Storyland Classics

COLLECTION GUIDE

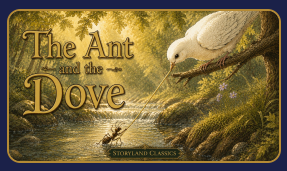
Aesop's Fables

Eight classic fables from The Æsop for Children (1919)



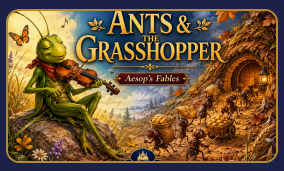


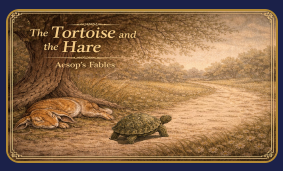












Ages 4–8 ✦ Pre-K to Grade 2 ✦ Aligned to Common Core ✦ Classroom & Homeschool

This cover is for your screen. Print from page 2 to save ink.

FOR GROWN-UPS

How to Use This Guide

This guide is a complete two-week study of eight Aesop fables. Each fable has its own pages, and the guide adds a day-by-day plan, activities that connect the fables, three readers' theater scripts, a wrap-up with a retelling rubric and certificate, and full-color moral posters.

What's inside

Two-Week Plan	3
Meet Aesop & Passport	5
The Fables (6 pages each)	7
Fables Together	55
Activities	59
Readers' Theater	62
Wrap-Up	66
Color Moral Posters	69
Answer Keys	78

THE COMPILATION VIDEO

The fables are in the same order as the *Aesop's Fables* compilation video on YouTube (@StorylandClassics). Scan the code or visit youtu.be/8B-on0VOHXk. Start times are below.

A NOTE ON THE BOY WHO CRIED WOLF

The Wolf takes sheep at the end, so this fable is best for grades 1–2. Skip it or preview it with younger children.

FABLE	SKILL FOCUS	VIDEO	PAGES
1. The Lion and the Mouse	Character traits: describing the Lion and the Mouse, and finding clues in the story	0:10	7–12
2. The North Wind and the Sun	Compare and contrast: how two characters try to solve the same problem in different ways	2:09	13–18
3. The Crow and the Pitcher	Problem and solution: how a character thinks of a clever way to fix a problem	4:26	19–24
4. The Dove and the Ant	Fables and morals: a short animal story that teaches a lesson	5:31	25–30
5. The Boy Who Cried Wolf	Cause and effect: what happens because of the Boy's choices	6:30	31–36
6. The Town Mouse and the Country Mouse	Compare and contrast: life in the town and life in the country	8:51	37–42
7. The Ants and the Grasshopper	Compare and contrast: how the Ants and the Grasshopper spent the summer	12:05	43–48
8. The Tortoise and the Hare	Character traits: comparing the Tortoise and the Hare	13:39	49–54

© Storyland Classics · storylandclassics.com

FOR GROWN-UPS

Two-Week Plan: Week 1

Each fable day: watch the read-aloud, fill in the Story Map, talk through Let's Talk and The Moral, then choose more pages (Yes or No?, the word search or Put It in Order). About 20–30 minutes a day.

DAY	READ AND EXPLORE	PAGES	ALSO TRY
Day 1	"The Lion and the Mouse" Skill: Character traits: describing the Lion and the Mouse, and finding clues in the story	7–12	Meet Aesop; start the Fable Passport
Day 2	"The North Wind and the Sun" Skill: Compare and contrast: how two characters try to solve the same problem in different ways	13–18	Activity: Fables in Real Life (first half)
Day 3	"The Crow and the Pitcher" Skill: Problem and solution: how a character thinks of a clever way to fix a problem	19–24	Reread a favorite fable aloud
Day 4	"The Dove and the Ant" Skill: Fables and morals: a short animal story that teaches a lesson	25–30	Compare Two Fables
Day 5	Fables Together: Match the Fable to Its Moral, Character Traits, Fable Patterns	55–58	Hang the first four Moral Posters

SHORT ON TIME?

Do one fable a day and skip the extras. Each fable also has its own free 15-page story guide on storylandclassics.com with more pages to choose from.

© Storyland Classics · storylandclassics.com

FOR GROWN-UPS

Two-Week Plan: Week 2

Each fable day: watch the read-aloud, fill in the Story Map, talk through Let's Talk and The Moral, then choose more pages (Yes or No?, the word search or Put It in Order). About 20–30 minutes a day.

DAY	READ AND EXPLORE	PAGES	ALSO TRY
Day 6	"The Boy Who Cried Wolf" Skill: Cause and effect: what happens because of the Boy's choices	31–36	Add a Passport stamp
Day 7	"The Town Mouse and the Country Mouse" Skill: Compare and contrast: life in the town and life in the country	37–42	Readers' Theater: choose parts and practice
Day 8	"The Ants and the Grasshopper" Skill: Compare and contrast: how the Ants and the Grasshopper spent the summer	43–48	Activity: Plan Your Own Fable
Day 9	"The Tortoise and the Hare" Skill: Character traits: comparing the Tortoise and the Hare	49–54	Activity: Write and Draw Your Fable
Day 10	Wrap-Up: Which Fable Is It? and the Fable Show	66–68	Hand out certificates!

SHORT ON TIME?

Do one fable a day and skip the extras. Each fable also has its own free 15-page story guide on storylandclassics.com with more pages to choose from.

© Storyland Classics · storylandclassics.com

Name _____ Date _____

AUTHOR STUDY

Meet Aesop

Ancient Greece, about 2,500 years ago

Aesop is remembered as a storyteller in ancient Greece more than 2,500 years ago. Little is known for sure about his life, and some people think many storytellers' fables were gathered under his name. His fables are short stories, usually about animals that talk and act like people, and each one ends with a lesson called a moral. Our fables come from *The Æsop for Children* (1919), with pictures by Milo Winter.

THE PARTS OF A FABLE

Characters: often animals that talk and act like people. **Problem:** something goes wrong. **Choice:** a character does something wise or foolish. **Moral:** the lesson at the end.

Questions About Aesop

1. Where did Aesop live?

2. What is a fable?

3. What is a moral? Can you think of one you already know?

© Storyland Classics · storylandclassics.com

FABLE PASSPORT

My Aesop's Fables Passport

Each time you finish a fable, add a stamp or sticker and check the boxes. Can you visit every fable?

This passport belongs to _____

The Lion and the Mouse

stamp or sticker

- ☐ I listened
- ☐ I can tell the moral
- ☐ I can retell it

The North Wind and the Sun

stamp or sticker

- ☐ I listened
- ☐ I can tell the moral
- ☐ I can retell it

The Crow and the Pitcher

stamp or sticker

- ☐ I listened
- ☐ I can tell the moral
- ☐ I can retell it

The Dove and the Ant

stamp or sticker

- ☐ I listened
- ☐ I can tell the moral
- ☐ I can retell it

The Boy Who Cried Wolf

stamp or sticker

- ☐ I listened
- ☐ I can tell the moral
- ☐ I can retell it

The Town Mouse and the Country Mouse

stamp or sticker

- ☐ I listened
- ☐ I can tell the moral
- ☐ I can retell it

The Ants and the Grasshopper

stamp or sticker

- ☐ I listened
- ☐ I can tell the moral
- ☐ I can retell it

The Tortoise and the Hare

stamp or sticker

- ☐ I listened
- ☐ I can tell the moral
- ☐ I can retell it

© Storyland Classics · storylandclassics.com

Name _____ Date _____

STORY MAP

The Lion and the Mouse



Fable 1 ✦ starts at 0:10 in the video. Look at the picture from the read-aloud. Who do you see? Then fill in the story map.

Characters

Who is in the story?

Setting

Where and when does it happen?

Problem

What goes wrong?

Solution

How is it fixed? How does it end?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

LET'S TALK

The Lion and the Mouse

Young children can answer out loud. Older children can write their answers.

REMEMBER

1. How did the Mouse wake up the Lion?

2. What did the Mouse promise the Lion?

3. How did the Mouse set the Lion free?

THINK

4. Why did the Lion laugh at the Mouse's promise?

5. How did the Lion's kindness come back to him?

CONNECT

6. Tell about a time someone small (or younger) helped someone big.

NARRATION

Close the book and tell the fable back in your own words. How did the Mouse keep her promise?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

THE MORAL

What Does the Fable Teach?

AESOP'S MORAL

"A kindness is never wasted."

WHAT IT MEANS

The Lion was kind to the Mouse, and later the little Mouse saved the big Lion.

Tell or write about a time this moral was true in your life.

Try It

SKILL FOCUS

Character traits: describing the Lion and the Mouse, and finding clues in the story

Write two words that describe the Lion and two words that describe the Mouse. Then write about a time someone smaller than you helped you.

© Storyland Classics · storylandclassics.com

Name _____ Date _____

CHECK YOUR READING

Yes or No?

Read each sentence about "The Lion and the Mouse." Circle **Yes** if it is true. Circle **No** if it is not.

1. The Lion was asleep in the forest. Yes No
2. The Mouse ran across the Lion's tail. Yes No
3. The Mouse promised to repay the Lion. Yes No
4. The Lion let the Mouse go. Yes No
5. A hunter caught the Mouse in a net. Yes No
6. The Mouse chewed through the rope. Yes No

My Favorite Part

Tell or write about your favorite part of the fable.

My favorite part is _____

_____

because _____

_____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

WORD SEARCH

The Lion and the Mouse

Find the words from the story. Words go across (left to right) and down (top to bottom). Circle each word, then check it off.

S	T	H	P	R	T	K	H	R	W
F	N	A	M	O	J	H	Y	O	O
R	S	W	P	A	J	L	B	P	V
E	R	B	G	R	B	J	F	E	J
E	A	R	E	Y	H	U	I	M	J
S	A	K	H	V	M	O	U	S	E
W	G	U	E	F	P	O	N	E	T
M	L	I	O	N	Y	I	P	A	W
N	S	R	U	C	V	A	W	D	S
F	W	N	N	O	S	E	W	G	W

WORD BANK

- ☐ LION
- ☐ MOUSE
- ☐ NET
- ☐ ROPE
- ☐ PAW
- ☐ NOSE
- ☐ ROAR
- ☐ FREE

© Storyland Classics · storylandclassics.com

Name _____ Date _____

PUT IT IN ORDER

What Happens First?

Read each sentence. Write 1 in the circle next to what happens first, 2 next to what happens next, and so on up to 6.

- ◯ The Mouse gnaws through the rope.
- ◯ The Mouse runs across the Lion's nose.
- ◯ The Lion is caught in a hunter's net.
- ◯ The Lion lets the Mouse go.
- ◯ The Mouse hears the Lion roaring.
- ◯ The Mouse begs, "Spare me!"

Retell the Story

Use the order words to tell the story in your own words. Say it out loud, or write it.

