

The Wolf and the Seven Little Kids

A folktale from Europe

Recommended Key Stage: 1/2

Synopsis: A mother goat leaves her seven kids alone with a warning: be careful not to let the wolf into the house. Before too long the wolf arrives but the kids know it is not their mother by his rough voice and black paws. The wolf goes into the village to remedy the problem and returns to the goats' house. The kids let the wolf in, to disastrous consequences for six of them. The seventh finds a clever hiding place. When Mother Goat returns, she finds devastation and one frightened little goat. They follow the wolf and, finding him sleeping off his enormous but hastily eaten meal, they rescue the kids from his belly and replace them with six large stones.

Part 1: Share the Story

Watch **Stories from the Woodshed: The Wolf and the Seven Little Kids**

Part 2: Discuss the story

Use the questions below to begin a discussion about the story

KS1	KS2
- Did you enjoy this story? Why/not? Explain what you liked/didn't like about it to another person. Do they share your views? - Think of three words to describe the different characters in this story – the mother goat, the wolf, the 7 kids and Rose (the kid who was not found by the wolf) - Mother Goat warns her kids about the wolf but what advice would you give to the kids after hearing the whole story?	- What did you think of the kids in this story? - Do you think you would have been fooled by the wolf? - What could the kids have said or done to check it really was their mother? - What advice would you give the kids if you were the one leaving them for the day while you went out?

Part 3: Play the Story

Activities	
<u>Story Walk</u> - Students stand in their own space around the room. They have each become the wolf in their own story worlds. - Read out Resource B line by line. As you read, the students use the space to mime the story using their bodies and facial expressions.	<u>Truth or Lie?</u> - In this story the wolf tries to trick the kids into thinking he is their mother. With this game you are trying to trick your classmates or family members into thinking a lie is the truth. - Choose some characters from well-known folktales such as this one. Create two sentences that are true about the character and one that is a lie. - For example: <i>Mother Goat has seven kids who she loves very much.</i> (True) <i>Mother Goat warns her kids that the wolf will try to eat them up.</i> (True) <i>Mother Goat leaves her seven kids so she can go to market.</i> (False, she goes into the forest) - Try to make the lie sentences as believable as possible so your classmates or members of your family choose one of them as the true sentence. - Alternative version: instead of story characters use words chosen from a dictionary. One sentence is the correct definition of the word, and the other two sentences are made-up. Which one sounds the most real?
<u>Hide and Seek</u> - In the story the kids hide in lots of different places. In this game there is one wolf, and the rest of the players are the kids. - The wolf covers their eyes or goes to a different room and counts to 100. - The other players, the 'kids', hide in the best place they can find. (The hiding area may be restricted depending on space available.) - The wolf tries to find the kids, once a kid is found they are out. The last kid to be found becomes the wolf in the next game.	

Part 4: Story Stimulus

Activities	
<u>Hiding Places</u> • Draw a picture showing all the hiding places of the kids. You could include the wolf hunting for them. • Where would you hide if you were one of the kids? Why do you think that would be a good place to hide? Draw yourself on the picture and accompany it with a sentence or two explaining why your hiding place is the best. <u>How To Trick A Kid</u> • Write some instructions, from the point of view of the wolf, on how to trick seven kids into letting you into their house. • These instructions are for other wolves to be able to follow to make sure they don't make the same mistakes as you did - rough voice, black paws, leaving one kid uneaten and sleeping out in the open under a tree • Resource C shows example instructions on tricking Little Red Riding Hood. <u>Wolf Poems or Goat poems</u> • In the video, Amantha Edmead often sounds like she is using a poem or song (think about where the kids hide or when the wolf wakes after his nap) • Pick characters or objects in the story to create a poem about. • Have a go at writing an acrostic poem. You could use the animals in the story - 'wolf', 'goat', 'kid' or 'Rose'. You could also use objects from the story e.g. clock, case, sink, basin, cupboard, paws or chalk. Write your chosen word down on the edge of your paper and think of lines that begin with each letter of the animal word. See Resource D for examples.	<u>Persuasion Comic Strip</u> • Draw a series of images including speech and thoughts of the wolf as he tries to persuade the kids to let him in. Resource E shows example sheets of panels that can be used. Or simple, small origami books can be made. There are several instructional videos on the internet. • What would the wolf tell the kids to convince them he was their mum? Put yourself in the wolf's place – what might you say or do to encourage the kids to open the door? • When writing speech and thought bubbles remember to write first, then draw the bubble around what you have written.

