Storyland Classics

FREE STORY GUIDE

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 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 "The Owl and the Grasshopper." Every page is ready to print, and no sign-up is needed. Pick the pages that suit your child or class.

ABOUT THE STORY

An old Owl sleeps all day in a hollow oak tree. One warm afternoon a Grasshopper starts a loud, raspy song nearby. The Owl asks him to stop, but he only sings louder. So the clever Owl changes her tune: she praises his singing and invites him up to share a special drink. The Grasshopper is fooled by her sweet words, hops up to her den, and the Owl gobbles him up. It is a good fable for talking about flattery and manners.

SKILL FOCUS

Character motives: why the Owl changes how she talks

WATCH AND READ ALONG

Scan the code to watch the read-aloud and read the full story, or visit storylandclassics.com/owl-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 Owl and the Grasshopper



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 Owl and the Grasshopper

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

REMEMBER

1. When does the Owl sleep?

2. What did the Grasshopper do that woke her up?

3. What did the Owl invite the Grasshopper to do?

THINK

4. Why did the Owl start saying nice things?

5. What could the Grasshopper have done differently?

CONNECT

6. How can you tell if someone's kind words are true or a trick?

NARRATION

Close the book and tell the fable back in your own words. How did the Owl trick the Grasshopper?

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Name _____ Date _____

THE BIG IDEA

What Does the Story Teach?

THE MORAL

"Flattery is not a proof of true admiration." Sweet words are not always true, so think before you trust them.

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

Try It

SKILL FOCUS

Character motives: why the Owl changes how she talks

Write one true, kind thing you could say to a friend. Then tell how a real compliment is different from a trick.

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Name _____ Date _____

WORDS TO KNOW

Word Match

Draw a line from each word to what it means.

hollow	rough and scratchy
slumber	sweet words said to trick someone
cross	empty inside
raspy	in a rude, cheeky way
manners	grumpy and cranky
saucily	jumped on suddenly
flattery	sleep
pounced	polite ways to act

Word Sort: Owl or Grasshopper?

Write each word in the right box.

sleeps all day · sings in the sun · lives in an oak tree · sits in the grass · hunts at night · rude and saucy · clever · fooled

Owl	Grasshopper

Name _____ Date _____

WORD SEARCH

The Owl 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.

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

WORD BANK

- ☐ OWL
- ☐ TREE
- ☐ SONG
- ☐ SLEEP
- ☐ DAY
- ☐ OAK
- ☐ SUN
- ☐ HOP

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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 Owl sleeps during the day. Yes No
2. The Grasshopper sang a quiet song. Yes No
3. The Owl lived in an old oak tree. Yes No
4. The Grasshopper stopped singing when she asked. Yes No
5. The Owl said nice things to trick him. Yes No
6. The Grasshopper flew away safely. Yes No

ABC Order

Write these words from the story in ABC order.

owl song hop tree day

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 Owl asks him to go away.
- ◯ The Owl is sleeping in the oak tree.
- ◯ The Grasshopper hops up to the Owl's den.
- ◯ The Grasshopper sings a loud song.
- ◯ The Owl praises his singing.
- ◯ The Grasshopper sings even louder.

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 Grasshopper | the Owl

"Get away from here, sir." _____

"Have you no manners?" _____

"I have as much right to my place in the sun!" _____

"I am going to settle right down to enjoy your singing." _____

"I know it will make you sing like Apollo himself." _____

How Did the Grasshopper Feel?

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

happy | cheeky | proud | pleased | curious | fooled | surprised

When…	the Grasshopper felt…
he sang in the sun	
the Owl told him to go	
he sang louder	
the Owl praised him	
she invited him up	
he hopped to her den	

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Name _____ Date _____

PERFORM IT

Read It With Voices

Three readers take the parts. Give the Owl a sleepy, grumpy voice that turns sweet, and the Grasshopper a chirpy one!

NARRATOR	One warm summer afternoon an old Owl was dozing in her den in the old oak tree. A Grasshopper nearby began a loud, raspy song.
OWL	"Get away from here, sir. Have you no manners? Leave me to sleep in quiet!"
GRASSHOPPER	"I have as much right to my place in the sun as you have to your place in the old oak!"
NARRATOR	He sang even louder. So the wise old Owl laid aside all hard words.
OWL	"If I must stay awake, I will enjoy your singing. Please come up and taste a delicious drink with me."
NARRATOR	The foolish Grasshopper hopped up to the Owl's den, and that was the end of him.
EVERYONE	"Don't let sweet words fool you!"

My Favorite Part

My favorite part is _____

_____

because _____

_____

Name _____ Date _____

HANDWRITING PRACTICE

The Owl and the Grasshopper

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.

Hoo, hoo, hoo!

Hoo, hoo, hoo!

Hoo, hoo, hoo!

Think before you trust.

Think before you trust.

Think before you trust.

☐ 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 Owl, the Grasshopper. Setting: an old oak tree on a warm summer afternoon. Problem: the Grasshopper's loud song keeps the Owl awake, and he won't stop. Solution: the Owl tricks him with flattery and eats him up.

Let's Talk

1. During the day. 2. He sang a loud, raspy song. 3. Come up to her den and taste a delicious drink. 4–6. Answers will vary.

Word Search

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

Word Match & Sort

hollow: empty inside · slumber: sleep · cross: grumpy and cranky · raspy: rough and scratchy · manners: polite ways to act · saucily: in a rude, cheeky way · flattery: sweet words said to trick someone · pounced: jumped on suddenly. Sort: Owl: sleeps all day, lives in an oak tree, hunts at night, clever. Grasshopper: sings in the sun, sits in the grass, rude and saucy, fooled.

Yes or No? & ABC Order

1. Yes · 2. No · 3. Yes · 4. No · 5. Yes · 6. No. ABC order: day, hop, owl, song, tree.

Put It in Order

the Owl is sleeping → the Grasshopper sings a loud song → the Owl asks him to go away → he sings even louder → the Owl praises his singing → he hops up to her den.

Who Said It?

1. the Owl · 2. the Owl · 3. the Grasshopper · 4. the Owl · 5. the Owl

Ideas to extend the lesson

- Make an owl mask and practice a quiet "hoo-hoo."
- List animals that sleep in the day and are awake at night.
- Read it with The Ants and the Grasshopper and compare the two grasshoppers.

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FOR TEACHERS

Standards Alignment

The Owl and the Grasshopper ✦ 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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