First, _____

Next, _____

Then, _____

Last, _____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

STORY MAP

The North Wind and the Sun



Fable 2 ✦ starts at 2:09 in the video. Look at the picture from the read-aloud. Who do you see? Then fill in the story map.

Characters

Who is in the story?

Setting

Where and when does it happen?

Problem

What goes wrong?

Solution

How is it fixed? How does it end?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

LET'S TALK

The North Wind and the Sun

Young children can answer out loud. Older children can write their answers.

REMEMBER

1. What were the North Wind and the Sun arguing about?

2. What did the North Wind do to the Traveler?

3. What did the Traveler do when the Sun shone?

THINK

4. Why did the Traveler hold his cloak tighter when the Wind blew?

5. Who was stronger in the end? Why?

CONNECT

6. When is being gentle better than being bossy or rough?

NARRATION

Close the book and tell the fable back in your own words. How did the Sun win the contest?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

THE MORAL

What Does the Fable Teach?

AESOP'S MORAL

"Gentleness and kind persuasion win where force and bluster fail."

WHAT IT MEANS

Being kind and gentle can do more than being rough or loud.

Tell or write about a time this moral was true in your life.

Try It

SKILL FOCUS

Compare and contrast: how two characters try to solve the same problem in different ways

Write how you could ask a friend to share in a gentle way, like the Sun. Then write how a blustery way, like the Wind, would sound.

© Storyland Classics · storylandclassics.com

Name _____ Date _____

CHECK YOUR READING

Yes or No?

Read each sentence about "The North Wind and the Sun." Circle **Yes** if it is true. Circle **No** if it is not.

1. The North Wind and the Sun had a quarrel. Yes No
2. The Traveler was wearing a cloak. Yes No
3. The North Wind blew the cloak away. Yes No
4. The Traveler held his cloak tighter in the wind. Yes No
5. The Sun shone gently, then warmer and warmer. Yes No
6. The North Wind won the contest. Yes No

My Favorite Part

Tell or write about your favorite part of the fable.

My favorite part is _____

_____

because _____

_____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

WORD SEARCH

The North Wind and the Sun

Find the words from the story. Words go across (left to right) and down (top to bottom). Circle each word, then check it off.

G	T	W	J	J	R	N	B	C	A
G	O	I	F	V	H	E	V	Y	I
R	T	N	P	O	C	L	O	A	K
R	R	D	E	S	S	U	N	D	J
O	E	N	S	U	J	Y	L	I	O
A	E	A	M	N	I	M	F	O	H
D	V	H	U	B	Y	A	G	F	W
W	A	R	M	A	Y	D	J	R	A
B	Y	L	C	O	L	D	R	G	L
C	A	P	N	E	S	F	N	S	N

WORD BANK

- ☐ WIND
- ☐ SUN
- ☐ CLOAK
- ☐ ROAD
- ☐ TREE
- ☐ COLD
- ☐ WARM
- ☐ CAP

© Storyland Classics · storylandclassics.com

Name _____ Date _____

PUT IT IN ORDER

What Happens First?

Read each sentence. Write 1 in the circle next to what happens first, 2 next to what happens next, and so on up to 6.

- ◯ The Sun shines gently and warmly.
- ◯ The North Wind and the Sun have a quarrel.
- ◯ The Traveler rests in the shade of a tree.
- ◯ The North Wind blows a cold blast.
- ◯ The Traveler takes off his cloak.
- ◯ The Traveler wraps his cloak tighter.

Retell the Story

Use the order words to tell the story in your own words. Say it out loud, or write it.

First, _____

Next, _____

Then, _____

Last, _____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

STORY MAP

The Crow and the Pitcher



Fable 3 ✦ starts at 4:26 in the video. Look at the picture from the read-aloud. Who do you see? Then fill in the story map.

Characters

Who is in the story?

Setting

Where and when does it happen?

Problem

What goes wrong?

Solution

How is it fixed? How does it end?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

LET'S TALK

The Crow and the Pitcher

Young children can answer out loud. Older children can write their answers.

REMEMBER

1. What was the Crow's problem?

2. Why couldn't the Crow reach the water?

3. What did the Crow drop into the pitcher?

THINK

4. Why did the water rise when the Crow dropped pebbles in?

5. What might have happened if the Crow had given up?

CONNECT

6. Tell about a time you solved a problem by thinking of a new idea.

NARRATION

Close the book and tell the fable back in your own words. How did the Crow get a drink?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

THE MORAL

What Does the Fable Teach?

AESOP'S MORAL

"In a pinch a good use of our wits may help us out."

WHAT IT MEANS

When you have a problem, stop and think. A clever idea can help.

Tell or write about a time this moral was true in your life.

Try It

SKILL FOCUS

Problem and solution: how a character thinks of a clever way to fix a problem

Try the Crow's idea with a grown-up. Put a little water in a tall cup and mark the level. Drop in pebbles one at a time. Write what happened to the water.

© Storyland Classics · storylandclassics.com

Name _____ Date _____

CHECK YOUR READING

Yes or No?

Read each sentence about "The Crow and the Pitcher." Circle **Yes** if it is true. Circle **No** if it is not.

1. The weather was dry. Yes No
2. The pitcher was full of water. Yes No
3. The Crow could not reach the water at first. Yes No
4. The Crow dropped pebbles into the pitcher. Yes No
5. The water went down as he dropped pebbles. Yes No
6. The Crow got a drink at last. Yes No

My Favorite Part

Tell or write about your favorite part of the fable.

My favorite part is _____

_____

because _____

_____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

WORD SEARCH

The Crow and the Pitcher

Find the words from the story. Words go across (left to right) and down (top to bottom). Circle each word, then check it off.

E	A	N	Y	N	C	J	J	J	P
F	W	A	T	E	R	W	T	D	I
E	D	S	T	O	N	E	B	R	T
U	D	G	E	C	R	O	W	Y	C
I	E	N	B	M	O	O	F	C	H
B	J	D	T	C	S	W	R	A	E
G	A	R	U	D	W	H	I	D	R
A	B	I	R	D	D	V	C	N	I
P	I	N	Y	I	D	E	A	B	F
L	G	K	U	O	V	E	O	C	E

WORD BANK

- ☐ CROW
- ☐ WATER
- ☐ PITCHER
- ☐ STONE
- ☐ DRINK
- ☐ BIRD
- ☐ DRY
- ☐ IDEA

© Storyland Classics · storylandclassics.com

Name _____ Date _____

PUT IT IN ORDER

What Happens First?

Read each sentence. Write 1 in the circle next to what happens first, 2 next to what happens next, and so on up to 6.

- ◯ The Crow drinks the water.
- ◯ There is dry weather and little to drink.
- ◯ The Crow drops in a pebble.
- ◯ The Crow finds a pitcher.
- ◯ The water rises higher and higher.
- ◯ The Crow cannot reach the water.

Retell the Story

Use the order words to tell the story in your own words. Say it out loud, or write it.

First, _____

Next, _____

Then, _____

Last, _____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

STORY MAP

The Dove and the Ant



Fable 4 ✦ starts at 5:31 in the video. Look at the picture from the read-aloud. Who do you see? Then fill in the story map.

Characters

Who is in the story?

Setting

Where and when does it happen?

Problem

What goes wrong?

Solution

How is it fixed? How does it end?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

LET'S TALK

The Dove and the Ant

Young children can answer out loud. Older children can write their answers.

REMEMBER

1. What happened to the Ant at the brook?

2. How did the Dove help the Ant?

3. How did the Ant help the Dove?

THINK

4. Why do you think the Dove helped a tiny ant?

5. How can someone very small help someone big?

CONNECT

6. Tell about a time someone helped you, and you helped them back.

NARRATION

Close the book and tell the fable back in your own words. How did the Dove and the Ant help each other?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

THE MORAL

What Does the Fable Teach?

AESOP'S MORAL

"A kindness is never wasted."

WHAT IT MEANS

When you help someone, your kindness can come back to you.

Tell or write about a time this moral was true in your life.

Try It

SKILL FOCUS

Fables and morals: a short animal story that teaches a lesson

Write two ways friends can help each other. Then write about a time a friend helped you.

Name _____ Date _____

CHECK YOUR READING

Yes or No?

Read each sentence about "The Dove and the Ant." Circle **Yes** if it is true. Circle **No** if it is not.

1. The Ant fell into a brook. Yes No
2. The Dove dropped a blade of straw. Yes No
3. The Ant floated to shore on a leaf. Yes No
4. A man wanted to throw a stone at the Dove. Yes No
5. The Ant bit the man on the nose. Yes No
6. The Dove flew away to safety. Yes No

My Favorite Part

Tell or write about your favorite part of the fable.

My favorite part is _____

because _____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

WORD SEARCH

The Dove and the Ant

Find the words from the story. Words go across (left to right) and down (top to bottom). Circle each word, then check it off.

N	K	J	G	E	H	B	L	S	A
H	E	G	S	I	N	H	I	T	P
H	H	J	C	G	J	W	F	O	D
F	P	Y	L	C	T	H	H	N	O
U	B	O	N	S	H	F	A	E	V
V	M	A	L	T	S	T	P	H	E
D	A	O	Y	R	M	B	A	N	K
S	N	R	K	A	F	W	O	O	D
K	A	F	K	W	U	O	V	E	Y
W	B	A	N	T	B	R	O	O	K

WORD BANK

- ☐ DOVE
- ☐ ANT
- ☐ BROOK
- ☐ STRAW
- ☐ BANK
- ☐ MAN
- ☐ STONE
- ☐ WOOD

© Storyland Classics · storylandclassics.com

Name _____ Date _____

PUT IT IN ORDER

What Happens First?

Read each sentence. Write 1 in the circle next to what happens first, 2 next to what happens next, and so on up to 6.

- ◯ The Ant floats safely to shore.
- ◯ The Ant falls into the brook.
- ◯ The Dove flies away to safety.
- ◯ The Dove drops a blade of straw.
- ◯ The Ant stings the man on the heel.
- ◯ A man gets ready to throw a stone.

Retell the Story

Use the order words to tell the story in your own words. Say it out loud, or write it.

First, _____

Next, _____

Then, _____

Last, _____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

STORY MAP

The Boy Who Cried Wolf



Fable 5 ✦ starts at 6:30 in the video. Look at the picture from the read-aloud. Who do you see? Then fill in the story map.

Characters

Who is in the story?

Setting

Where and when does it happen?

Problem

What goes wrong?

Solution

How is it fixed? How does it end?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

LET'S TALK

The Boy Who Cried Wolf

Young children can answer out loud. Older children can write their answers.