Part 5: Taking it Further

Similar Stories

Little Red Riding Hood (Europe)

The Three Little Pigs (England)

The Firebird (Russia)

Little Daughter and the Wolf (North America)

Wider Curriculum Links

PSHE

Keeping Safe: about rules that keep us safe

- to recognise risk in simple everyday situations and what action to take to

minimise harm

- about how to keep safe at home
- ways to keep safe in familiar and unfamiliar environments

Resource A: Goats and Kids



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<https://search.creativecommons.org/photos/77517074-d57c-4d0c-814d-81eb40dde78a> accessed 12/03/2021



"Mother goat with two babies" by Tambako the Jaguar is licensed under CC BY-ND 2.0

<https://search.creativecommons.org/photos/32c7185f-c4b0-4f68-8ce6-ec0d252f447e> accessed 12/03/21

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Resource B: Story Walk

In this retelling you are the WOLF in the story. Try to act out the story, in the area around you, as it is read to you. Think about how your body can move and the expressions on your face.

- As the wolf, walk up to the goats' door and give three loud knocks – knock, knock, knock.
- Everyone say in a rough voice, "Open the door little kids, it's your mother!"
- The kids laugh at you – look cross and grumpy and howl.
- Turn away and stalk down to market to buy some chalk.
- Gobble the chalk down (ensure all children know this is not something they should do!)
- Knock three times again – knock, knock, knock
- Everyone say in a soft voice, "Open the door little kids, it's your mother!"
- Hold up your paws so the kids can see what colour they are.
- The kids laugh at you – look cross and grumpy. Stamp your foot and howl again you're so cross.
- Stalk back down to the village to see the miller.
- The miller refuses to cover your paw with flour to make them white – how cross you are
- Look fierce, growl and show your sharp fangs
- With white paws go back to the goats' house and knock three times – knock, knock, knock
- Hold up your paws and with a soft voice say, "Open the door little kids, it's your mother."
- Pounce, growl, snarl and snap your teeth as you look for your first kid.
- They have all hidden from you so look under the table, in the bed, in the stove, in the cupboard, under the wash basin and in the kitchen cupboard.
- Eat each kid in one big gulp!
- Yawn and stretch, you are feeling sleepy after such an enormous meal.
- Find a comfy spot, lie down and snooze.
- Wake up! Sit up, something is wrong. Your tummy hurts – it feels too full and heavy. You're so thirsty and you need a drink
- Stagger over to the well. Your tummy is far too heavy for 6 kids, it feels like 6 stones.
- Lean over to get a drink, but OH! You tumble down, down, down.
- Blup, blup, blup...

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Resource C: Instructions on How to Trick Little Red Riding Hood

Do you have a young girl dressed in red that you quite fancy eating? Children can be notoriously difficult to persuade when they are feeling wary of you. If you're tired of chasing them around, trickery may be a sensible solution and this step-by-step guide will show you how to win through to your delicious meal...

What you need:

Little Red Riding Hood on her way to Granny's house	flowers
Granny	toothpicks
Granny's nightwear including her mop cap	bed

Step One:

Distract your chosen prey with some pretty flowers while you dash off to her Granny's house.

Step Two:

Gobble Granny to get rid of her. She might be a bit tough to chew so remember your toothpicks.

Step Three:

Dress yourself in Granny's clothing. Don't forget to put her glasses on and hide your long furry ears with her mop cap. Pull the curtains over the windows to make the room gloomy, this will help towards a disguise when Little Red Riding Hood arrives.

