ONCE UPON A TIME

TEACHERS NOTES

Suggested vocabulary

fairies	dragons	monster	mermaid	sea serpent	Loch Ness monster
castle	tower	turret	bridge	underwater	unicorn
goblin	elf	prince	fantasy	mythical	magical
fairytale	fiction	myth	legend	wings	fire-breathing
flying	fierce				

THEME STARTER QUESTIONS:

- What kind of creatures can you spot in the picture?
- What can you see underwater?
- Who might live in the castle?
- Where do you think the prince is going on the back of the dragon?
- Which creature would you most like to meet?
- Do you think the sea dragon is friendly or fierce? What makes you think that?
- What does *myth* mean?
- What other mythological creatures have you heard of?
- Can you spot the creature that is real?

THEMED ACTIVITIES

FOCUS OUTCOME: Acquisition and use of vocabulary

ACTIVITY 1: FRACTURED FAIRYTALES (small groups)

- Students use familiar storylines of mythical characters and fairytales to verbally tell a twisted version of the story with the same characters. View examples such as *The true story of the three little pigs* by Jon Scieszka at <https://tinyurl.com/ybkda7ux> or read aloud fractured fairytale books such as *The three little wolves and the big bad pig* by Eugene Trivizas or *The three ninja pigs* by Corey Rosen Schwartz. See a list of other books at <https://tinyurl.com/y829sxzq>. Students work in small groups to use a familiar fairytale and wording to come up with a simple twisted story idea and make a video recording.

FOCUS OUTCOME: Social conventions and awareness of others

ACTIVITY 2: YOUR TURN (small groups)

- Students are given a topic and in small groups, take turns to say one sentence that they know about the topic, but not repeating anything anyone has said already. Topics can include: witches, dragons, unicorns, werewolves, giants. Allow groups 2 minutes per topic and ensure a different student starts the conversation for each topic.

FOCUS OUTCOME: Retelling and elaborating

ACTIVITY 3: ROLL A STORY (pairs or small groups)

- Students use Resource sheet 1 to roll a dice and use the setting, good character, bad character and prop to tell a story.

FOCUS OUTCOME: Requests and questions

ACTIVITY 4: CHARACTER INTERVIEW (whole class)

- Use the character masks on Resource sheets 2 and 3, for students to ask and respond to questions as if they were the character.

FOCUS OUTCOME: Engagement, listening and attention

ACTIVITY 5: MYTHOLOGICAL STORY (whole class then small groups)

- Read the following myth aloud to the class, *Pegasus and Bellerophon*. Use the questions that follow, as a quiz for small groups to discuss and answer.

Pegasus and Bellerophon

Once there was a man named Bellerophon. He was kind and brave. There was also a terrible monster, the chimera, that no-one could kill. The king asked Bellerophon to go and kill the chimera.

Bellerophon was scared. He did not think he could kill the monster. Then, one night, he had a dream. He dreamed he found a horse with wings, called Pegasus. In the dream he was able to catch Pegasus with a magic bridle. He and Pegasus could use a magic sword to kill the monster.

When Bellerophon woke up he found the magic bridle and sword beside his bed. He went looking for Pegasus and found him. He put the magic bridle on Pegasus. Then they flew off to find the monster. Soon, they saw it flying ahead. After a long fight in the sky, Bellerophon killed the monster with the sword.

Bellerophon and Pegasus had many more adventures together.

1. What is a bridle?
   (a) the straps for a horse's head
   (b) a kind of sword
   (c) a magic spell to control horses
2. Pegasus was a horse that could:
   (a) do magic.
   (b) use a sword.
   (c) fly.
3. What did Bellerophon do when he found Pegasus?
   (a) He killed the flying horse.
   (b) He put the magic bridle on him.
   (c) He woke up.
4. What was Bellerophon doing when he killed the monster?
   (a) hiding behind a rock
   (b) flying on Pegasus's back
   (c) standing on the ground
5. The king chose Bellerophon to kill the scary monster because he knew:
   (a) Bellerophon was brave.
   (b) Bellerophon was kind.
   (c) Bellerophon had a flying horse.

