

Tiddalik

A folktale from Australia

Recommended Key Stage: EYFS/KS1

Synopsis

One day Tiddalik the frog woke up with an unquenchable thirst and ended up drinking all the fresh water! So, the animals hatched a plan to get Tiddalik to laugh all the water out of his body. They tried lots of different ways to make him laugh, until finally Eel did a funny dance which made Tiddalik explode with laughter! All the water came out of his mouth and back into the world.

Part 1: Share the Story

Play the audio of **Tiddalik** by **Remco Heijmans** from the Story Museum website or tell the story yourself.

Top storytelling tips:

- Learn the story beforehand so that you can be expressive and maintain eye contact with the students.
- Use actions and sound effects and encourage the students to join in.
- Use toys or puppets to help engage younger listeners

Find one or two moments in the story to stop and ask the students to predict what is going to happen next, or suggest ways of making Tiddalik open his mouth.

Show the children a world map or globe and point out Australia. You could introduce some of the animals from the story who live in Australia.

Part 2: Discuss the story

Use the questions below to begin a discussion about the story

EYFS	KS1
- Where do you think Tiddalik the frog lives? - What would you do if you were thirsty like Tiddalik? - What would make you laugh? Can you think of something funny to make us laugh? - Have you ever made someone laugh that much? What happened? - How do you think the animals felt when they saw all the water was gone? - Oh no they didn't make Tiddalik laugh... what could they try next? - What did you like about this story? Is there anything you didn't like?	- Have you ever wanted more than your share of something? What happened? - What should the animals do to make Tiddalik laugh? - Does anyone have a joke or riddle they can share to make us laugh? - How did the animals feel in this story? How did Tiddalik feel? - What can this story teach us? - What do you think Tiddalik should have done differently in this story? - What did you like about this story? Is there anything you didn't like?

Part 3: Play the Story

EYFS Activities	KS1 Activities
Story Walk - Students stand in their own space around the room. - Tell the story slowly using Resource A - As you tell it, the students use the space to mime it while staying in their space. - Try doing this with no sounds, just expressions.	
Whoosh! Retell the story as a whoosh with the whole class. Sit in a circle with the children and start telling the story. As you get to a character or part of the setting, point to a child in the circle and ask them to come to the middle to act as that part. Support the children in making faces, using body language, etc. After you have told a part of the story, call 'whoosh!' and ask those children to sit down, as you continue the story, point to more children to take their place. This way, everyone gets a chance to be in the story.	Phone call Retell the story in pairs, or in small groups with an adult leading. Pretend you are on the phone together and one person is telling the story of Tiddalik as if they are a character in the story. This will be conversational, so might sound like: 'You won't believe what happened today! So, I was going down to the pond, to have a drink...' The other person on the phone can react and ask questions, such as: - What happened next? - How did you feel? - What did you think about that? If working in pairs, swap over when instructed, if working in a group, the adult might 'hang up' and call on another child to tell the story until it is finished. The child could act as another character in the story to get their point of view.
Move Like A... Get the children to practice 'becoming' different animals from the story: - Hop like frog (low to the ground) - Jump like Kangaroo (up high) - Climb like Koala Bear (use hands and feet) - Slither like Eel (along the floor) - Crawl like Wombat (on all fours) Now try moving at different speeds/paces. Children to listen carefully to instructions so they know how to move, e.g. - Climb slowly like a Koala - Crawl quickly like a Wombat	Can you make me laugh? Children get into pairs and face each other. One person must try to make the other laugh, but the other person must try not to laugh or even smile! You can add rules and boundaries to this, such as: - No touching - Be kind towards other people, etc. You could provide simple jokes/riddles for the children to read to each other or to read to them (use Resource B for some ideas). Encourage children to make funny faces, funny sounds, etc. Who will be the winner?