Step Four:

Climb into Granny's bed and pull the covers right up to your chin. Try to cover as much of you as you can so Little Red Riding Hood won't recognise you.

Step Five:

Wait patiently for your prey to arrive. This might take a while if there were lots of flowers to pick. Remember to speak in a quivery squeaky voice, like Granny, if you don't want the child to become suspicious.

Step Six:

Encourage the child to come close to the bed, within arm's reach is best or you might have to make a lunge for her.

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Step Seven:

Grab your prey and savour every mouthful of the juicy young girl.

What a delicious meal you've just had! Well done, all your hard work has paid off. But if you want the opportunity to trick another scrumptious child, make a quick exit or the vicious woodcutter may come and try to turn you into a wolf skin rug.

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Resource D: Acrostic Poems

Trees

Trees give shade so deep
Relaxing there is ideal
Encourages tiredness and sleep
Especially after a meal
Silly wolf has paid the price

Cats

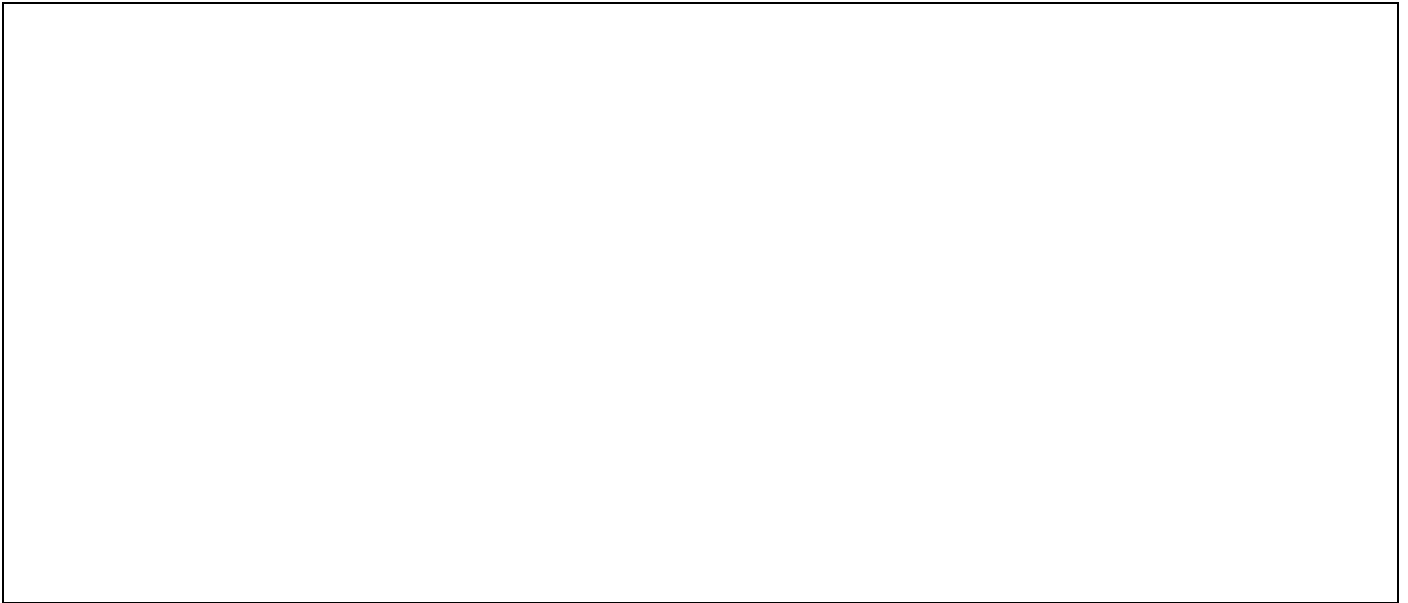
Cuddly
Acrobatic
Tenacious
Softly purring

