

A **fable** is a short made-up story that often uses talking animals to teach a lesson. There is usually a hero and a villain in the story. Read the fable aloud.

## The Lion and the Mouse

One day a mouse was playing in the bright, leafy woods. He raced down tall trees and jumped over logs. He was running so fast that he ran right into the nose of a sleeping lion! The lion woke up and caught the tiny mouse with his giant paw. The mouse shook with fear! "Please let me go! If you help me, someday I will help you," he begged. The lion let out a huge roaring laugh. Someone so tiny could never help him! He got such a good laugh that he decided to be kind and let the mouse go.



Later, the lion was roaming the woods. He was looking for his next snack when SWOOSH! He accidentally stepped into a trap hidden by a hunter. A net lifted him off the ground—he was stuck. "HELP!" he roared at the top of his lungs.



The mouse heard the roaring from far away and ran through the branches as fast as he could. When he got to the lion, he jumped up and started chewing the net. In a few minutes he chewed through the rope and set the lion free! "You laughed at me," the mouse reminded the lion. "You said that a mouse could never help a lion. But now you know! You can't judge what someone can do by how they look. Even someone tiny can be a giant hero."

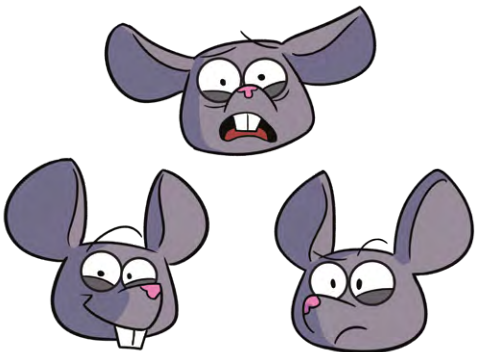
Read the fable again. Try using different voices for the characters.

Write a ✓ next to why the mouse ran into the lion.

- ☐ He was running too fast.
- ☐ He wanted to meet the lion.
- ☐ He had stepped in a trap.



Circle how the mouse felt when the lion caught him.



Write a word you would use to describe this feeling:

Circle how the lion felt when the mouse promised he would help the lion.



Write a word you would use to describe this feeling:

Write a ✓ next to what the lion did to the mouse.

- ☐ He kept the mouse.
- ☐ He let the mouse go.
- ☐ He asked the mouse to help him someday.

Write a ✓ next to why the lion stepped into a trap.

- ☐ The trap was made of rope.
- ☐ The trap was gone.
- ☐ The trap was hidden.

## WHO were the characters?

## WHO were the characters?

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## HOW did the characters meet?

**HOW** did the characters meet?

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**WHERE** was the setting? Add details from the story to your drawing.

**WHERE** was the setting? Add details from the story to your drawing.

## WHEN did the lion need help?

**WHEN** did the lion need help?

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## WHY do you think the mouse helped the lion?

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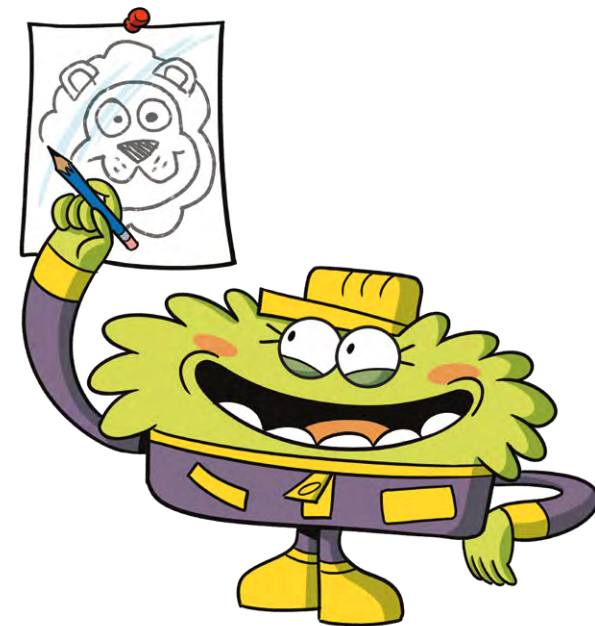
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**WHAT** do you think would have happened if the mouse had not chewed through the lion's rope? Draw what might have happened below. Then tell a friend or family member the new ending to the story.

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Write the numbers 1, 2, 3, and 4 to put the illustrations in order from first to last.



In a fable, there is often a lesson, called a **moral**.

What moral did the lion learn about how he treated the mouse?

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What moral did **YOU** learn?



Draw a picture of a time that a friend helped you.

Draw a picture of a time that you helped a friend.

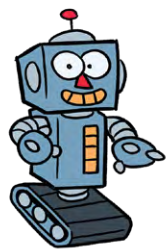
Label yourself and your friends in the drawings.



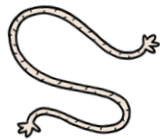


# LET'S START!

GATHER THESE TOOLS AND MATERIALS.