Part 4: Story Stimulus

Activities	
Water Play Retell the story and help Tiddalik learn to share! Fill a water tray up with water and add in some plastic animals – this could be animals from the story to encourage retelling. Include different sized receptacles such as plastic bottles, cups, bowls, tubes, etc. and encourage talk around sharing. • Tiddalik has a bigger bottle of water than the other animals, is that fair? How could we make it fair? • How do you think the other animals feel? • Can you retell the story? • What will the characters say to each other?	Creative challenge Write a letter or make a card from Tiddalik to the other animals, saying sorry for what he has done. • What does he need to say sorry for? • What could he say to cheer the other animals up? Or write a letter from the other animals, persuading Tiddalik to share better. • What might the animals say that can persuade Tiddalik? • Does Tiddalik need any reminders about how to be kind or helpful?
Speech Bubbles • Children work with an adult to think about what the characters are feeling during the story. Children could draw a picture of the main character and with adult support can then write/partially write what they are saying at a particular point in the story. • Discuss with the children: - How does your animal feel when there is no water left? - What might they say to Tiddalik? - What do you think their face will look like? The speech bubble might read: I am sad, or it could read something like: I'm so thirsty! Please can I have a drink? Children could use a mirror to help them think about facial expressions attached to different emotions.	A new problem to solve Set up a new problem – perhaps a different animal has done something silly, like a woodpecker who has taken all the wood from the trees, and now there is no more for the other animals. Discuss as a group/in pairs/ small groups: • How do you think that makes the other animals feel? • What can the animals do to solve the problem? • What should they do if their plan doesn't work? Come up with a story using the discussion as a prompt. This could then be acted out in groups or written/ drawn as a story.

Part 5: Taking it Further

Similar Stories

EYFS/KS1 stories with a problem that need solving:

Noisy House

Bakunawa and The Seven Moons

The Gigantic Turnip

The Rainbow Serpent

Wider Curriculum Links

EYFS Framework

PSED

- Express their feelings and consider the feelings of others
- Build constructive and respectful relationships

Communication & Language

- Retell the story, once they have developed a deep familiarity with the text, some as exact repetition and some in their own words.

KS1

PSHE

- About what is kind and unkind behaviour and how this affects others
- About how to treat themselves and others with respect; how to be polite and courteous

Resource A

Story Walk for Tiddalik

- You are Tiddalik the frog and you've just woken up – do a big yawn and a stretch!
- It's such a hot day today, show me how warm you are. The hot weather is making you so thirsty!
- Hop down to the pond and take a long drink – SLLLUURRRPP
- Oh no, all the water is gone! But you're still thirsty!
- Quick – hop down to the lake and take another long drink SLUUURPRPP
- Oh dear! The water is gone again! But you're still thirsty!
- Hop down to the river and take a long drink – SLUUURRP
- Ahh, that's better. Now you've had a nice drink, it's time to go to sleep.
- Now, you are the other animals waking up
- Oh! What a hot day – fan yourself to cool down
- Go down to the pond for a drink... Oh no! Where's all the water gone?
- Maybe there will be water in the lake... Oh dear! That's empty too!
- Go down to the river and check... Only poor Eel flopping about with no water. Look sad for poor Eel
- Who took all the water? It was Tiddalik! You are so cross with silly Tiddalik, stomp your feet and show me a very cross face
- How will we get the water back? You've got an idea! Let's make Tiddalik laugh!
- Pretend to make a funny joke ... That didn't work
- Give Tiddalik a tickle! That didn't work either
- Do a funny dance like Eel!
- Now you're Tiddalik again and you can't stop laughing!
- Out comes the water, and all the animals are happy again.

Resource B

Can You Make Me Laugh?

Jokes for KS1

Why did the banana go to the Doctor? Because he wasn't peeling very well!	What's brown and sticky? A stick!
Why are pirates called pirates? Because they Aaarrrr!	Where do fish keep their money? In the riverbank!
What time do you go to the dentist? Tooth-hurty!	What do get when you mix a cow with an earthquake? Milkshake!
What do you call a donkey with 3 legs? A wonkey!	How do you throw a space party? You planet!
What time do the ducks wake up? At the quack of dawn!	What is orange and sounds like a parrot? A carrot!
What's a crocodile's favourite game? SNAP!	How do you make a sausage roll? Push it down a hill.