Sun

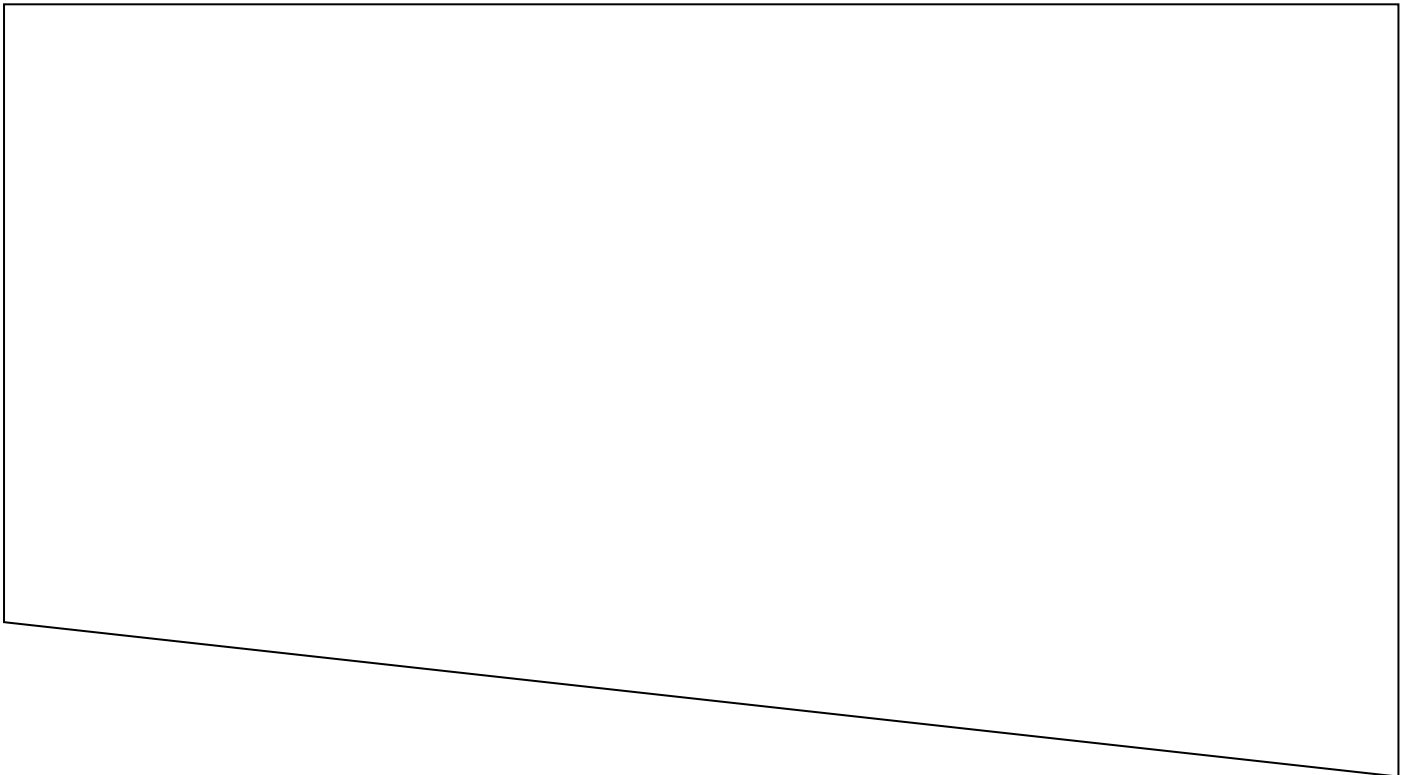
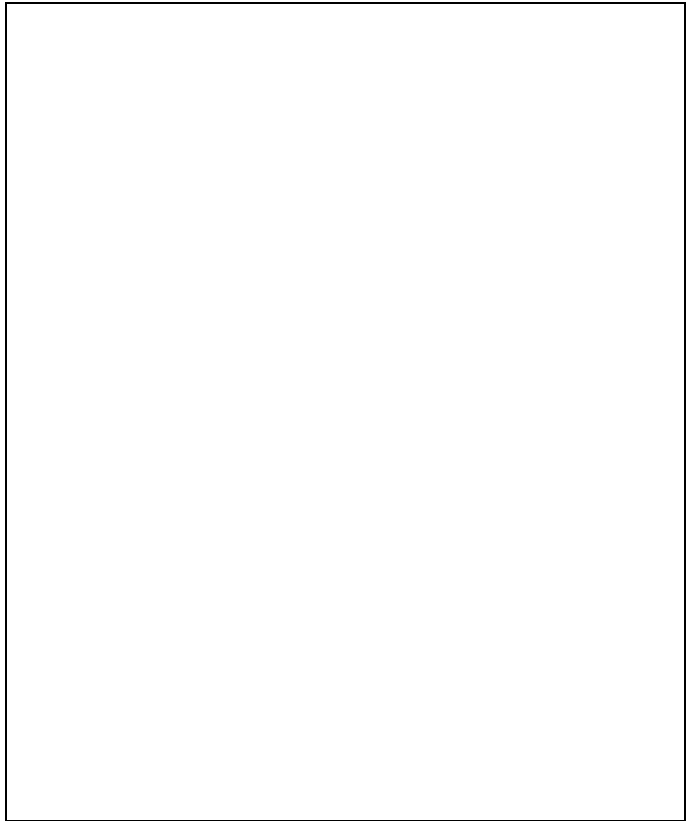
