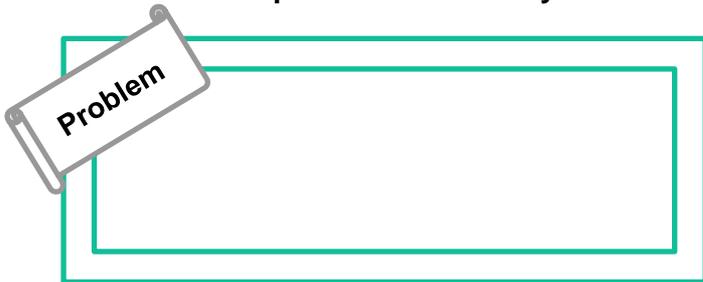


Handout 3: Create & dramatise a fable (Graphic Organiser)

Step 1: Come up with your own original fable. Choose two animals from Activity 3 (Animal Traits & Gestures) to be the main characters in your fable. Use this story organizer to plan your fable. You may also use the adjectives you have come up with in Activity 3 to help you flesh out your characters.

Characters	Write one sentence to describe what the character looks like.	Write one sentence to describe its characteristics/traits.	Setting Where does this story take place?
•			
•			

Think about the problem in the story and the solution to the problem.




What happens in the...

Beginning	Middle	End



Step 2: In your group, come up with hand gestures and actions to represent the characters and their key traits and behavior.

Step 3: Write out your fable. After that, dramatise your story. Include the hand gestures and movements you have come up with when you dramatise your fable.