REMEMBER

1. What was the Shepherd Boy's job?

2. What did he shout to trick the Villagers?

3. What happened when a Wolf really came?

THINK

4. Why didn't the Villagers come the last time?

5. How do you think the Boy felt at the end?

CONNECT

6. Why is it important for people to be able to trust what we say?

NARRATION

Close the book and tell the fable back in your own words. Why didn't anyone help the Boy at the end?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

THE MORAL

What Does the Fable Teach?

AESOP'S MORAL

"Liars are not believed even when they speak the truth."

WHAT IT MEANS

Telling the truth helps people trust us when we really need help.

Tell or write about a time this moral was true in your life.

Try It

SKILL FOCUS

Cause and effect: what happens because of the Boy's choices

Write what the Shepherd Boy could say to the Villagers the next day to say sorry. Then write one way he could win back their trust.

Name _____ Date _____

CHECK YOUR READING

Yes or No?

Read each sentence about "The Boy Who Cried Wolf." Circle **Yes** if it is true. Circle **No** if it is not.

1. The Shepherd Boy took care of sheep. Yes No
2. The Boy saw a Wolf the first time he shouted. Yes No
3. The Villagers came running the first time. Yes No
4. The Boy laughed at the Villagers. Yes No
5. The Villagers came the last time too. Yes No
6. A real Wolf came in the evening. Yes No

My Favorite Part

Tell or write about your favorite part of the fable.

My favorite part is _____

_____

because _____

_____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

WORD SEARCH

The Boy Who Cried Wolf

Find the words from the story. Words go across (left to right) and down (top to bottom). Circle each word, then check it off.

Y	C	B	D	B	D	O	G	E	F
O	V	F	P	I	P	E	P	T	H
I	H	P	I	G	U	W	W	G	H
E	C	T	R	U	T	H	U	W	S
N	R	E	T	O	D	O	P	K	T
L	E	U	R	L	F	V	U	F	O
I	A	S	U	A	H	A	O	L	W
B	O	Y	M	T	R	F	V	O	N
U	S	H	E	E	P	I	W	C	P
W	O	L	F	A	P	E	A	K	L

WORD BANK

- ☐ BOY
- ☐ WOLF
- ☐ SHEEP
- ☐ FLOCK
- ☐ DOG
- ☐ PIPE
- ☐ TRUTH
- ☐ TOWN

© Storyland Classics · storylandclassics.com

Name _____ Date _____

PUT IT IN ORDER

What Happens First?

Read each sentence. Write 1 in the circle next to what happens first, 2 next to what happens next, and so on up to 6.

- ◯ The Boy shouts "Wolf!" again as a trick.
- ◯ The Boy is bored watching the sheep.
- ◯ The Villagers do not come.
- ◯ The Boy shouts "Wolf!" and the Villagers come running.
- ◯ A real Wolf comes out of the forest.
- ◯ The Boy laughs at the Villagers.

Retell the Story

Use the order words to tell the story in your own words. Say it out loud, or write it.

First, _____

Next, _____

Then, _____

Last, _____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

STORY MAP

The Town Mouse and the Country Mouse



Fable 6 ✦ starts at 8:51 in the video. Look at the picture from the read-aloud. Who do you see? Then fill in the story map.

Characters

Who is in the story?

Setting

Where and when does it happen?

Problem

What goes wrong?

Solution

How is it fixed? How does it end?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

LET'S TALK

The Town Mouse and the Country Mouse

Young children can answer out loud. Older children can write their answers.

REMEMBER

1. What did the Country Mouse serve for lunch?

2. What food was on the table in the town?

3. What scared the mice at the feast?

THINK

4. Why did the Country Mouse go home?

5. Which mouse do you think was happier? Why?

CONNECT

6. Would you rather live in the town or the country? What would you like about it?

NARRATION

Close the book and tell the fable back in your own words. How was the town different from the country?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

THE MORAL

What Does the Fable Teach?

AESOP'S MORAL

"Poverty with security is better than plenty in the midst of fear and uncertainty."

WHAT IT MEANS

A simple, safe life can be better than lots of fancy things and being afraid.

Tell or write about a time this moral was true in your life.

Try It

SKILL FOCUS

Compare and contrast: life in the town and life in the country

Make two lists: things you would like about living in the town, and things you would like about living in the country. Which would you choose?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

CHECK YOUR READING

Yes or No?

Read each sentence about "The Town Mouse and the Country Mouse." Circle **Yes** if it is true. Circle **No** if it is not.

1. The Town Mouse visited the country first. Yes No
2. The Country Mouse served pastries. Yes No
3. The Town Mouse lived in a mansion. Yes No
4. A Cat scratched at the door. Yes No
5. The Country Mouse ate lots of cheese. Yes No
6. The Country Mouse went back home. Yes No

My Favorite Part

Tell or write about your favorite part of the fable.

My favorite part is _____

_____

because _____

_____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

WORD SEARCH

The Town Mouse and the Country Mouse

Find the words from the story. Words go across (left to right) and down (top to bottom). Circle each word, then check it off.

O	B	P	K	Y	D	A	M	F	G
V	T	U	H	D	C	A	V	B	N
W	F	I	K	Y	R	E	H	N	A
C	H	E	E	S	E	I	H	E	W
M	C	D	O	G	E	M	R	S	I
O	P	M	F	E	A	S	T	T	T
U	C	A	T	M	T	M	F	Y	B
S	U	T	A	C	O	R	N	S	K
E	O	C	M	T	O	W	N	G	S
F	W	N	W	M	G	R	S	E	O

WORD BANK

- ☐ MOUSE
- ☐ TOWN
- ☐ CAT
- ☐ DOG
- ☐ CHEESE
- ☐ NEST
- ☐ ACORNS
- ☐ FEAST

© Storyland Classics · storylandclassics.com

Name _____ Date _____

PUT IT IN ORDER

What Happens First?

Read each sentence. Write 1 in the circle next to what happens first, 2 next to what happens next, and so on up to 6.

- ◯ The mice find a feast in the mansion.
- ◯ The Town Mouse visits the country.
- ◯ The Country Mouse hurries home.
- ◯ A Cat mews and scratches at the door.
- ◯ The mice go to the town together.
- ◯ The Country Mouse serves roots and acorns.

Retell the Story

Use the order words to tell the story in your own words. Say it out loud, or write it.

First, _____

Next, _____

Then, _____

Last, _____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

STORY MAP

The Ants and the Grasshopper



Fable 7 ✦ starts at 12:05 in the video. Look at the picture from the read-aloud. Who do you see? Then fill in the story map.

Characters

Who is in the story?

Setting

Where and when does it happen?

Problem

What goes wrong?

Solution

How is it fixed? How does it end?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

LET'S TALK

The Ants and the Grasshopper

Young children can answer out loud. Older children can write their answers.

REMEMBER

1. What were the Ants doing in the autumn?

2. What did the Grasshopper do all summer?

3. What did the Ants tell the Grasshopper?

THINK

4. Why didn't the Grasshopper have any food?

5. Should the Ants have shared their food? Why or why not?

CONNECT

6. How do you get ready for something that is coming, like a trip or a new school year?

NARRATION

Close the book and tell the fable back in your own words. How were the Ants and the Grasshopper different?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

THE MORAL

What Does the Fable Teach?

AESOP'S MORAL

"There's a time for work and a time for play."

WHAT IT MEANS

It is wise to get ready for the days ahead, and there is room for music and fun too.

Tell or write about a time this moral was true in your life.

Try It

SKILL FOCUS

Compare and contrast: how the Ants and the Grasshopper spent the summer

Make two lists: things that are work and things that are play in your day. Put a star by one of each you will do today.

© Storyland Classics · storylandclassics.com

Name _____ Date _____

CHECK YOUR READING

Yes or No?

Read each sentence about "The Ants and the Grasshopper." Circle **Yes** if it is true. Circle **No** if it is not.

1. The Ants stored grain during the summer. Yes No
2. The Grasshopper had lots of food. Yes No
3. The Grasshopper carried a fiddle. Yes No
4. The Grasshopper spent the summer making music. Yes No
5. The Ants gave the Grasshopper a big dinner. Yes No
6. The Ants went back to work. Yes No

My Favorite Part

Tell or write about your favorite part of the fable.

My favorite part is _____

_____

because _____

_____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

WORD SEARCH

The Ants and the Grasshopper

Find the words from the story. Words go across (left to right) and down (top to bottom). Circle each word, then check it off.

W	I	N	T	E	R	A	N	T	S
U	P	N	L	W	H	D	F	L	U
R	U	I	E	W	R	A	O	W	G
H	G	S	A	G	F	N	O	B	P
K	T	U	B	R	I	C	D	Y	E
F	I	M	D	A	D	E	R	R	P
Y	I	M	L	I	D	H	U	I	Y
L	J	E	T	N	L	R	L	T	G
E	I	R	R	A	E	V	L	S	G
P	R	E	L	M	M	U	S	I	C

WORD BANK

- [ ] ANTS
- [ ] GRAIN
- [ ] FIDDLE
- [ ] MUSIC
- [ ] FOOD
- [ ] WINTER
- [ ] SUMMER
- [ ] DANCE

© Storyland Classics · storylandclassics.com

Name _____ Date _____

PUT IT IN ORDER

What Happens First?

Read each sentence. Write 1 in the circle next to what happens first, 2 next to what happens next, and so on up to 6.

- ◯ The Ants say, "Now dance!"
- ◯ The Ants store grain all summer.
- ◯ The Ants go back to work.
- ◯ The Grasshopper begs for food.
- ◯ The Grasshopper says he was busy making music.
- ◯ Autumn comes and the Ants dry their grain.

Retell the Story

Use the order words to tell the story in your own words. Say it out loud, or write it.

First, _____

Next, _____

Then, _____

Last, _____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

STORY MAP

The Tortoise and the Hare



Fable 8 ✦ starts at 13:39 in the video. Look at the picture from the read-aloud. Who do you see? Then fill in the story map.

Characters
Who is in the story?

Setting
Where and when does it happen?

Problem
What goes wrong?

Solution
How is it fixed? How does it end?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

LET'S TALK

The Tortoise and the Hare

Young children can answer out loud. Older children can write their answers.

REMEMBER

1. Why did the Hare make fun of the Tortoise?

2. Who was the judge of the race?

3. What did the Hare do in the middle of the race?

THINK

4. Why did the Tortoise win even though he was slow?

5. Was it a good idea for the Hare to take a nap? Why not?

CONNECT

6. Tell about a time you kept trying until you finished something hard.

NARRATION

Close the book and tell the fable back in your own words. How did the slow Tortoise win the race?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

THE MORAL

What Does the Fable Teach?

AESOP'S MORAL

"The race is not always to the swift."

WHAT IT MEANS

Being fast is not enough. Slow and steady effort can win.

Tell or write about a time this moral was true in your life.

Try It

SKILL FOCUS

Character traits: comparing the Tortoise and the Hare

Write one thing that is hard for you right now. Then write one small step you can take every day to get better at it.