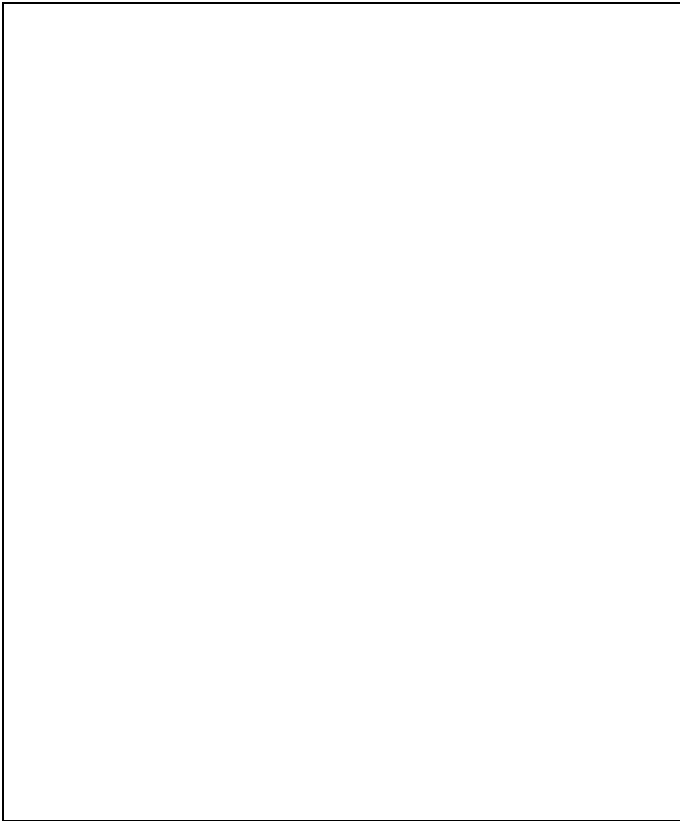
Sun shines brightly all day long
Up, up, up higher than the sky
Never seen at night

