

Activity Name: “A tale in Spain pours mainly in the pail”

SDG focus: SDG 17

Aims

- To create an invented tale.
- To identify the 3-part structure in every tale. Set up, conflict, resolution.
- To apply the use of templates as a process to prepare final writings.
- To use a mentor text as a guide for cohesion in a tale.
- To compose a narrative text.

Language focus

- Writing.

Creative focus

- Composing tales.

Level: A2

Age: 12-13

Time: 20 minutes

Preparation

- Photocopy (*).
- These activities come after 1 and 2.

Procedure

3. Invent a tale from these two elements. Write a name for it.

- Main characters: A man and his dog
- Verbs: To go fishing, to swim, to help, to get drawn
- Where does the action take place? When (present, past future)?

4. (big group, oral) With the visual aid of the pail (*), read “Rescuing Tavin” and check if your story was similar or completely different compared with the original. (we show the TALE in the folder and emphasize the three main parts). Open a short debate on the topic of the tale: to work in partnership (SDG 17).

5. Complete this template (**) with the information you find on “Rescuing Tavin”.

6. In groups, invent an original tale and draw its three main parts in a folder. Do not forget to settle the basic elements for your story on the template.

Resources

(*) Pail:

	Order	Part to which it belongs in the story
After sailing among the waves, they arrived where Tavin was and with a net, they got to save him and took him to safety. Tavin was full of joy and started to lick them as a sign of gratitude.		
Since that day Tavin was more careful with the sea, he only went in if necessary and preferred to stay by the shore to keep an eye on Allqui fishing.		
RESCUING TAVIN		
One day at dawn Allqui decided to take Tavin with him in the caballito de totora to go fishing because the dog always got sad when he watched Allqui going into the sea. That morning the fishing was very good and Tavin and Allqui started to celebrate by jumping on the caballito and suddenly, without realising Tavin fell out the caballito de totora.		
On a sunny afternoon by the quay of Huanchaco, Allqui was playing with his best friend Tavin, a lively and playful dog. Allqui was a kid who has always gone fishing since he was little to help his family. He used to go into the sea with his caballito de totora where he could put all the fish he caught.		
Allqui, became very worried and desperate because his dog could drown and float further from the boat, he started to ask for help from his friends that were by the seashore. He whistled and they		

came to help him on their own caballitos de totora.		
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Which part of a narrative text do these sentences refer to?

	setup	conflict	resolution
The main character faces the problem.			
Space and time are settled up.			
<i>Finally...</i>			
Someone dies.			
<i>One upon a time...</i>			
The protagonist starts to travel.			
The problem is solved.			
The main character meets his or her enemy.			
There is a fight.			
Someone asks the hero for help.			
<i>On a cloudy winter's day...</i>			
The protagonist understands how to solve de conflict.			
<i>...and they lived happily ever after.</i>			

(**) Template:

Writing a narrative text

Title: _____

Genre: _____

Characters: _____

Setting: _____

Time: _____

Setup elements	Conflict	Resolution
<p>Time:</p> <p>Space:</p> <p>Characters:</p> <p>On a sunny day... In a friendly land... Once upon a time...</p>	<p>Genre:</p> <p>Characters:</p>	<p>Finally,</p> <p>Happy ending?</p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p>
<p>Setup picture:</p>	<p>Conflict picture:</p>	<p>Resolution picture:</p>