

## Folktale Practice Activities

Directions: Join with a family member or friend and create an outline for a folktale. To accomplish this:

1. Read a few famous folktales together. Good examples are:
  - a. Jack and the Beanstalk
  - b. Goldilocks and the Three Bears
  - c. The Three Billy Goats Gruff
  - d. Little Red Riding Hood
2. After reading a few folktales, decide on a setting for your story.
  - a. Where could your story take place?
  - b. What will the location look like?
  - c. How will your main character get to the location?  
\*Try to be as descriptive as possible!
3. Then, decide on the characters for your story.
  - a. Who is the main character?
  - c. Who will the minor characters be?  
\*What kinds of characters make sense for the setting you have developed? Try to be as descriptive as possible!
3. Decide on the problem of the story.
  - a. What is the problem the main character encounters?
  - c. How does the main character solve the problem in the end?
4. As a challenge, try to write this story.
5. Finally, go to the Internet and read a number of other folktales from different countries around the world.

**Folktales** are stories that have been told throughout the ages. These stories reflect the customs, values, virtues, and goals of the culture in which they were first told. It is important to note that every country has its own folklore, folktales, and traditions. Folktales started off as oral stories, meaning people told the stories using their words and voice. Later, they were printed down into written stories to read and enjoy. The main purpose of folktales is to entertain the reader with a quick-moving story.

### Folktale Characters

- Vague characteristics. For example: good or bad, kind or mean, ugly or beautiful.
- May have talking animals with human characteristics.

### Folktale Settings

- Vague settings. For example: once upon a time, in a far, far, away land, or deep in a forest.

**Folktale Plots**

- Rather simple. A character encounters a problem or conflict. The solution is discovered and the ending are then quick and to the point.

**Repetition and Patterns**

- Use of the number 3 (For example: 3 bears, 3 bowls, 3 chairs, and 3 beds)
- Statements (For example: Fie, Fi, Fo, Fum)
- These qualities engaged the listener and helped the storyteller remember the action and plot.