Storyland Classics

FREE STORY GUIDE

*A fairy tale by the Brothers Grimm (1812)*




- ✦ Meet the Author
- ✦ The Big Idea & Try It
- ✦ Yes or No & ABC Order
- ✦ Read It With Voices
- ✦ Standards
- ✦ Story Map
- ✦ Word Match & Sort
- ✦ Put It in Order
- ✦ Handwriting
- ✦ Let's Talk
- ✦ Word Search
- ✦ Who Said It? & Feelings
- ✦ Answer Key

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

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

FOR GROWN-UPS

# How to Use This Guide

This free guide goes with the Storyland Classics read-aloud of “Rumpelstiltskin.” Every page is ready to print, and no sign-up is needed. Pick the pages that suit your child or class.

ABOUT THE STORY

A poor miller boasts to the king that his daughter can spin straw into gold. The king locks her in a room full of straw, and a strange little man spins it for her, three nights in a row, in return for her necklace, her ring and, at last, a promise of her first child. When he comes to collect, the queen has three days to guess his name. A messenger overhears it just in time. Grown-ups may want to preview the ending, where the little man stamps in a rage.

SKILL FOCUS

The rule of three: things that happen three times in fairy tales

WATCH AND READ ALONG

Scan the code to watch the read-aloud and read the full story, or visit storylandclassics.com/rumpelstiltskin-guide. The Brothers Grimm (1812), in Lucy Crane’s translation, *Household Stories* (1882). Public domain.

## A simple routine

1. **Day 1.** Watch the read-aloud together, then fill in the Story Map.
2. **Day 2.** Meet the author, then use Let’s Talk and The Big Idea.
3. **Day 3.** Learn the words with the word match, word sort and word search.
4. **Day 4.** Put the story in order, then perform it with voices.

## What’s inside


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## Standards

Every activity is aligned to the Common Core State Standards for kindergarten to grade 2. Codes appear at the bottom of each page, and the full table is on the last page.

## Younger children

Children who aren’t writing yet can answer out loud or tell a grown-up what to write.

Name _____ Date _____

MEET THE AUTHOR

# The Brothers Grimm

Jacob 1785–1863 ✦ Wilhelm 1786–1859

Jacob and Wilhelm Grimm were brothers who grew up in Germany. They loved the old stories that ordinary people told, and they wrote them down so they would not be forgotten. In 1812 they published the first book of *Children's and Household Tales*, which includes *Rumpelstiltskin*, *The Elves and the Shoemaker*, *Snow White* and *Hansel and Gretel*. They were also librarians and language scholars, and they started a giant German dictionary.

## Questions About the Author

1. Where did the Brothers Grimm find their stories?

2. Why do you think they wanted to write the old stories down?

3. Which Grimm fairy tale do you know best?

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Name _____ Date _____

STORY MAP

# Rumpelstiltskin



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?*

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Name _____ Date _____

LET'S TALK

# Rumpelstiltskin

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

## REMEMBER

1. What did the miller tell the king?

2. What three things did the girl give the little man?

3. How did the queen find out his name?

## THINK

4. Why was the miller's boast a bad idea?

5. Why do you think the little man wanted his name kept secret?

## CONNECT

6. Have you ever made a promise that was hard to keep? What happened?

**NARRATION**

Close the book and tell the story back in your own words. How did the queen guess the little man's name?

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Name _____ Date _____

THE BIG IDEA

# What Does the Story Teach?

THE LESSON

Be careful what you boast about and what you promise. Words have power, and a promise is not something to give away lightly.

What does this mean to you? Tell or write about a time it was true in your life.

## Try It

SKILL FOCUS

The rule of three: things that happen three times in fairy tales

Things in fairy tales often happen three times. List the three rooms of straw and what the girl gave the little man each night.