© Storyland Classics · storylandclassics.com

Name _____ Date _____

CHECK YOUR READING

Yes or No?

Read each sentence about "The Tortoise and the Hare." Circle **Yes** if it is true. Circle **No** if it is not.

1. The Hare made fun of the Tortoise. Yes No
2. The Fox was the judge. Yes No
3. The Tortoise took a nap. Yes No
4. The Hare was soon far ahead. Yes No
5. The Tortoise stopped to rest. Yes No
6. The Hare won the race. Yes No

My Favorite Part

Tell or write about your favorite part of the fable.

My favorite part is _____

_____

because _____

_____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

WORD SEARCH

The Tortoise and the Hare

Find the words from the story. Words go across (left to right) and down (top to bottom). Circle each word, then check it off.

B	P	G	L	W	A	L	D	C	R
N	A	P	Y	S	Y	S	N	I	C
G	O	A	L	L	M	L	M	W	O
N	F	U	F	W	U	O	E	P	P
H	A	K	V	T	P	W	F	P	F
V	S	R	D	D	O	Y	O	S	E
U	T	H	N	P	O	D	X	M	I
A	W	A	D	U	B	P	R	R	W
E	U	R	A	R	A	C	E	E	I
H	U	E	L	R	R	V	N	T	N

WORD BANK

- ☐ HARE
- ☐ FOX
- ☐ RACE
- ☐ NAP
- ☐ SLOW
- ☐ FAST
- ☐ GOAL
- ☐ WIN

© Storyland Classics · storylandclassics.com

Name _____ Date _____

PUT IT IN ORDER

What Happens First?

Read each sentence. Write 1 in the circle next to what happens first, 2 next to what happens next, and so on up to 6.

- ◯ The Hare lies down for a nap.
- ◯ The Hare laughs at the slow Tortoise.
- ◯ The Hare wakes up and runs his fastest.
- ◯ The Fox starts the race.
- ◯ The Tortoise passes the sleeping Hare.
- ◯ The Tortoise says, "I'll run you a race."

Retell the Story

Use the order words to tell the story in your own words. Say it out loud, or write it.

First, _____

Next, _____

Then, _____

Last, _____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

FABLES TOGETHER

Match the Fable to Its Moral

Every fable ends with a lesson called a moral. Draw a line from each fable to what its moral means.

The Lion and the Mouse	Get ready today for what you will need tomorrow.
The North Wind and the Sun	When you help someone, they may help you back.
The Crow and the Pitcher	Being gentle works better than being rough.
The Dove and the Ant	Even the smallest friend can be a big help.
The Boy Who Cried Wolf	Slow and steady effort can win.
The Town Mouse and the Country Mouse	When you have a problem, stop and think.
The Ants and the Grasshopper	A simple, safe life is better than fancy things and fear.
The Tortoise and the Hare	If you tell lies, people won't believe you when you tell the truth.

© Storyland Classics · storylandclassics.com

Name _____ Date _____

FABLES TOGETHER

Compare Two Fables

"The Lion and the Mouse" and "The Dove and the Ant" have the same moral. Fill in the chart. Then tell how the two fables are alike and different.

	The Lion and the Mouse	The Dove and the Ant
Who is in it?		
Who needs help first?		
How is the kindness paid back?		
What is the moral?		

How are they alike?

How are they different?

Name _____ Date _____

FABLES TOGETHER

Character Traits

A trait is a word that tells what a character is like. Write a trait word for each character. Then tell what the character did that shows it.

kind · boastful · clever · helpful · careless · happy at home · lazy · too proud · brave · thankful · foolish · patient

Character	Trait	What did they do that shows it?
the Mouse The Lion and the Mouse		
the North Wind The North Wind and the Sun		
the Crow The Crow and the Pitcher		
the Dove The Dove and the Ant		
the Shepherd Boy The Boy Who Cried Wolf		
the Country Mouse The Town Mouse and the Country Mouse		
the Grasshopper The Ants and the Grasshopper		
the Hare The Tortoise and the Hare		

© Storyland Classics · storylandclassics.com

Name _____ Date _____

FABLES TOGETHER

Fable Patterns

Fables often use the same ideas again and again. Check each box when the fable has that thing in it.

	TALKING ANIMALS	SOMEONE HELPS	SOMEONE SHOWS OFF	A TRICK OR A JOKE	SOLVING A PROBLEM BY THINKING
The Lion and the Mouse	☐	☐	☐	☐	☐
The North Wind and the Sun	☐	☐	☐	☐	☐
The Crow and the Pitcher	☐	☐	☐	☐	☐
The Dove and the Ant	☐	☐	☐	☐	☐
The Boy Who Cried Wolf	☐	☐	☐	☐	☐
The Town Mouse and the Country Mouse	☐	☐	☐	☐	☐
The Ants and the Grasshopper	☐	☐	☐	☐	☐
The Tortoise and the Hare	☐	☐	☐	☐	☐

The idea I found most often was _____

WHAT MAKES A FABLE?

A fable is a very short story. The characters are often animals that talk and act like people. Something goes wrong, someone makes a choice, and the story ends with a lesson called a moral.

© Storyland Classics · storylandclassics.com

Name _____ Date _____

ACTIVITY 1

Fables in Real Life

Read each story about real kids. Which fable has the same lesson? Write the title on the line. Use the title bank to help.

The Ants and the Grasshopper | The Dove and the Ant | The North Wind and the Sun | The Lion and the Mouse | The Tortoise and the Hare | The Crow and the Pitcher | The Town Mouse and the Country Mouse | The Boy Who Cried Wolf

1. Maya practiced reading a little every day. By spring she read the whole chapter book before anyone else.

2. Sam yelled "I'm hurt!" as a joke. Later, when he really fell, his friends thought he was joking again.

3. A big kid laughed when a first grader offered to help. Then the first grader found the big kid's lost lunchbox.

4. Zoe couldn't reach the top shelf, so she stopped, thought, and got the step stool.

5. Jake played all summer and never started his summer reading list. The night before school, he had nothing done.

6. Ana asked her brother kindly instead of grabbing the toy, and he shared it with her.

7. Ben went to a fancy party but was too nervous to have fun. He was happy to get back to his own cozy room.

8. Leo helped a classmate who dropped her crayons. The next week she shared her snack when Leo forgot his.

© Storyland Classics · storylandclassics.com

Name _____ Date _____

ACTIVITY 2

Plan Your Own Fable

Now you are the storyteller! Pick two animals and a lesson. Fill in each box to plan your fable. You can borrow a moral from Aesop or make up your own.

Two animal characters

Who is in your fable? What is each one like?

Setting

Where does it happen?

Problem

What goes wrong?

Choice

What does each character do?

Ending

How does it end?

Moral

What lesson does it teach?

© Storyland Classics · storylandclassics.com

Name _____ Date _____

ACTIVITY 3

Write and Draw Your Fable

Write your fable on the lines. End it with your moral. Then draw a picture of your favorite part in the frame.

Title _____

The moral: _____

© Storyland Classics · storylandclassics.com

READERS' THEATER

Perform the Fables

Readers' theater means reading a story aloud as a group, with each person taking a part. Nobody needs to memorize anything or wear a costume. Just read your lines with lots of expression!

HOW IT WORKS

1. Choose a script and hand out the parts (some parts can be shared). 2. Highlight your lines. 3. Practice once together, slowly. 4. Perform for family, another class or a stuffed-animal audience!

STAGE DIRECTIONS

Words in *italics* tell you what to do, not what to say. Everyone reads the last line together.

Scripts in this guide

1. **The Lion and the Mouse** (5 parts): Narrator 1, Narrator 2, Lion, Mouse, Hunter
2. **The Town Mouse and the Country Mouse** (6 parts): Narrator 1, Narrator 2, Town Mouse, Country Mouse, Cat, Dog
3. **The Tortoise and the Hare** (5 parts): Narrator 1, Narrator 2, Hare, Tortoise, Fox

Voice ideas

- Big animals can use deep, slow voices. Small animals can use quick, squeaky ones.
- The Narrators read clearly so the audience can follow the story.
- Pause after the moral so everyone can think about it.

© Storyland Classics · storylandclassics.com

READERS' THEATER SCRIPT

The Lion and the Mouse

Narrator 1 · Narrator 2 · Lion · Mouse · Hunter

NARRATOR 1	A Lion lay asleep in the forest, his great head resting on his paws.
NARRATOR 2	A timid little Mouse came upon him unexpectedly. In her fright and haste to get away, she ran across the Lion's nose.
LION	"Grrr! Who woke me up?" *Slaps one paw down.*
NARRATOR 1	The Lion laid his huge paw angrily on the tiny creature.
MOUSE	"Spare me! Please let me go, and some day I will surely repay you." *Squeaky and scared.*
LION	"Ha, ha! How could a little Mouse ever help a Lion? Very well, go."
NARRATOR 2	Some days later, while stalking his prey in the forest, the Lion was caught in the toils of a hunter's net.
HUNTER	"That net will hold him tight!" *Pretend to tie a rope.*
LION	"ROAR! ROAR! I can't get free!" *Everyone covers their ears.*
NARRATOR 1	The Mouse knew the voice. She quickly found the Lion struggling in the net.
MOUSE	"Don't worry. I will help you."
NARRATOR 2	She ran to one of the great ropes that bound him and gnawed it until it parted. Soon the Lion was free.
MOUSE	"You laughed when I said I would repay you. Now you see that even a Mouse can help a Lion."
EVERYONE	"A kindness is never wasted!"

© Storyland Classics · storylandclassics.com

READERS' THEATER SCRIPT

The Town Mouse and the Country Mouse

Narrator 1 · Narrator 2 · Town Mouse · Country Mouse · Cat · Dog

NARRATOR 1 A Town Mouse once visited a relative who lived in the country.

COUNTRY MOUSE "Welcome! I have wheat stalks, roots and acorns for lunch, and cold water to drink."

Proudly sets out the food.

TOWN MOUSE "Oh. How... simple."

Nibbles a tiny bit and wrinkles her nose.

NARRATOR 2 After lunch the Town Mouse talked and talked about her life in the city.

TOWN MOUSE "Come home with me tomorrow. You will see how fine life can be!"

NARRATOR 1 In the mansion they found the leavings of a very fine banquet: sweetmeats, jellies, pastries and delicious cheeses.

COUNTRY MOUSE "Oh my! I've never seen so much food!"

CAT "Meow! MEOW!"

Scratch at the door.

NARRATOR 2 In great fear the Mice scurried to a hiding place and lay quite still, hardly daring to breathe.

NARRATOR 1 When at last they crept back to the feast, the door opened and in came the servants, followed by the House Dog.

DOG "Woof! Woof!"

COUNTRY MOUSE "You may have luxuries and dainties that I have not, but I prefer my plain food and simple life in the country with the peace and security that go with it."

