:	<i>All work and no play makes Jack a dull boy.</i>
Meaning:	Everybody needs some relaxation. It is not good to work all the time.
PROVERB:	<i>The best things in life are free.</i>
Meaning:	You don't pay for what is important: happiness, friendship, good health.
PROVERB:	<i>Better safe than sorry.</i>
Meaning:	It's better to be too careful than to be careless and regret it later.
PROVERB:	<i>Birds of a feather flock together.</i>
Meaning:	People of the same sort are usually found together.

To have a story, we need a problem. Luckily, in fables, the problem is usually a very straightforward conflict between two opposites:

- Good vs Evil
- Rich vs Poor
- Truth vs Falsehoods
- Lack vs Sufficiency
- Kindness vs Meanness
- Arrogance vs Humility

Fable Web



Setting:

Problem:

Solution:

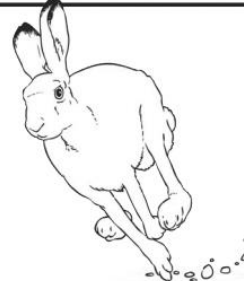
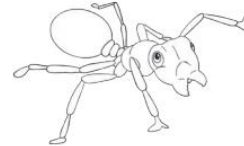
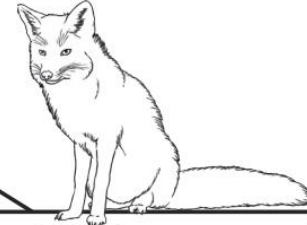



Title:

Characters:

Is there a trickster? Who?

Lesson/Moral:

Fable Web



Setting:

Problem:

Solution:

Title:

Characters:

Is there a trickster? Who?

Lesson/Moral:

The Wolf & the Crane

A Wolf had been feasting too greedily, and a bone had stuck crosswise in his throat. He could get it neither up nor down, and of course he could not eat a thing. Naturally that was an awful state of affairs for a greedy Wolf.

So away he hurried to the Crane. He was sure that she, with her long neck and bill, would easily be able to reach the bone and pull it out.

"I will reward you very handsomely," said the Wolf, "if you pull that bone out for me."

The Crane, as you can imagine, was very uneasy about putting her head in a Wolf's throat. But she was grasping in nature, so she did what the Wolf asked her to do.

When the Wolf felt that the bone was gone, he started to walk away.

"But what about my reward!" called the Crane anxiously.

"What!" snarled the Wolf, whirling around. "Haven't you got it? Isn't it enough that I let you take your head out of my mouth without snapping it off?"



Expect no reward for serving the wicked.



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The Lion & the Mouse



 Click on the orange mouse to begin.

A Lion lay asleep in the forest, his great head resting on his paws. A timid little Mouse came upon him unexpectedly, and in her fright and haste to get away, ran across the Lion's nose. Roused from his nap, the Lion laid his huge paw angrily on the tiny creature to kill her.

"Spare me!" begged the poor Mouse. "Please let me go and some day I will surely repay you."

The Lion was much amused to think that a Mouse could ever help him. But he was generous and finally let the Mouse go.

Some days later, while stalking his prey in the forest, the Lion was caught in the toils of a hunter's net. Unable to free himself, he filled the forest with his angry roaring. The Mouse knew the voice and quickly found the Lion struggling in the net. Running to one of the great ropes that bound him, she gnawed it until it parted, and soon the Lion was free.

"You laughed when I said I would repay you," said the Mouse. "Now you see that even a Mouse can help a Lion."

Stork	Fox
	You must come and dine with me
Fox, you must dine with me this evening	

Hare	Tortoise
Do you ever get anywhere?	
	Yes and I get there sooner than you think. I'll run a race with you to prove it.

Shepherd boy

Villagers

Wolf, Wolf!

We have been tricked.

Wolf, Wolf!

We have been fooled. He cannot fool us again.