- Alternatively, you may wish to watch the film *Song of the sea* at <https://tinyurl.com/ya7evjax> and have small group discussions about topics from the movie (see <https://tinyurl.com/y76lolln> for discussion ideas).

FOCUS OUTCOME: Description, prediction and reflection

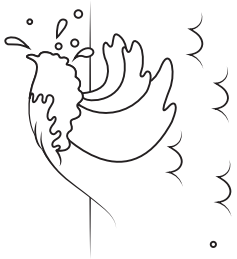
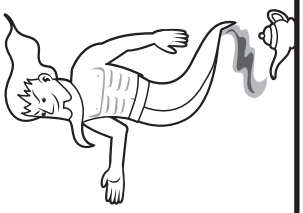
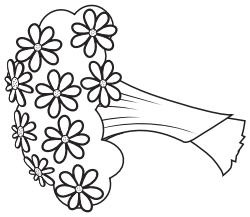
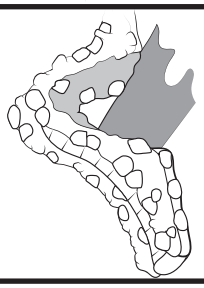
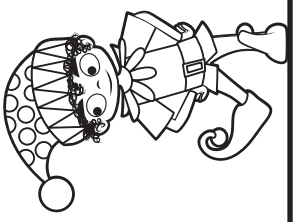
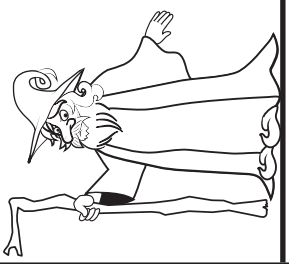
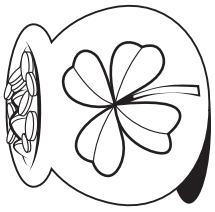
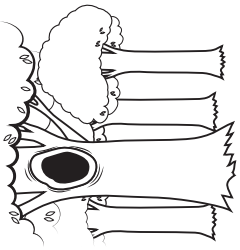
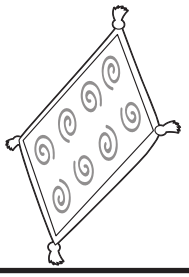
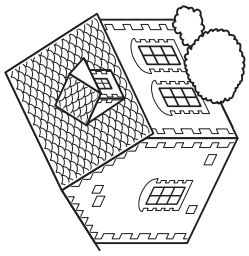
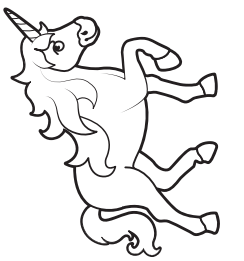
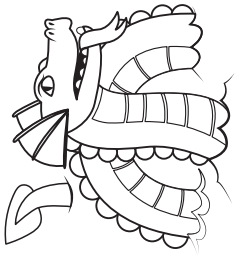
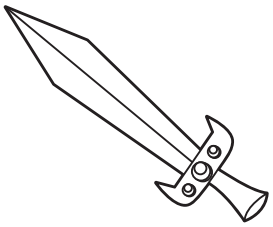
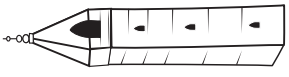
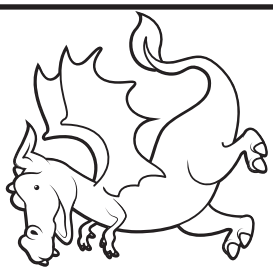
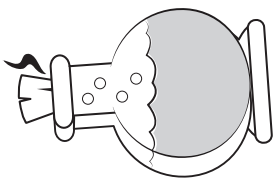
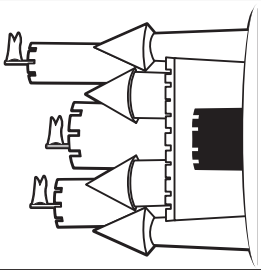
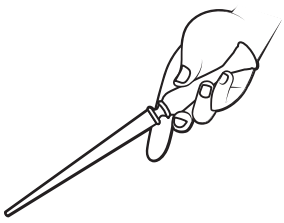
ACTIVITY 6: WHAT COMES NEXT (pairs)

- Students use Resource sheet 4 to tell a story about what might come next for the character. They should consider how the characters are feeling and what they might be thinking, to come up with a predicted storyline based on the first image. Students can then draw an image for their prediction and explain it using a video recording app. Students don't have to recall the original fairytale storylines.

