

REVISITING STORIES

GRADE 7 FPLNS | LESSON 1



TITLE OF CARD:

Change the Ending, Change the Story.

COMPETENCY

**Propose
original
scripts**

**Perform
according
to a script**

**Devise plot
and scenes**

PURPOSE

Initiate learners to
reconstruct stories
creatively

Enhance story
performance skills

LEARNING OUTCOMES

Propose an original
script

Creatively adapt
existing stories

RESOURCES AND MATERIALS



**Stories by
Grimm
brothers**



**Fables from
Jean de
La Fontaine**



**Classic
Tales by
Charles
Perrault**



**Stories by
Charles
Baissac**

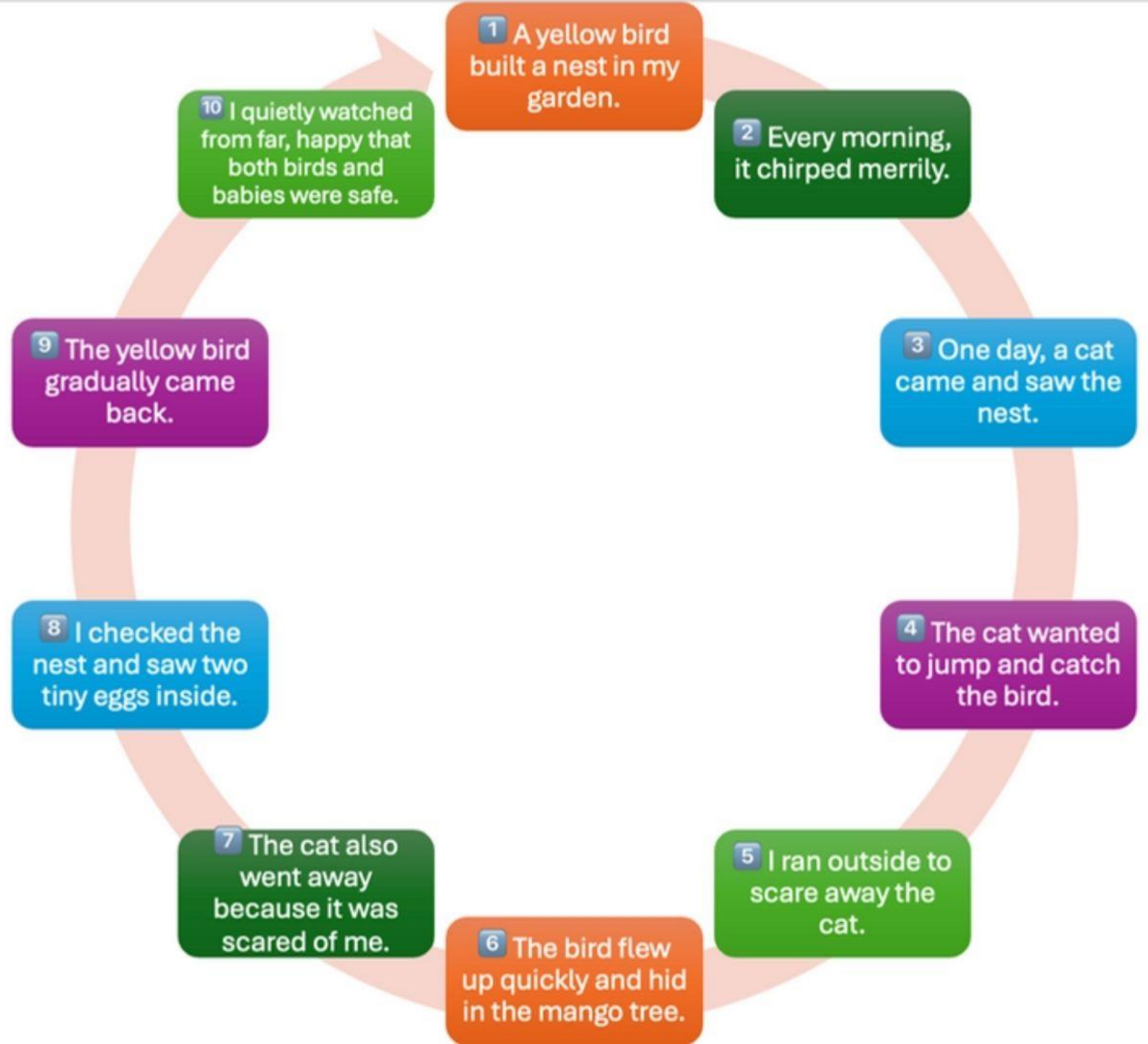


ACTIVITY 1:

One-sentence story relay

- The whole class stands in a circle.
- The teacher gives the first sentence to start the story. (Example: An old man was feeding the birds.)
- Going around the circle, each student adds one sentence to continue the story.
- Each sentence should connect naturally to the one before, helping the story grow.
- The story must have a clear ending by the last student – bringing it to a simple close.
- It's just one round around the circle, so every student contributes once.

Example of one-sentence story relay



REFLECTIONS

Learners pay attention to how:

- **the same beginning may have various possible endings.**
- **the characters, conflicts, and endings changed depending on each person's ideas.**
- **some stories are funny, some a little scary, and others have happy endings.**
- **our imagination and choices shape how a story grows.**



ACTIVITY 2: FINISH THE STORY

Pair up students.

Provide the same story (could be an existing one or an invented one) to each pair of students.

Learners read the story carefully.

**They imagine how the story might end:
will it be happy, sad, funny, or surprising?**

Learners write their ending and share with the class.

Example

KONTINIE LI..

Enn zour dan enn zoli fler lalo, ti ena enn koksinel ti pe dodo. Lapli inn koumans tonbe; gro-gro gout lapli ti pe tap lor sa fler-la. Ti koksinel inn per, li'nn koumans plore. Enn ti seni ti pe dormi anba fey. Li si so somey inn kase aköz gro lapli. Li tann koksinel pe plore. Li galoupe li al louk dan fler. Li trouv koksinel pe per.

Li dimann li, "Ki'nn ariv twa Zozefinn?"
"Mo per delo mwa Patpat", koksinel dir li.
"Si delo ranpli sa fler la, mo pou nwaye."



ACTIVITY 3:

REWRITE THE END



Pair up students.

Provide learners with a story they already know but without the ending.

Learners read it and discuss what usually happens at the end.

They imagine an alternative ending with a new twist.

Learners write their different ending.

They perform their story to the class.

ASSESSMENT

- Learners present their story to the class, using appropriate intonations, facial expressions and voice modulations to match the emotions and situations in their story.

- After each performance, peers give feedback on their classmates' work.