Small toy



String



Plastic bottle



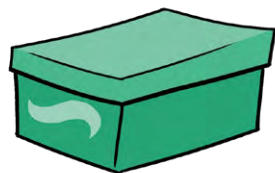
Scissors  
(with an adult's help)



Cardboard



Glue



Shoebox



Construction paper



Paint

3. **Paint** the pieces to be the lion's body, head, and tail.



4. **Add** a sticker from page 129 to the flower shape for the lion's face.



5. **Glue** the head on the front of the bottle, and the tail on the back.



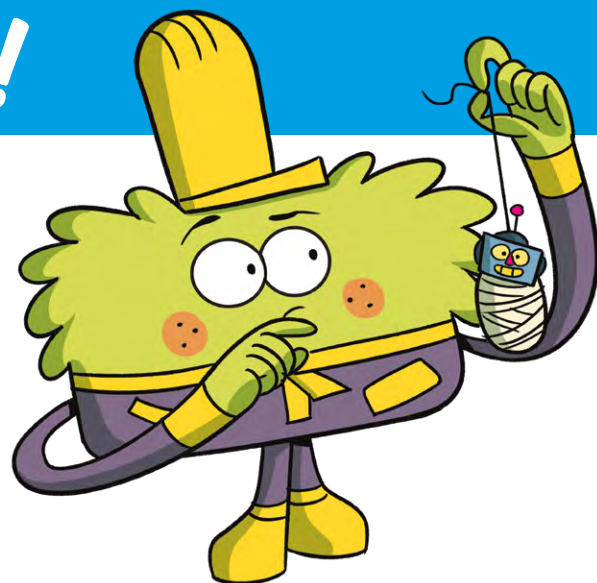
Literature

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## LET'S TINKER!

In the fable, the mouse helped the lion escape from a net.

**Find** a toy that you can wrap in string, like the lion in the net. How can you free the toy? Could any of your other materials help?

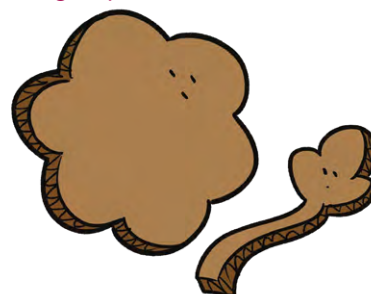


## LET'S MAKE: LIVELY LION!

1. With the help of an adult, **cut** the bottom off a plastic bottle and recycle the top half.



2. **Cut** a flower shape and tail shape, each about as long as your hand, out of a piece of cardboard.

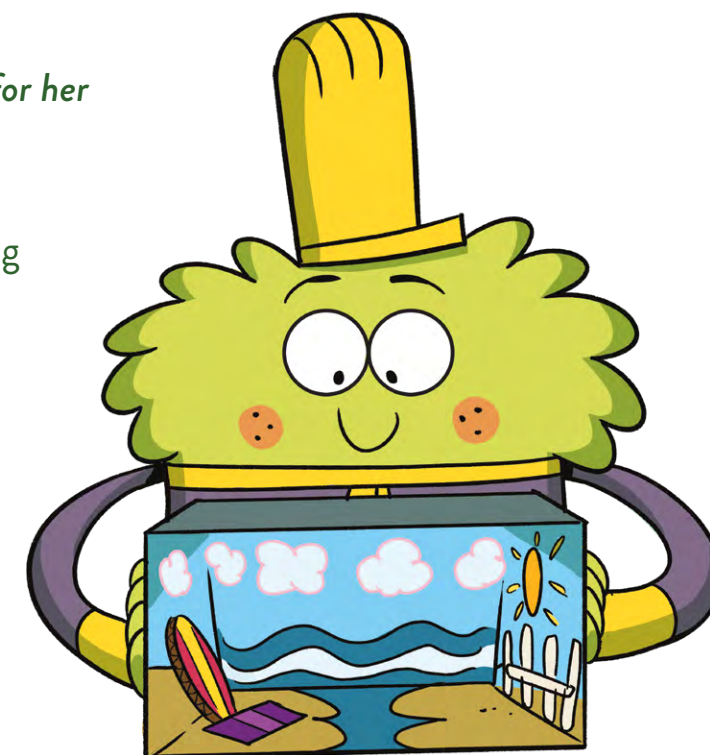


## LET'S ENGINEER!

Callie is setting up a Fable Table at Tinker Town's art fair. She is going to tell her own fables! She made a few animals, but she doesn't have any settings where she can tell her stories.

How can Callie make settings for her Fable Table?

**Make** or build your own setting to tell a fable or story. **Decide** where your story will take place—at school, the park, a store, the beach, or someplace else. Then **use** your materials to decorate the inside of your shoebox to look like that setting.



**PROJECT 7: DONE!**  
Get your sticker!