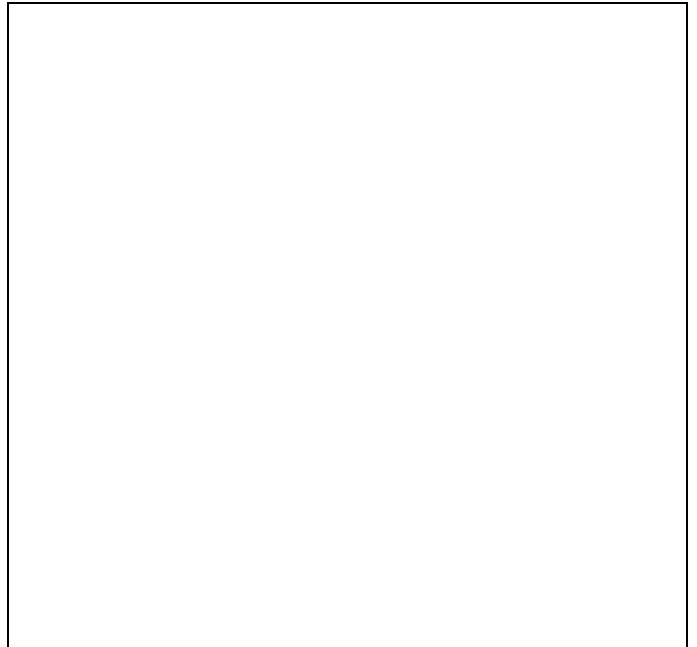
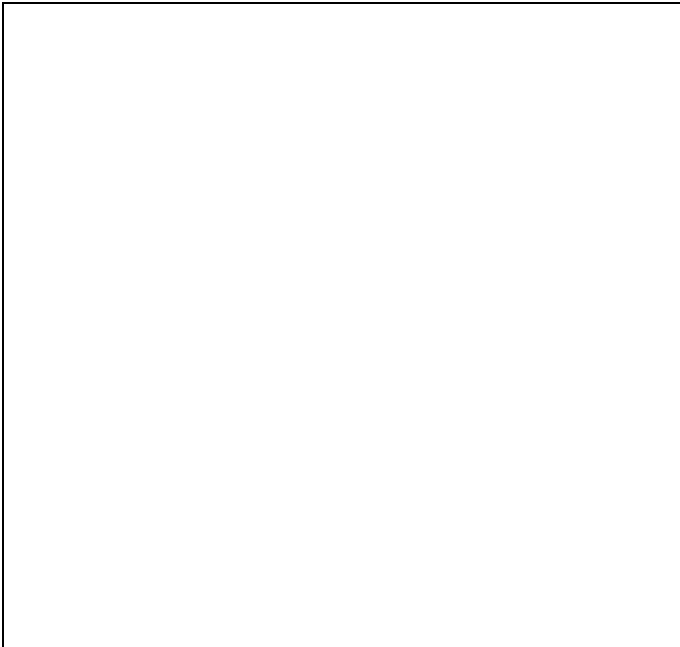
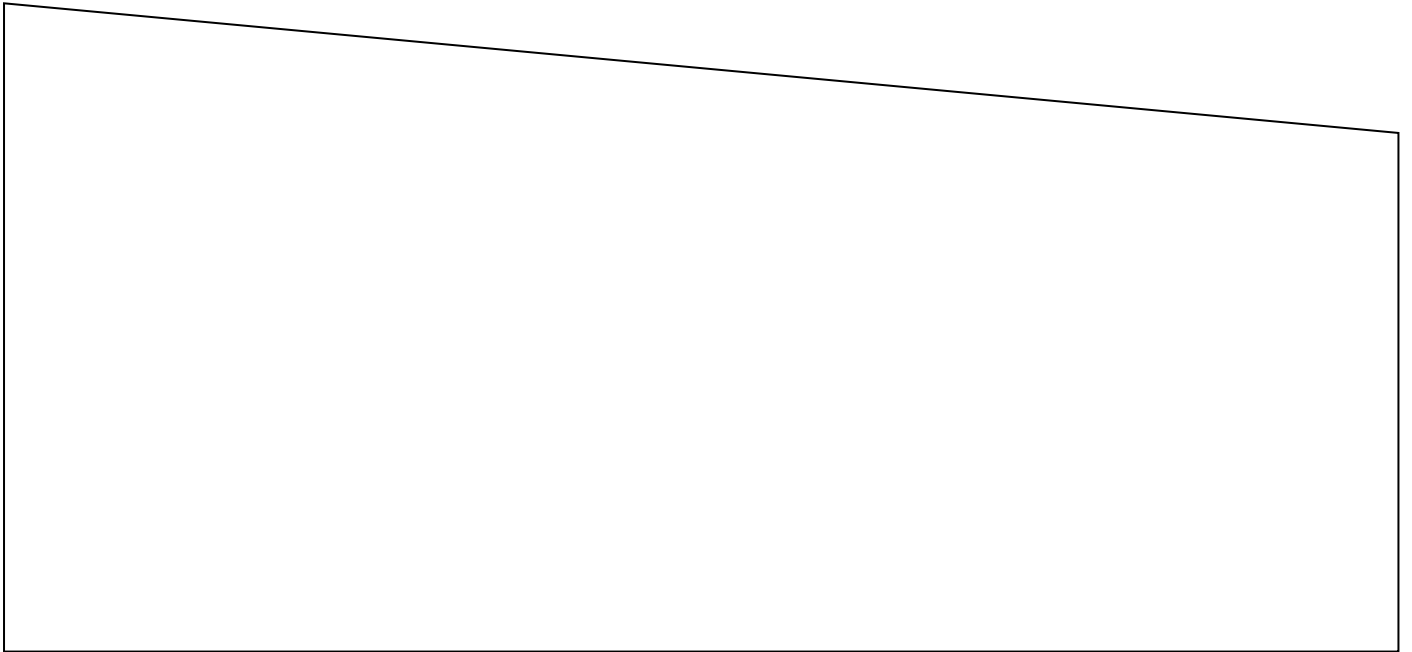
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Resource E: Comic Strip Panels