CROSS-CURRICULAR ACTIVITIES

- Students explore the difference between fact and fiction and give oral versions of both. ***(English/Health)***
- Compare the body parts of mythical creatures to parts of real living things; E.g. unicorn vs horse, dragon vs lizard. ***(Science)***
- Listen to, discuss and retell myths and legends local to your area and compare to those that belong to other cultures. ***(History)***

Roll a story

				
				
				
				
				
				
	Setting	Good characters	Bad characters	Prop

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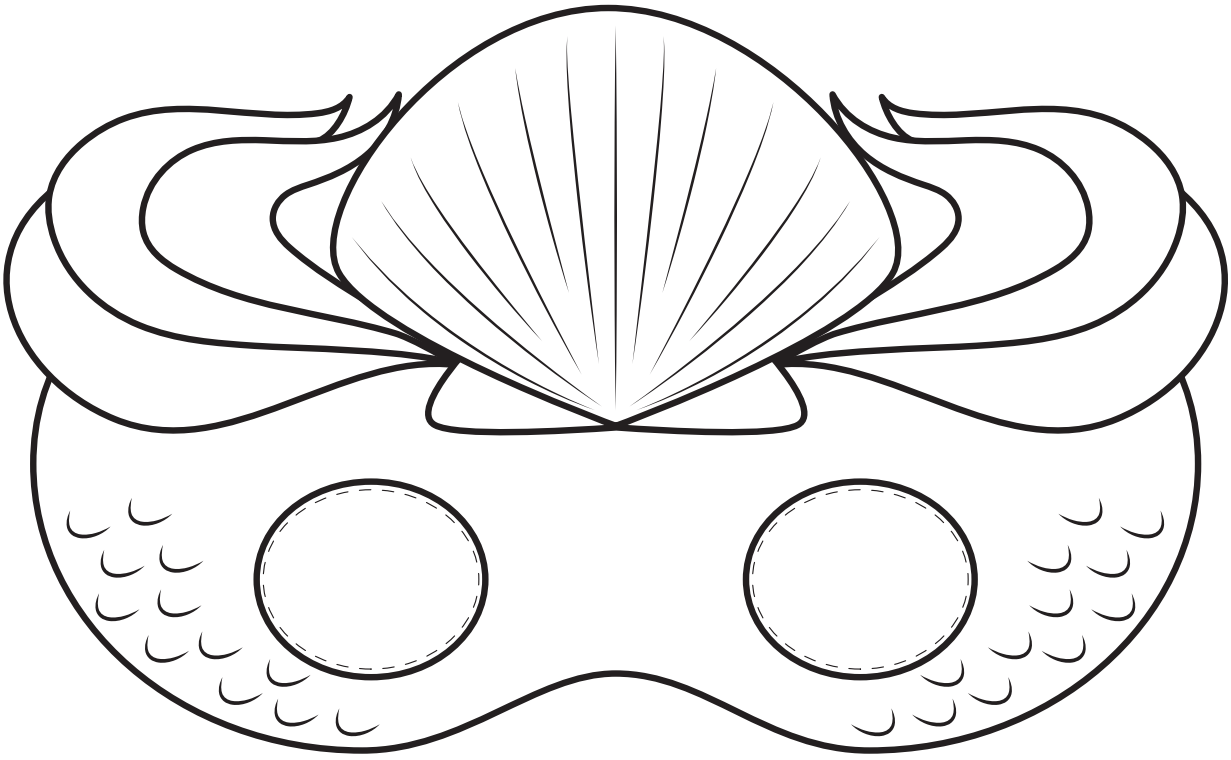
Character interview