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Name _____ Date _____

WORDS TO KNOW

# Word Match

Draw a line from each word to what it means.

| | |
|---|---|
| miller | a big stone home for a king |
| spin | someone who carries news |
| straw | a person who grinds grain into flour |
| castle | jewelry worn around the neck |
| bobbin | dry stalks of grain |
| necklace | funny |
| messenger | to twist straw or wool into thread |
| comical | a spool that holds thread |

## Word Sort: Gold or Not Gold?

Write each word in the right box.

the spun thread · the straw · the full bobbins · the spinning wheel · the treasure · the candle · the king's riches · the little house

| Gold | Not gold |
|---|---|
| | |

Name _____ Date _____

WORD SEARCH

# Rumpelstiltskin

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

WORD BANK

- ☐ KING
- ☐ GOLD
- ☐ STRAW
- ☐ QUEEN
- ☐ NAME
- ☐ WHEEL
- ☐ RING
- ☐ FIRE

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Name _____ Date _____

CHECK YOUR READING

# Yes or No?

Read each sentence about the story. Circle **Yes** if it is true. Circle **No** if it is not.

1. The miller said his daughter could spin straw into gold. Yes No
2. The girl knew how to spin gold. Yes No
3. The little man spun the straw three nights. Yes No
4. The girl gave the little man her shoes. Yes No
5. The queen had three days to guess his name. Yes No
6. A messenger heard the little man singing his name. Yes No

## ABC Order

Write these words from the story in ABC order.

king straw gold queen name

1 _____

2 _____

3 _____

4 _____

5 _____

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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 queen guesses, “Rumpelstiltskin!”
- ◯ The miller boasts to the king.
- ◯ The little man asks for the queen’s child.
- ◯ The little man spins straw into gold for a necklace.
- ◯ The messenger hears the little man singing.
- ◯ The miller’s daughter becomes queen.

## 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,** _____

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Name _____ Date _____

CHARACTERS

# Who Said It?

Read each line from the story. Write who said it. Use the name bank to help.

the king | the little man | the messenger | the miller's daughter | the queen

"Good evening, miller's daughter; why are you crying?" _____

"This, too, must be spun in one night." _____

"I have nothing left to give." _____

"I have not been able to find one single new name." _____

"Then perhaps your name is Rumpelstiltskin!" _____

## How Did the miller's daughter Feel?

Write a feeling word for each part of the story. Use the word bank, or choose your own.

scared | worried | thankful | happy | hopeful | relieved | brave

| When... | the miller's daughter felt... |
|---|---|
| the king locked her in with the straw | |
| the little man spun the gold | |
| she became queen | |
| the little man came for the child | |
| the messenger told her the name | |
| she said his name | |

Name _____ Date _____

PERFORM IT

# Read It With Voices

Three readers take the parts. Say "whirr, whirr, whirr!" together as the wheel spins.

| | |
|---|---|
| **LITTLE MAN** | "Good evening, miller's daughter; why are you crying?" |
| **GIRL** | "I have got to spin gold out of straw, and I don't understand the business." |
| **LITTLE MAN** | "What will you give me if I spin it for you?" |
| **GIRL** | "My necklace." |
| **EVERYONE** | Whirr, whirr, whirr! |
| **LITTLE MAN** | "Now, Mrs. Queen, what is my name?" |
| **QUEEN** | "Are you called Jack? … Then perhaps your name is Rumpelstiltskin!" |

## My Favorite Part

My favorite part is _____

_____

because _____

_____

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Name _____ Date _____

HANDWRITING PRACTICE

# Rumpelstiltskin

Trace the gray words, then write them on your own on the empty lines. Tall letters touch the top line; small letters reach the dotted line.

What is my name?

What is my name?

What is my name?

Whirr, whirr, whirr!

Whirr, whirr, whirr!

Whirr, whirr, whirr!

☐ I started with a capital letter. ☐ I left spaces between words. ☐ I copied the end mark.

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FOR GROWN-UPS

# Answer Key & Ideas

## Story Map

Characters: the miller, his daughter (later the queen), the king, the little man (Rumpelstiltskin), the messenger. Setting: the king's castle and a little house in the woods, long ago. Problem: the girl must spin straw into gold, and later the little man wants her child. Solution: the messenger hears the little man's name, and the queen guesses it.