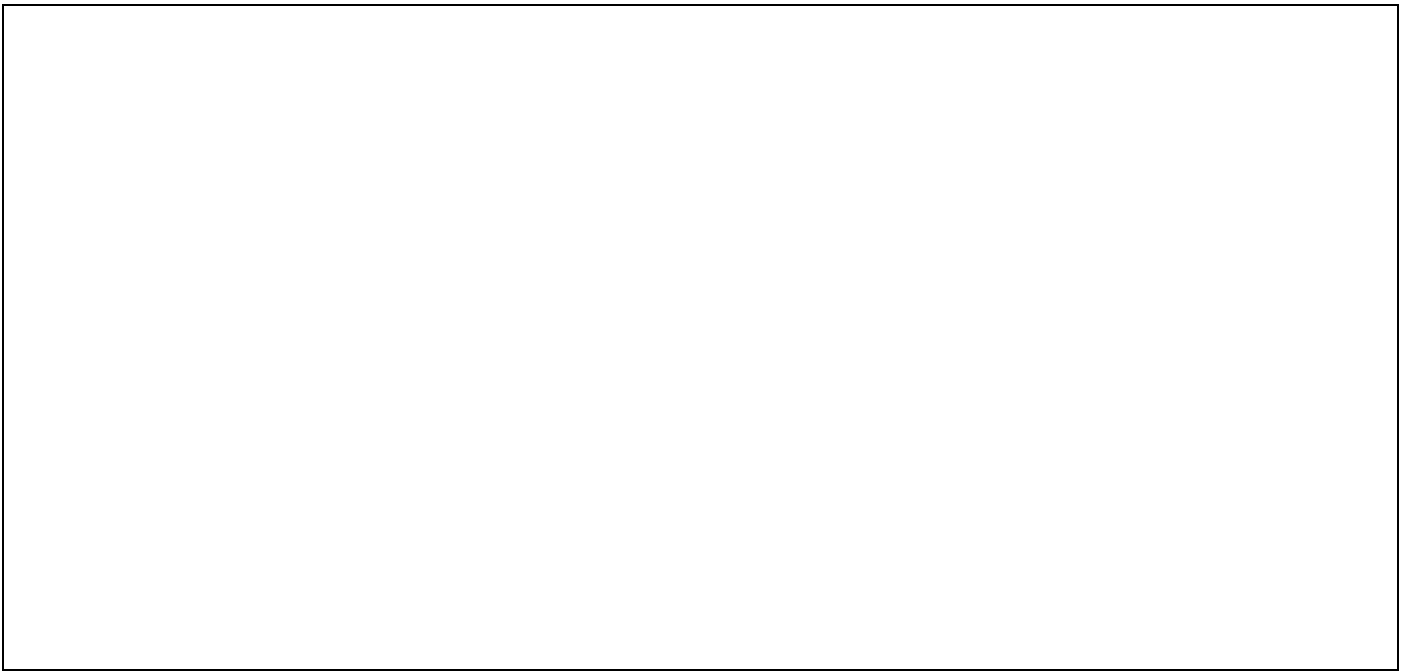
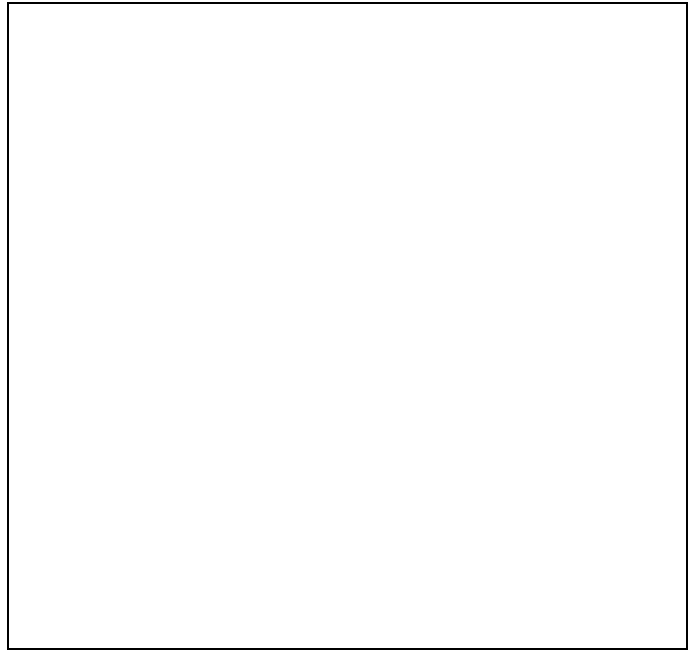
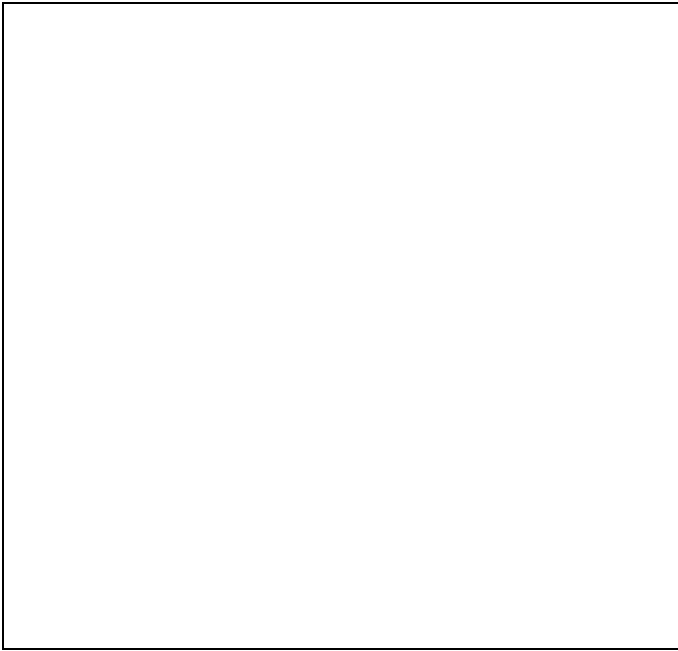


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