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Screen 8
The Mean King
What did the king do?
A. Reward the beggar?
B. Execute the beggar?

Screen 9A
The Mean King
People wondered where the beggar's courage and wealth might lead him.

Screen 9B
The Mean King
After the beggar was executed the princess ran away. The King and his soldiers scoured the land trying to find her.

Screen 10A
The Mean King
The beggar soon became a very popular and successful man. He and the princess were married and lived happily ever after.

Screen 10B
The Mean King
The distraught king finally found his daughter. She had starved to death trying to cook a pot of rice by the light of a very small candle.

Responding to the text

- Ask the children to perform the last three pages of the story before the choice of ending, with one child reading the narrative, one role-playing the King and another role-playing the beggar. Encourage the performers to present the drama of the story in their performance. Afterwards, ask if the performance has influenced the children's views of which would be the most suitable ending.
- Tell the children to listen to the audio of the story carefully. Page by page, label those words that are emphasised or points in the text where the speaker's tone, pace or volume changes. Challenge children to take turns to read a page with more expression.

Writing activities

- Tell the children that they are going to work in small groups to put together an interactive version of a traditional tale or legend. Explain that they can use text and sound, but no illustrations, and that they must plan two endings for the reader to choose from.
- Hand out photocopiable page 39 'What happened next?' to help them plan their story and record ideas. Suggest that they use sound effects, such as music, to set the scene and period in which the story is set. Provide various traditional tales, myths and legends for them to choose from, such as 'Theseus and the Minotaur', 'Cinderella' and 'The Hare and the Tortoise' (one of *Aesop's fables*).

Assessment

- Do the children produce a finished, interactive version of their story?
- Did they use tools to create hyperlinks successfully?

Reference to 100 Literacy Framework Lessons

- Narrative Unit 2
Traditional stories, myths and legends pages 29–48

Photocopiable

- See page 39 or CD-ROM.

ALTERNATIVE STORY
Name: _____ Date: _____

What happened next?
Use this sheet to plan your interactive tale or legend. Think carefully as you can use text and sound, but no illustrations. Remember that your story must have two endings for the reader to choose from.

Screen 1 Title Stop line Bursts Sound effects	Screen 2 Text outline Sound effects
Screen 3 Text outline Sound effects	Screen 4 Text outline Sound effects
Link words to ending 1	Link words to ending 2
Screen 5A (ending 1) Text outline Sound effects	Screen 5B (ending 2) Text outline Sound effects