## Let's Talk

1. That his daughter could spin straw into gold. 2. Her necklace, her ring and a promise of her first child. 3. A messenger heard him singing his name by a fire in the woods. 4–6. Answers will vary.

## Word Search

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

## Word Match & Sort

miller: a person who grinds grain into flour · spin: to twist straw or wool into thread · straw: dry stalks of grain · castle: a big stone home for a king · bobbin: a spool that holds thread · necklace: jewelry worn around the neck · messenger: someone who carries news · comical: funny. Sort: Gold: the spun thread, the full bobbins, the treasure, the king's riches. Not gold: the straw, the spinning wheel, the candle, the little house.

## Yes or No? & ABC Order

1. Yes · 2. No · 3. Yes · 4. No · 5. Yes · 6. Yes. ABC order: gold, king, name, queen, straw.

## Put It in Order

the miller boasts → straw into gold for a necklace → she becomes queen → the little man asks for her child → the messenger hears him singing → "Rumpelstiltskin!"

## Who Said It?

1. the little man · 2. the king · 3. the miller's daughter · 4. the messenger · 5. the queen

## Ideas to extend the lesson

- Play a name-guessing game with silly names.
- Wind yellow yarn around a cardboard tube to make a bobbin of "gold."
- Read it with The Elves and the Shoemaker, another Grimm tale about little magic helpers.

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FOR TEACHERS

# Standards Alignment

Rumpelstiltskin ✦ Common Core State Standards, kindergarten to grade 2

| STANDARDS | WHAT CHILDREN PRACTICE | WHERE IN THIS GUIDE |
|---|---|---|
| RL.K.1<br>RL.1.1<br>RL.2.1 | Ask and answer questions about key details in a text. | Let's Talk and Yes or No?; Let's Talk |
| RL.K.2<br>RL.1.2<br>RL.2.2 | Retell stories and poems, including key details, and show understanding of their message. | Put It in Order and Retell; Put It in Order and Retell; The Big Idea; The Big Idea |
| RL.K.3<br>RL.1.3<br>RL.2.3 | Identify and describe characters, settings and major events. | Story Map and Character Feelings; Character Feelings |
| RL.K.4 | Understand words and phrases, including rhyme, rhythm and words that appeal to the senses. | Word Match |
| RL.K.6<br>RL.1.6<br>RL.2.6 | Identify who is speaking and use a different voice for each character when reading aloud. | Meet the Author; Who Said It?; Read It With Voices |
| RL.K.7<br>RL.1.7 | Use illustrations and words together to describe characters, setting and events. | Story Map picture |
| RL.K.10<br>RL.1.10 | Engage in group reading of poems and stories with purpose and understanding. | Reading the story together |
| RF.K.1b<br>RF.K.1d | Understand the organization of print (left to right, top to bottom). | Word Search; ABC Order |
| RF.K.3c<br>RF.1.3 | Read common high-frequency words by sight. | Word Search |
| RF.1.4b<br>RF.2.4b | Read aloud with accuracy, appropriate rate and expression. | Read It With Voices |
| SL.K.1<br>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 (QR code) |
| SL.K.6 | Speak audibly and express ideas clearly. | Read It With Voices |
| L.K.1a<br>L.1.1<br>L.1.1a | Print upper- and lowercase letters and use common position words. | Handwriting Practice; ABC Order |
| L.K.2a | Use capital letters and end punctuation. | Handwriting checklist |
| L.K.4<br>L.1.4 | Determine or clarify the meaning of unknown words and phrases. | Word Match |
| L.K.5a | Sort words into categories, connect words to real life and act out shades of meaning. | Word Sort |
| W.K.1<br>W.1.1 | Use drawing and writing to share an opinion and give a reason. | My Favorite Part |
| W.K.2 | Use a combination of drawing, dictating and writing to compose informative texts. | Try It |
| W.1.8 | With guidance and support, recall information from experiences or gather information to answer a question. | Try It |

Codes are Common Core State Standards for English Language Arts. Find free read-alouds and guides at storylandclassics.com.

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