Picks up her carpet bag and umbrella.

EVERYONE "A simple, safe life is better than plenty and fear!"

© Storyland Classics · storylandclassics.com

READERS' THEATER SCRIPT

The Tortoise and the Hare

Narrator 1 · Narrator 2 · Hare · Tortoise · Fox

NARRATOR 1	A Hare was making fun of the Tortoise one day for being so slow.
HARE	"Do you ever get anywhere?" *Laughs and hops in circles.*
TORTOISE	"Yes, and I get there sooner than you think. I'll run you a race and prove it." *Slow and calm.*
NARRATOR 2	The Hare thought this was very funny, but he agreed. The Fox marked the distance and started the runners off.
FOX	"On your marks… get set… GO!" *Wave a flag.*
NARRATOR 1	The Hare was soon far out of sight.
HARE	"That slow old Tortoise will never catch me. I'll take a little nap." *Yawns and stretches.*
TORTOISE	"Step by step. Step by step." *Walk in place slowly.*
NARRATOR 2	The Tortoise kept going slowly but steadily, and after a time he passed the place where the Hare was sleeping.
NARRATOR 1	When at last the Hare woke up, the Tortoise was near the goal.
HARE	"Oh no!" *Runs as fast as he can.*
FOX	"The Tortoise wins!"
TORTOISE	"Slow and steady wins the race."
EVERYONE	"The race is not always to the swift!"

© Storyland Classics · storylandclassics.com

Name _____ Date _____

WRAP-UP

Which Fable Is It?

Read each clue. Which fable is it from? Write the title on the line. Use the title bank to help.

The Ants and the Grasshopper | The Dove and the Ant | The North Wind and the Sun | The Lion and the Mouse | The Tortoise and the Hare | The Crow and the Pitcher | The Town Mouse and the Country Mouse | The Boy Who Cried Wolf

1. A tired traveler takes off his cloak.

_____

2. Pebbles go plop, plop, plop into a pitcher.

_____

3. A rope is chewed until it breaks.

_____

4. A Cat scratches at the door of a mansion.

_____

5. A fiddle player has no food for winter.

_____

6. A blade of straw floats on a brook.

_____

7. A Fox waves the runners off.

_____

8. Nobody comes running the last time.

_____

My favorite fable

My favorite fable is _____

because _____

© Storyland Classics · storylandclassics.com

Name _____ Date _____

WRAP-UP

Fable Show & Retelling Rubric

Plan a fable show for family or classmates. Each reader retells a fable or performs a readers' theater script.

#	Reader or group	Fable
1		
2		
3		
4		
5		
6		

How did I do?

Circle one box in each row after you retell.

	Getting there	Got it!	Wow!
Beginning, middle, end	Told one part	Told most of the story	Told the whole story in order
Characters	Named one character	Named the main characters	Told what each character did
The moral	Did not tell the lesson	Told the lesson with help	Told the lesson in their own words
Speaking	Hard to hear	Most people could hear	Clear voice with expression

© Storyland Classics · storylandclassics.com



✦ CERTIFICATE ✦

Fable Expert

This certifies that

_____

has finished the **Aesop's Fables Collection Guide**
and can tell the fables of **Aesop** and the lessons they teach.

Date _____ Signed _____

MORAL POSTERS

Morals for Your Wall

Print these pages in color for a classroom wall, a reading corner or a family binder. Each poster has the fable's picture from the read-aloud and Aesop's moral.

© Storyland Classics · storylandclassics.com

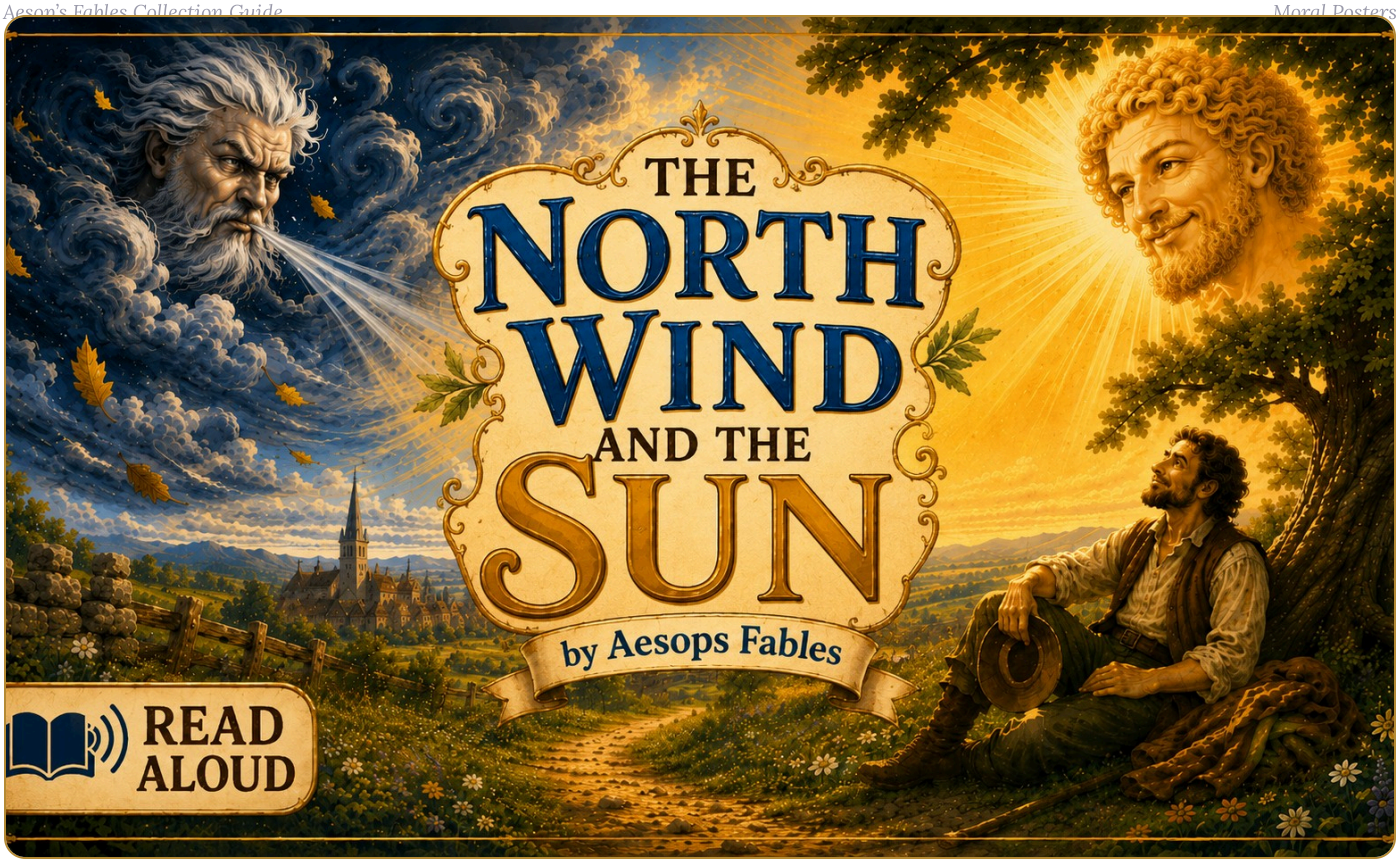


The Lion and the Mouse

THE MORAL

"A kindness is never wasted."

© Storyland Classics · storylandclassics.com

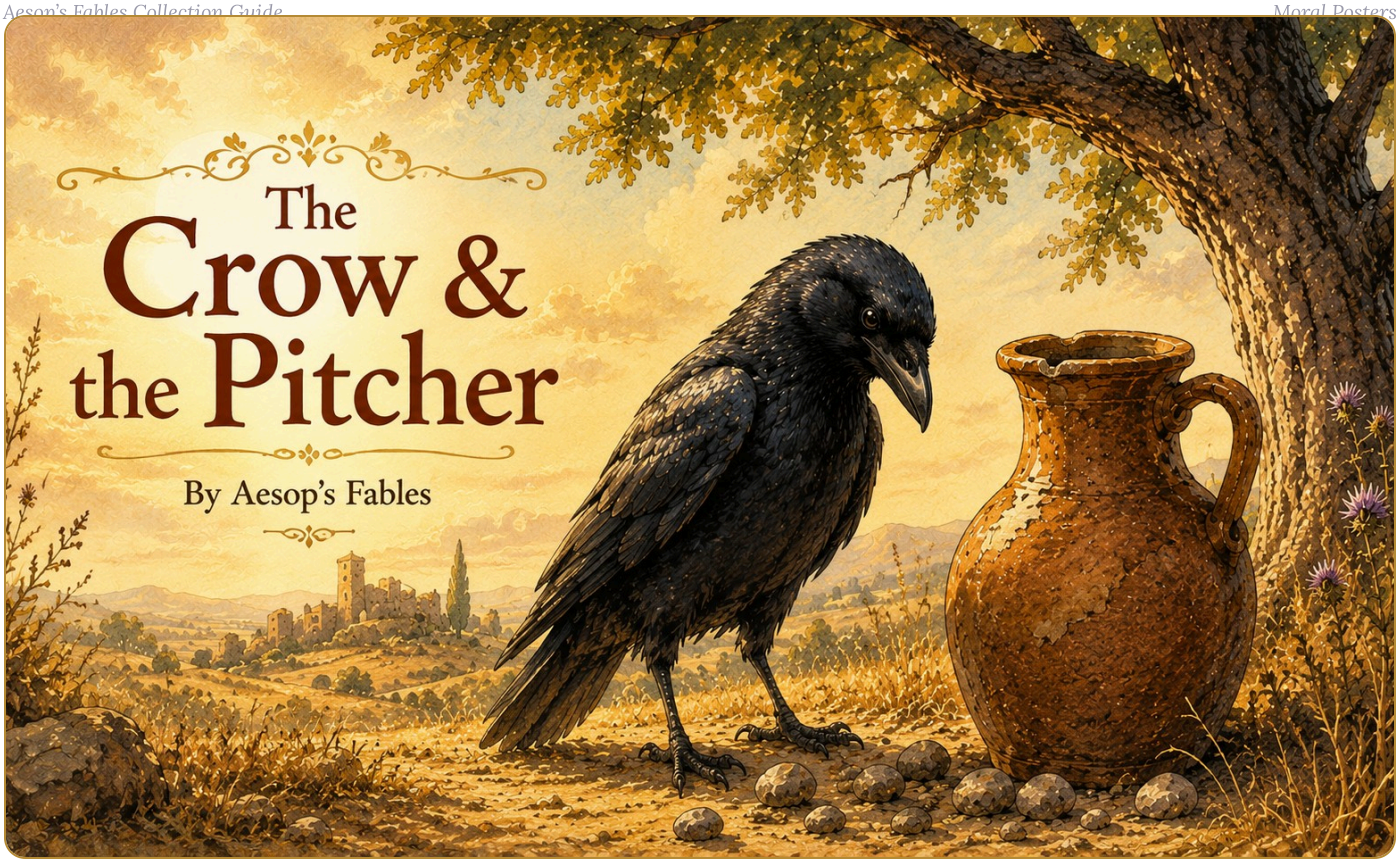


The North Wind and the Sun

THE MORAL

"Gentleness and kind persuasion win where force and bluster fail."

