

FABLE STORYBOARD PLANNER: USE IMAGES AND TEXT TO PLAN YOUR FABLE

Once you have completed your storyboard get your teacher to check it and then you can go on to expanding it into a full blown Picture story book

PLANNING A FABLE: A Fable is a short story for young children to teach them a simple message. ‘The boy who cried Wolf’ is a fable that teaches children not to lie because others will stop believing. Use the resources on this page to plan a fable of your own to share with younger children. If you do it well they should be able to identify the moral.

PLEASE SELECT A MORAL

A moral is the message we want the Audience to learn about from your Fable:

AN ACT OF KINDNESS IS A GOOD INVESTMENT.

BEAUTY IS ONLY SKIN-DEEP.

SLOW AND STEADY WINS THE RACE.

CHOOSE THE LESSER OF TWO EVILS.

DO NOT ATTEMPT TOO MUCH AT ONCE.

HE WHO TRIES TO PLEASE EVERYBODY PLEASURES NOBODY.

IT IS BETTER TO BEND THAN TO BREAK.

THE HUNTER WHO CHASES TWO RABBITS WILL CATCH NEITHER

MONEY DOESN'T ALWAYS BUY HAPPINESS

IF YOU PLAY WITH FIRE YOU ARE SURE TO GET BURNT

IF YOU GO TO SLEEP WITH DOG YOU WILL WAKE UP WITH FLEAS.

SOMETIMES IT IS BEST TO LET SLEEPING DOGS LIE.

WHO ARE YOUR CHARACTERS? Aesop is the most famous fable author of all. He always used animals as his main characters and each one of those animals had a specific personality. Such as

the Fox  which was clever and cunning. The Lion  was regal and took pride in his

power and the Ass  who was hard working but stubborn. Please draw your characters below and identify their personality traits also.

PROBLEM + RESOLUTION: Your Fable will need to have an ongoing issue or problem that needs to be resolved to teach children your message. Remember in the case of the “Boy who cried wolf” fables do not always end happily. Please identify the problem and your resolution here

Problem: _____

Resolution: _____

SETTING: When and where is your story set? This should be evident in any pictures used to support your story.

STORYBOARDING: Please use the storyboard on the other side to identify the plot of your story. Remember to introduce your characters and setting early on and then go about explicitly identifying the problem and finally solving it. Fables are brief and to the point.