1. Work in pairs or small teams. Sort the elements in the box into characters, settings, and topics of classic tales.

| Big Bad Wolf | Generosity <br> is rewarded <br> Castle <br> Truth prevails <br> over lies | Love overcomes <br> obstacles <br> Good triumphs <br> over evil | Happy ending |
| :---: | :---: | :---: | :---: |
| Princess | A small village | Trolls | Gingerbread house |$\quad$ Kingdom | Fairy |
| :---: |
| Cottage |


| Characters | Settings | Topics |
| :--- | :--- | :--- |
|  |  |  |
|  |  |  |

2. Choose two characters, a setting, and a topic from Exercise 1. Describe their traditionally main characteristics. Then, customize them by adding special features that you decide as a team. Make notes in the chart below.

| (2) Characters | (1) Setting | (1) Topic |
| :--- | :--- | :--- |
|  |  |  |

3. Create a short story with your team. Include what you created in Exercise 2. Remember that a classic tale follows the common order of a story: beginning, middle, and end. Use the following guidelines.

## Beginning

- Who is in the story?
- Where and when is it happening?
- What is the character's problem?


## Middle

- What happens to the characters?
- How do the lives of the characters change?
- How do they try to solve the problem?

End

- What happens at the end?
- How do they solve the problem?
- What lesson do characters and readers learn?

4. Switch some members of the team with another team. Tell your story and listen to theirs. Find out similarities and differences. While listening, make notes.

| Similarities |  |
| :--- | :--- |
| Differences |  |

5. Get back to the original teams and report the similarities and differences in the stories. Discuss what you liked the most about the other team's story.
6. Play a game! Organize to work as a whole group. The objective is to tell a story in an improvised way all together. One of the students begins with a short phrase, which will be the beginning of the story, then the student next to him/her continues the story until everybody in the classroom participates. The last student will be in charge of the story ending. Be as creative as you can!