© Storyland Classics · storylandclassics.com

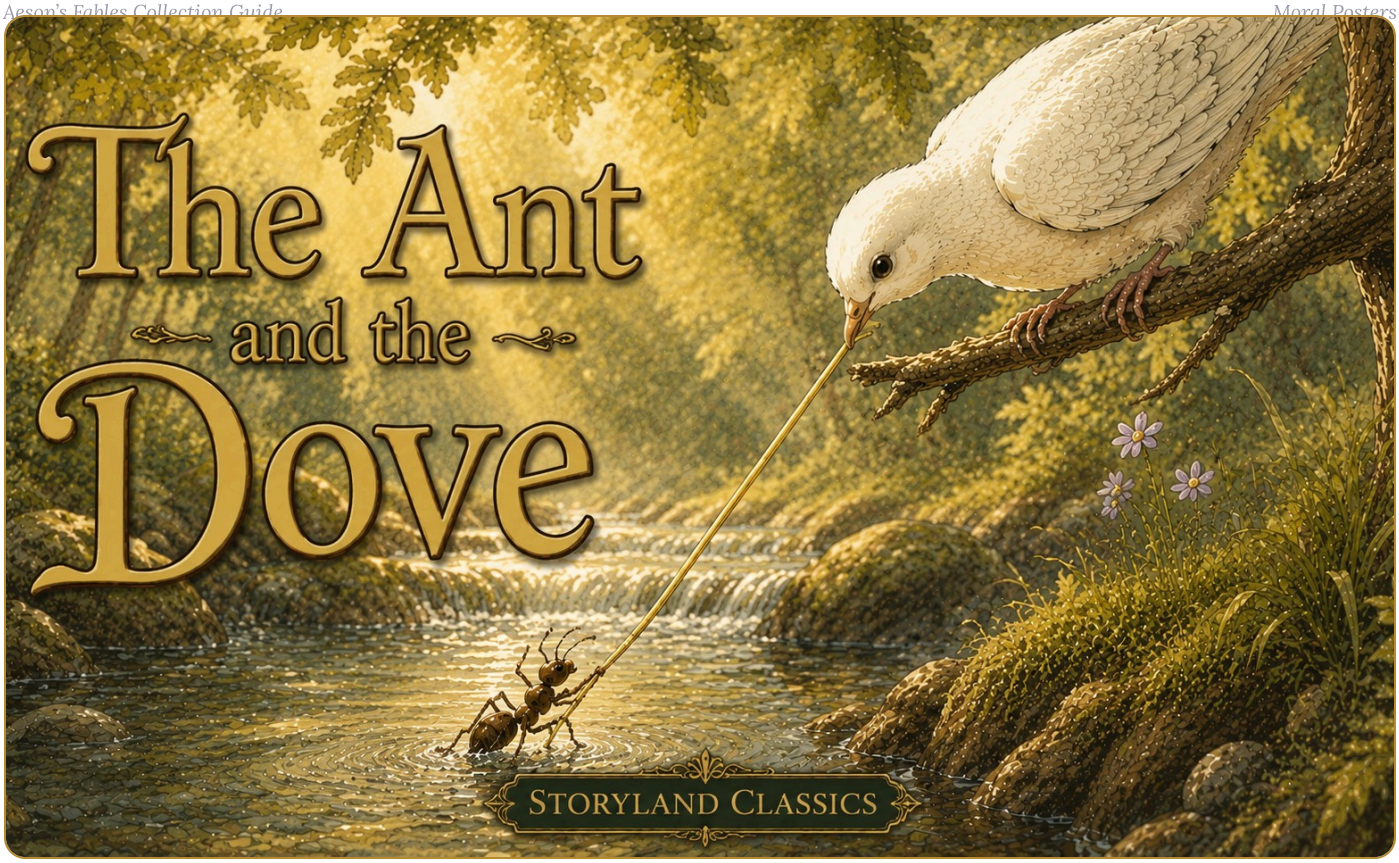


The Crow and the Pitcher

THE MORAL

"In a pinch a good use of our wits may help us out."

© Storyland Classics · storylandclassics.com



The Dove and the Ant

THE MORAL

"A kindness is never wasted."

© Storyland Classics · storylandclassics.com

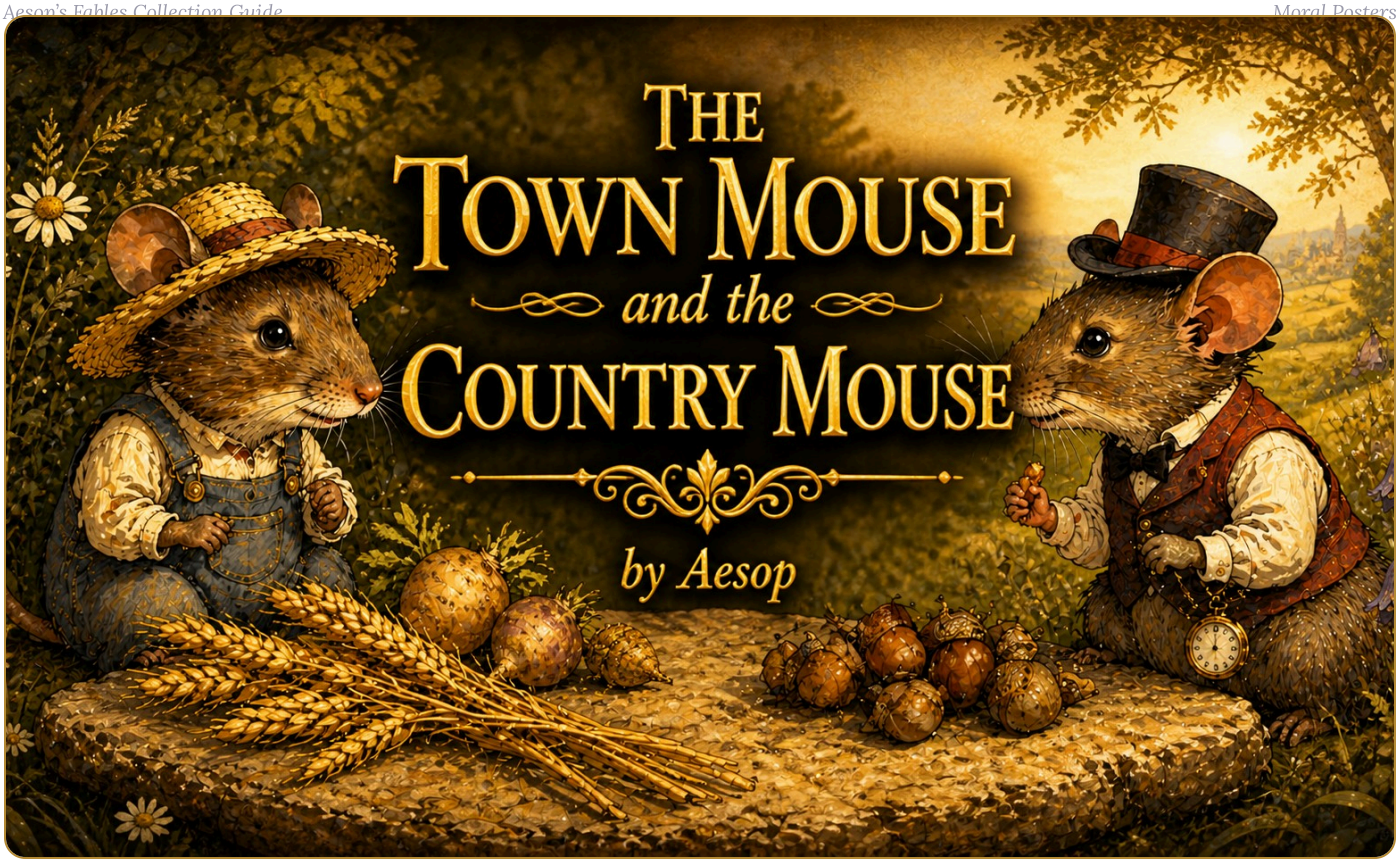


The Boy Who Cried Wolf

THE MORAL

"Liars are not believed even when they speak the truth."

