Storyland Classics

FREE STORY GUIDE

The Boy Who Cried Wolf

An Aesop fable, from The Æsop for Children (1919)



- ✦ 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 Did It? & Feelings
- ✦ Answer Key

Ages 6–8 ✦ Grades 1–2 ✦ 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 "The Boy Who Cried Wolf." 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 Shepherd Boy watching sheep near the village gets bored. For fun, he shouts "Wolf! Wolf!" and the Villagers come running, only to find him laughing. He does it again a few days later. Then one evening a Wolf really comes. The Boy cries "Wolf!" but this time no one believes him, and the Wolf takes many of the sheep. Because the Wolf takes the sheep at the end, this guide is written for grades 1–2.

SKILL FOCUS

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

WATCH AND READ ALONG

Scan the code to watch the read-aloud and read the full story, or visit storylandclassics.com/cried-wolf-guide. *The Æsop for Children* (1919), illustrated by Milo Winter. 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.

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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

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.

Questions About the Author

1. Where did Aesop live?

2. What is a fable?

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

Name _____ Date _____

STORY MAP

The Boy Who Cried Wolf



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

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?

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Name _____ Date _____

THE BIG IDEA

What Does the Story Teach?

THE MORAL

"Liars are not believed even when they speak the truth." Telling the truth helps people trust us when we really need help.

What does this mean to you? Tell or write about a time it 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.

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Name _____ Date _____

WORDS TO KNOW

Word Match

Draw a line from each word to what it means.

shepherd	people who live in a small town
pasture	very great fear
flock	a person who takes care of sheep
villagers	something done to fool someone
amuse	a group of sheep
trick	what really happened
terror	a grassy field where animals eat
truth	to make yourself have fun

Word Sort: True or a Trick?

Write each word in the right box.

"Wolf!" the first time | "Wolf!" the last time | the Boy laughing | the real Wolf | playing a joke | the sheep in danger | fooling the Villagers | asking for real help

A trick	True

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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

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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 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

ABC Order

Write these words from the story in ABC order.

wolf · sheep · boy · truth · pipe

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 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, _____

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Name _____ Date _____

CHARACTERS

Who Did It?

Read each sentence. Write who did it. Use the name bank to help.

the Shepherd Boy | the Villagers | the Wolf

talked to his dog and played on his pipe _____

shouted, “Wolf! Wolf!” _____

dropped their work and ran to the pasture _____

sprang from the underbrush _____

said, “He cannot fool us again.” _____

How Did the Shepherd Boy Feel?

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

bored | silly | proud | scared | sorry | sad | lonely

When…	the Shepherd Boy felt…
he watched the quiet sheep	
he played the first trick	
the Villagers came running	
a real Wolf came	
no one came to help	
he thought about his tricks	

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Name _____ Date _____

PERFORM IT

Read It With Voices

Three or more readers take the parts. Several children can be the Villagers and speak together.

NARRATOR	A Shepherd Boy tended his master's Sheep near a dark forest. He found life in the pasture very dull.
BOY	"Wolf! Wolf!"
NARRATOR	The Villagers dropped their work and ran to the pasture, but the Boy was laughing at his trick.
NARRATOR	Then one evening a Wolf really did spring from the underbrush.
BOY	"Wolf! Wolf! Please help!"
VILLAGERS	"He cannot fool us again."
EVERYONE	"Liars are not believed even when they speak the truth."

My Favorite Part

My favorite part is _____

_____

because _____

_____

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Name _____ Date _____

HANDWRITING PRACTICE

The Boy Who Cried Wolf

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.

Always tell the truth.

Always tell the truth.

Always tell the truth.

Wolf! Wolf!

Wolf! Wolf!

Wolf! Wolf!

☐ 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 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.

Let's Talk

1. To watch his master's sheep. 2. "Wolf! Wolf!" 3. He cried for help, but the Villagers didn't believe him. 4–6. Answers will vary.

Word Search

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 Match & Sort

shepherd: a person who takes care of sheep · pasture: a grassy field where animals eat · flock: a group of sheep · villagers: people who live in a small town · amuse: to make yourself have fun · trick: something done to fool someone · terror: very great fear · truth: what really happened. Sort: A trick: "Wolf!" the first time, the Boy laughing, playing a joke, fooling the Villagers. True: "Wolf!" the last time, the real Wolf, the sheep in danger, asking for real help.

Yes or No? & ABC Order

1. Yes · 2. No · 3. Yes · 4. Yes · 5. No · 6. Yes. ABC order: boy, pipe, sheep, truth, wolf.

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.

Who Did It?

1. the Shepherd Boy · 2. the Shepherd Boy · 3. the Villagers · 4. the Wolf · 5. the Villagers

Ideas to extend the lesson

- Play "true or tall tale": tell two true things and one made-up thing and let others guess.
- Write a new ending where the Boy has learned his lesson.
- Read it with The Emperor's New Clothes and talk about telling the truth.

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FOR TEACHERS

Standards Alignment

The Boy Who Cried Wolf ✦ Common Core State Standards, kindergarten to grade 2

STANDARDS	WHAT CHILDREN PRACTICE	WHERE IN THIS GUIDE
RL.K.1 RL.1.1 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 RL.1.2 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 RL.1.3 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 RL.1.6 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 RL.1.7	Use illustrations and words together to describe characters, setting and events.	Story Map picture
RL.K.10 RL.1.10	Engage in group reading of poems and stories with purpose and understanding.	Reading the story together
RF.K.1b RF.K.1d	Understand the organization of print (left to right, top to bottom).	Word Search; ABC Order
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.	Read It With Voices
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 (QR code)
SL.K.6	Speak audibly and express ideas clearly.	Read It With Voices
L.K.1a L.1.1 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 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 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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