

Once Upon a Time via ICT

F a i r y - t a l e s a n d l e g e n d s



Workbook



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In nowadays society the image of children being read national fairy tales and legends by their parents or grandparents seems to disappear. What used to be a daily routine thirty, fifty years ago is now a past time relic that survives only in some of the families as something that “is good to do.” In these days children have so many cartoons and fantasy stories to watch on TV or computer that they have no reason to take a book and read. The aim of the project was to show our pupils that fairy tales and legends are not something that should be taken to the dump of the forgotten past. We wanted them to understand that fairy tales and legends are timeless, they are full of experience, morality, dreams, longings and sense of rightness. They give us a chance that the good conquers the evil, and help us understand what is good and what is bad. So we decided to put fairy tales and legends from different European countries together to show our pupils that all the mankind, regardless of what place they come from, have the same moral grounds, the same hopes and longings, the same notion of what is good and bad. We all grow from similar ground, breathe the same air and fight similar problems. All this is inscribed in fairy tales and legends.

Throughout the project our pupils read and translated four national or regional fairy tales or legends into English to make them available for pupils and teachers from other partner countries. During project meetings all the participants worked with the stories thus exploring national folk heritage that had formed self-determination of all the partner countries. This experience has helped us to understand each other, find similarities and accept differences.

We believe that reading is a very important skill and activity that should be supported and practiced. What is more, teaching through stories is highly motivating for children and provides authentic context for their learning. Therefore we decided to accompany our book of stories with a workbook containing a variety of exercises for each story. To make the learning even more engaging we created various kinds of learning materials such as board games, memory games and on-line materials. All the stories are also available as eBook and audiobook on our project website www.outviaict.com together with all the accompanying materials.

Participants of the project

The Czech Republic

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Italy

Istituto Comprensivo Cena, Cerveteri IT



Lithuania

Siauliai, Siauliu "Sauletekio" gimnazija



Portugal

Airães Secondary School, Airães, Felgueiras



Spain

IES Andrés de Vandelvira, Baeza



Turkey

Vakıfbank Atatürk Secondary School, Anamur



Maiden Castle

1. Match the words with the definitions.

- | | |
|---------------------------------------|---------------|
| 1) Very old | a) Save |
| 2) Something causing death or illness | b) Present |
| 3) Guess | c) Peasant |
| 4) Stop | d) Pregnant |
| 5) Gift | e) Insist |
| 6) Poor farmer | f) Ancient |
| 7) A woman expecting baby | g) Poisonous |
| 8) Not to accept refusal | h) Prediction |
| 9) Having deep knowledge | i) Wise |
| 10) Protect | j) Prevent |

2. Decide whether these statements are True or False

- 1) The king of the city was a bad tempered man. T / F
- 2) King's wife gave birth to a prince. T / F
- 3) The fortune teller began to tremble when she held the girl's hand. T / F
- 4) The king learnt that a poisonous scorpion would bite the princess. T / F
- 5) The king built a castle on an island for his daughter. T / F
- 6) The king threw a party when the prince was 19. T / F
- 7) A witch brought a basket of grape as a present. T / F
- 8) Grape was princess' favorite fruit. T / F
- 9) An insect bit the prince. T / F
- 10) The fortune teller's divination came true. T / F

3. Answer the questions.

- a) Where was Korykos located?.....
- b) Why was the king unhappy?.....
- c) Did the princess have bad personality traits?.....
- d) According to the fortune teller, how would the princess die?
- e) What did the king decide to do to after he heard the divination?
- f) Who brought the grape basket?.....
- g) How did the princess die?

4. Post-Reading Activity.

If you were the king of this story, how would you prevent the divination come true?

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Maiden Castle

1. Match the words with the definitions.

- 1) F
 - 2) G
 - 3) H
 - 4) J
 - 5) B
 - 6) C
 - 7) D
 - 8) E
 - 9) I
 - 10) A
-

2. Decide whether these statements are True or False

- 1) False
 - 2) False
 - 3) True
 - 4) False
 - 5) True
 - 6) True
 - 7) False
 - 8) True
 - 9) False
 - 10) True
-

3. Answer the questions.

- 1) It was in the coast of Mediterranean Sea.
- 2) He was unhappy because he didn't have any children.
- 3) No, she didn't.
- 4) According to the her, the princess would be bitten by a poisonous
- 5) snake.
- 6) He decided to build a castle in the middle of the sea and make her
- 7) daughter live there.
- 8) A peasant woman brought a basket of grape as a gift.
- 9) As soon as she picked the grape grain, a snake jumped from the basked
- 10) and bit her. She was poisoned and died.