© Storyland Classics · storylandclassics.com

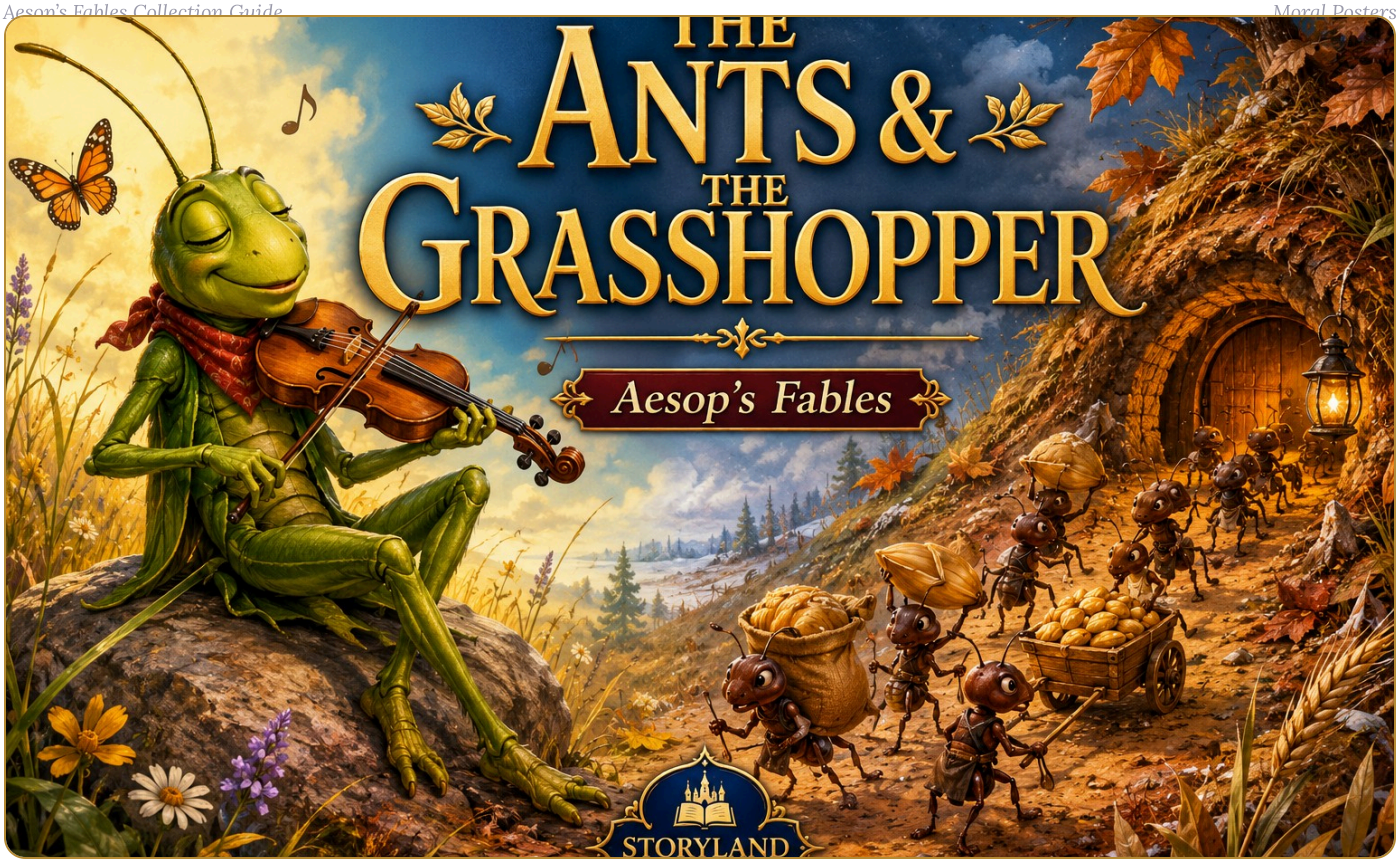


The Town Mouse and the Country Mouse

THE MORAL

"Poverty with security is better than plenty in the midst of fear and uncertainty."

© Storyland Classics · storylandclassics.com

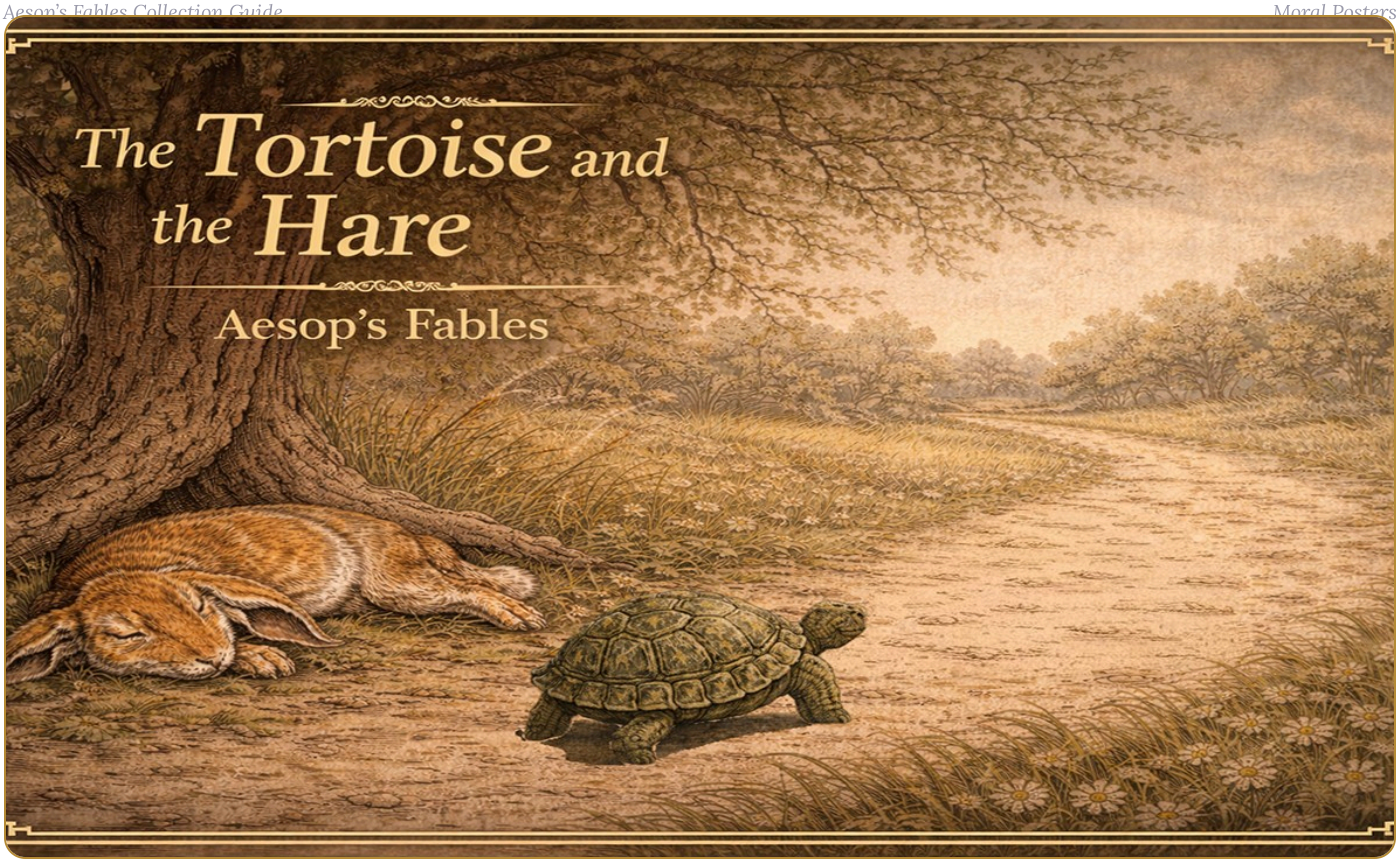


The Ants and the Grasshopper

THE MORAL

"There's a time for work and a time for play."

© Storyland Classics · storylandclassics.com



The Tortoise and the Hare

THE MORAL

"The race is not always to the swift."

© Storyland Classics · storylandclassics.com

FOR GROWN-UPS

Answer Key: Let's Talk

Sample answers to the Remember questions. The Think and Connect questions have no single right answer; accept any answer children can support with the story.

FABLE	1	2	3
The Lion and the Mouse	She ran across his nose.	That some day she would repay him.	She gnawed through a rope of the net.
The North Wind and the Sun	Which of them was the stronger.	Blew a cold, howling blast at him.	He unfastened his cloak, then took it off and rested in the shade.
The Crow and the Pitcher	He was thirsty and couldn't reach the water.	The pitcher was tall with a narrow neck.	Small pebbles.
The Dove and the Ant	She fell in and could not reach the bank.	The Dove dropped a blade of straw beside her.	She stung the man's heel so he missed.
The Boy Who Cried Wolf	To watch his master's sheep.	"Wolf! Wolf!"	He cried for help, but the Villagers didn't believe him.
The Town Mouse and the Country Mouse	Wheat stalks, roots and acorns, with cold water.	Sweetmeats, jellies, pastries and cheeses.	A Cat at the door, then the servants and the House Dog.
The Ants and the Grasshopper	Drying out the grain they had stored during the summer.	Made music.	"Making music, were you? Very well; now dance!"
The Tortoise and the Hare	Because the Tortoise was so slow.	The Fox.	He lay down beside the course and took a nap.

© Storyland Classics · storylandclassics.com

FOR GROWN-UPS

Answer Key: Story Maps & Order

The Lion and the Mouse

Story map. Characters: the Lion, the Mouse, a hunter (only his net appears). Setting: a forest. Problem: first the Mouse is caught by the Lion, then the Lion is caught in a net. Solution: the Lion lets the Mouse go, and the Mouse gnaws the rope to set the Lion free.
Put it in order. the Mouse runs across the Lion's nose → "Spare me!" → the Lion lets her go → the Lion is caught in a net → the Mouse hears him roaring → she gnaws through the rope.

The North Wind and the Sun

Story map. Characters: the North Wind, the Sun, the Traveler. Setting: a road through the countryside. Problem: the North Wind and the Sun argue about who is stronger. Solution: they hold a contest, and the gentle Sun wins by making the Traveler take off his cloak.
Put it in order. the quarrel → the North Wind blows a cold blast → the Traveler wraps his cloak tighter → the Sun shines gently and warmly → he takes off his cloak → he rests in the shade.

The Crow and the Pitcher

Story map. Characters: the Crow. Setting: a dry place in a spell of dry weather. Problem: the Crow is thirsty and can't reach the water in the pitcher. Solution: he drops in pebbles until the water rises high enough to drink.
Put it in order. dry weather → the Crow finds a pitcher → he can't reach the water → he drops in a pebble → the water rises higher and higher → he drinks.

The Dove and the Ant

Story map. Characters: the Dove, the Ant, the man. Setting: a brook in the woods. Problem: first the Ant is drowning, then the Dove is in danger. Solution: the Dove saves the Ant with a straw, and the Ant saves the Dove with a sting.
Put it in order. the Ant falls into the brook → the Dove drops a blade of straw → the Ant floats to shore → a man gets ready to throw a stone → the Ant stings his heel → the Dove flies to safety.

© Storyland Classics · storylandclassics.com

FOR GROWN-UPS

Answer Key: Story Maps & Order

The Boy Who Cried Wolf

Story map. Characters: the Shepherd Boy, the Villagers, the sheep, the Wolf. Setting: a pasture near a dark forest, not far from the village. Problem: the Boy tricks the Villagers, and then a real Wolf comes. Solution: there is no happy solution; no one believes him, and he learns a hard lesson about telling the truth.
Put it in order. the Boy is bored → shouts "Wolf!" and the Villagers come → he laughs at them → shouts "Wolf!" again as a trick → a real Wolf comes → the Villagers do not come.

The Town Mouse and the Country Mouse

Story map. Characters: the Town Mouse, the Country Mouse, the Cat, the servants, the House Dog. Setting: a nest in a country hedgerow, then a mansion in the city. Problem: the town has fancy food but is full of danger. Solution: the Country Mouse goes home to her plain, peaceful life.
Put it in order. the Town Mouse visits the country → the Country Mouse serves roots and acorns → they go to the town → they find a feast → a Cat scratches at the door → the Country Mouse hurries home.

The Ants and the Grasshopper

Story map. Characters: the Ants, the Grasshopper. Setting: a field in late autumn, with winter coming. Problem: the Grasshopper has no food for winter. Solution: the Ants, who worked all summer, have plenty, but they will not share with the Grasshopper.
Put it in order. the Ants store grain all summer → autumn comes and they dry their grain → the Grasshopper begs for food → he says he was busy making music → "Now dance!" → the Ants go back to work.

The Tortoise and the Hare

Story map. Characters: the Tortoise, the Hare, the Fox (the judge). Setting: a country road from the start to the goal. Problem: the Hare makes fun of the slow Tortoise, so they race. Solution: the Hare stops for a nap, and the Tortoise keeps going and wins.
Put it in order. the Hare laughs at the Tortoise → "I'll run you a race" → the Fox starts the race → the Hare naps → the Tortoise passes him → the Hare wakes and runs, but the Tortoise wins.

© Storyland Classics · storylandclassics.com

FOR GROWN-UPS

Answer Key: Fables Together

Yes or No?

The Lion and the Mouse	1. Y 2. N 3. Y 4. Y 5. N 6. Y
The North Wind and the Sun	1. Y 2. Y 3. N 4. Y 5. Y 6. N
The Crow and the Pitcher	1. Y 2. N 3. Y 4. Y 5. N 6. Y
The Dove and the Ant	1. Y 2. Y 3. N 4. Y 5. N 6. Y
The Boy Who Cried Wolf	1. Y 2. N 3. Y 4. Y 5. N 6. Y
The Town Mouse and the Country Mouse	1. Y 2. N 3. Y 4. Y 5. N 6. Y
The Ants and the Grasshopper	1. Y 2. N 3. Y 4. Y 5. N 6. Y
The Tortoise and the Hare	1. Y 2. Y 3. N 4. Y 5. N 6. N

Match the Fable to Its Moral

The Lion and the Mouse: Even the smallest friend can be a big help. · The North Wind and the Sun: Being gentle works better than being rough. · The Crow and the Pitcher: When you have a problem, stop and think. · The Dove and the Ant: When you help someone, they may help you back. · The Boy Who Cried Wolf: If you tell lies, people won't believe you when you tell the truth. · The Town Mouse and the Country Mouse: A simple, safe life is better than fancy things and fear. · The Ants and the Grasshopper: Get ready today for what you will need tomorrow. · The Tortoise and the Hare: Slow and steady effort can win.

Fables in Real Life

1. The Tortoise and the Hare · 2. The Boy Who Cried Wolf · 3. The Lion and the Mouse · 4. The Crow and the Pitcher · 5. The Ants and the Grasshopper · 6. The North Wind and the Sun · 7. The Town Mouse and the Country Mouse · 8. The Dove and the Ant. Items 3 and 8 can be either kindness fable.

Which Fable Is It?

1. The North Wind and the Sun · 2. The Crow and the Pitcher · 3. The Lion and the Mouse · 4. The Town Mouse and the Country Mouse · 5. The Ants and the Grasshopper · 6. The Dove and the Ant · 7. The Tortoise and the Hare · 8. The Boy Who Cried Wolf

Compare Two Fables

Lion and Mouse: the Mouse is caught first; she gnaws the net to free the Lion. Dove and Ant: the Ant falls in the brook first; it stings the hunter so the Dove escapes. Both: a kindness is never wasted.

Character Traits

Answers will vary. Possible: Mouse, thankful or brave; North Wind, boastful; Crow, clever; Dove, kind or helpful; Shepherd Boy, foolish or careless; Country Mouse, happy at home; Grasshopper, lazy; Hare, too proud.

Fable Patterns

	TALKING ANIMALS	SOMEONE HELPS	SOMEONE SHOWS OFF	A TRICK OR A JOKE	SOLVING A PROBLEM BY THINKING
The Lion and the Mouse	✓	✓	✓		
The North Wind and the Sun			✓		
The Crow and the Pitcher	✓				✓
The Dove and the Ant	✓	✓			
The Boy Who Cried Wolf				✓	
The Town Mouse and the Country Mouse	✓		✓		
The Ants and the Grasshopper	✓				
The Tortoise and the Hare	✓		✓		

© Storyland Classics · storylandclassics.com

FOR GROWN-UPS

Answer Key: Word Searches

The Lion and the Mouse

S	T	H	P	R	T	K	H	R	W
F	N	A	M	O	J	H	Y	O	O
R	S	W	P	A	J	L	B	P	V
E	R	B	G	R	B	J	F	E	J
E	A	R	E	Y	H	U	I	M	J
S	A	K	H	V	M	O	U	S	E
W	G	U	E	F	P	O	N	E	T
M	L	I	O	N	Y	I	P	A	W
N	S	R	U	C	V	A	W	D	S
F	W	N	N	O	S	E	W	G	W

The North Wind and the Sun

G	T	W	J	J	R	N	B	C	A
G	O	I	F	V	H	E	V	Y	I
R	T	N	P	O	C	L	O	A	K
R	R	D	E	S	S	U	N	D	J
O	E	N	S	U	J	Y	L	I	O
A	E	A	M	N	I	M	F	O	H
D	V	H	U	B	Y	A	G	F	W
W	A	R	M	A	Y	D	J	R	A
B	Y	L	C	O	L	D	R	G	L
C	A	P	N	E	S	F	N	S	N

The Crow and the Pitcher

E	A	N	Y	N	C	J	J	J	P
F	W	A	T	E	R	W	T	D	I
E	D	S	T	O	N	E	B	R	T
U	D	G	E	C	R	O	W	Y	C
I	E	N	B	M	O	O	F	C	H
B	J	D	T	C	S	W	R	A	E
G	A	R	U	D	W	H	I	D	R
A	B	I	R	D	D	V	C	N	I
P	I	N	Y	I	D	E	A	B	F
L	G	K	U	O	V	E	O	C	E

The Dove and the Ant

N	K	J	G	E	H	B	L	S	A
H	E	G	S	I	N	H	I	T	P
H	H	J	C	G	J	W	F	O	D
F	P	Y	L	C	T	H	H	N	O
U	B	O	N	S	H	F	A	E	V
V	M	A	L	T	S	T	P	H	E
D	A	O	Y	R	M	B	A	N	K
S	N	R	K	A	F	W	O	O	D
K	A	F	K	W	U	O	V	E	Y
W	B	A	N	T	B	R	O	O	K

The Boy Who Cried Wolf

Y	C	B	D	B	D	O	G	E	F
O	V	F	P	I	P	E	P	T	H
I	H	P	I	G	U	W	W	G	H
E	C	T	R	U	T	H	U	W	S
N	R	E	T	O	D	O	P	K	T
L	E	U	R	L	F	V	U	F	O
I	A	S	U	A	H	A	O	L	W
B	O	Y	M	T	R	F	V	O	N
U	S	H	E	E	P	I	W	C	P
W	O	L	F	A	P	E	A	K	L

The Town Mouse and the Country Mouse

O	B	P	K	Y	D	A	M	F	G
V	T	U	H	D	C	A	V	B	N
W	F	I	K	Y	R	E	H	N	A
C	H	E	E	S	E	I	H	E	W
M	C	D	O	G	E	M	R	S	I
O	P	M	F	E	A	S	T	T	T
U	C	A	T	M	T	M	F	Y	B
S	U	T	A	C	O	R	N	S	K
E	O	C	M	T	O	W	N	G	S
F	W	N	W	M	G	R	S	E	O

The Ants and the Grasshopper

W	I	N	T	E	R	A	N	T	S
U	P	N	L	W	H	D	F	L	U
R	U	I	E	W	R	A	O	W	G
H	G	S	A	G	F	N	O	B	P
K	T	U	B	R	I	C	D	Y	E
F	I	M	D	A	D	E	R	R	P
Y	I	M	L	I	D	H	U	I	Y
L	J	E	T	N	L	R	L	T	G
E	I	R	R	A	E	V	L	S	G
P	R	E	L	M	M	U	S	I	C

The Tortoise and the Hare

B	P	G	L	W	A	L	D	C	R
N	A	P	Y	S	Y	S	N	I	C
G	O	A	L	L	M	L	M	W	O
N	F	U	F	W	U	O	E	P	P
H	A	K	V	T	P	W	F	P	F
V	S	R	D	D	O	Y	O	S	E
U	T	H	N	P	O	D	X	M	I
A	W	A	D	U	B	P	R	R	W
E	U	R	A	R	A	C	E	E	I
H	U	E	L	R	R	V	N	T	N

Thank you!

We hope you enjoyed these classic fables. Each one also has its own free story guide at **storylandclassics.com**, and you can watch them all on YouTube at **@StorylandClassics**.

Terms of use. This resource is for use by one teacher or family in a classroom or home. Please do not share, resell or post it online; instead, send others to storylandclassics.com. The fable texts from *The Æsop for Children* (1919) are in the public domain. Illustrations, activities and design © Storyland Classics.

FOR TEACHERS

Standards Alignment

Common Core State Standards for English Language Arts, kindergarten to grade 2. Codes also appear at the bottom of each page.

STANDARDS	WHAT CHILDREN PRACTICE	WHERE IN THIS GUIDE
RL.K.1 RL.1.1	Ask and answer questions about key details in a text.	Let's Talk; Yes or No?
RL.K.2 RL.1.2 RL.2.2	Retell stories and poems, including key details, and show understanding of their message.	Put It in Order; Fable Show; Put It in Order; The Moral; Match the Moral; The Moral; Match the Moral; Fables in Real Life
RL.K.3 RL.1.3 RL.2.3	Identify and describe characters, settings and major events.	Story Map; Character Traits; Character Traits
RL.K.5	Recognize types of texts and describe the overall structure (beginning, middle and end).	Meet Aesop (what is a fable?); Fable Patterns
RL.K.6 RL.2.6	Identify who is speaking and use a different voice for each character when reading aloud.	Meet Aesop; Readers' Theater
RL.K.7 RL.1.7	Use illustrations and words together to describe characters, setting and events.	Story Map picture
RL.K.9 RL.1.9	Compare and contrast the adventures and experiences of characters.	Compare Two Fables; Fable Patterns
RL.K.10 RL.1.10	Engage in group reading of poems and stories with purpose and understanding.	Reading the fables together; Passport
RF.K.1b	Understand the organization of print (left to right, top to bottom).	Word Search
RF.K.3c RF.1.3	Read common high-frequency words by sight.	Word Search
RF.1.4b RF.2.4b	Read aloud with accuracy, appropriate rate and expression.	Readers' Theater
SL.K.1 SL.1.1	Take part in conversations about the text with classmates and adults.	Let's Talk (discussion)
SL.K.2	Ask and answer questions about a text read aloud or presented through media.	Read-aloud video
SL.K.5	Add drawings or other visual displays to descriptions as desired to provide additional detail.	Write and Draw Your Fable
SL.K.6 SL.1.6	Speak audibly and express ideas clearly.	Readers' Theater; Fable Show; Fable Show
W.K.1	Use drawing and writing to share an opinion and give a reason.	My Favorite Part; My favorite fable
W.K.2	Use a combination of drawing, dictating and writing to compose informative texts.	Try It
W.K.3 W.1.3 W.2.3	Use drawing, dictating and writing to tell about an event or imagined experience.	Plan and Write Your Own Fable; Write Your Own Fable

© Storyland Classics · storylandclassics.com