

Lazy Jack

A folktale from England

Recommended Key Stage: KS1 and KS2

Synopsis: Lazy Jack has never had a job. His mother finds him work on a farm. On the first day he is paid 3 coins and but skims them on the river, so his mother tells him to always put his payment in his pocket. The next day he is paid with milk, which he pours into his pocket, so his mother tells him to always carry his payment on his head. The next day he is paid with cheese, which melts onto his hair, so his mother tells him to always put his payment in a bag. The next day he is paid with a tomcat which suffers in the bag, so his mother tells him to always put a lead on his payment and walk it. The next day he is paid a ham which gets filthy, so his mother tells him to always carry his payment on his back. The next day he is paid with a donkey, which kicks. He carries the donkey home. The mayor's daughter laughs so much she pays him 3 coins.

Part 1: Share the Story

Listen to the story told by Adam Guillain

Part 2: Discuss the story

Use the questions below to begin a discussion about the story

KS1 questions	KS2 questions
• What did you think of the story? • How do you feel about Jack? Is he a hero or silly or lazy? • Was Jack wrong? Who else did anything wrong? • Is it a happy ending?	• Was Jack wrong to do what he did? Is it wrong to always do what your parents tell you? • Who was most in the wrong, Jack? His mother or the farmer? • What advice would you give Jack that would always work? • This is an old folktale, what do you think the lesson is?

Part 3: Play the Story

KS1	KS2
Story Race • Students side by side in a line. They have to tell a part of the story before taking a step forward, then going "And then" • The winner of the race is the person who can reach the end of the story first, remembering each day of the week. • If you get "stuck" and can't move, listen to the other racers.	Character presentations • Choose a character from the story: Jack, his mother, or the farmer. • Imagine they've been asked to talk to a group of people about their experience. What would they say? • Tell the story this way • How would Jack feel? Would Jack feel he'd done anything wrong? • How would Jack's mother feel after seven days of this? Would she get angrier and angrier or would she just get fed up? • How would the farmer feel? Why does he keep giving Jack these items? Does he think it's funny? • Practice your speech and then deliver it to another student or a group. How do they react, do they think it's funny?
Jack and his mother, a play • In pairs, one student is Jack, the other student is his mother • Jack is coming home from work to tell his mother about his day, how he got paid and what he did with the payment • The mother can ask questions, just like in a normal conversation, these could include • What did you do today? • What were you thinking? • And how did that feel? • Do you know what you did wrong? • Now what are you going to do? • The mother should then give him advice about what to do with his payment. • Then Jack goes out and comes back in again, acting like it's the next day • Keep going until you reach the end of the story	

Part 4: Story Stimulus

KS1 Activities	KS2 Activities
Jack's next days - continue the story - Imagine Jack's next few days at the farm. - What advice would his mother tell him after he brings the donkey back? - What else could he get paid with on a farm? - How could he once more get it wrong? - What does his mother tell him to do - See how many Jack days you can do.	Jack's next days - continue the story - Imagine Jack's next few days - What would his mother tell him after he brings the donkey back? - Each day, give him a job in a new location beyond the farm. - Imagine they don't pay him with money, they give him something from where he works. - Have Jack once again get it wrong. - Have Jack's mother once again give him advice. - Use lots of descriptions throughout your story - See how many more Jack days you can do
Who was right? Game - Ask the students who was right? Was Jack right for doing what his mother said unquestioningly. - Or his mother actually giving good advice and Jack wasn't thinking it through. - If you think Jack was right, go to one side of the room. If you think his mother was right go to the other side of the room. - If you're not sure, go to the middle of the room, you can even move closer to whichever side you agree with - Ask students individually why they chose that side. Influence them by asking them questions from the opposite opinion. - As one student speaks, if what they say makes another student change their mind, they're allowed to move - After every student has had their say, count the numbers.	Jack's mother's ultimate advice - Students pretend to be Jack's mother: You've got to write the ultimate piece of advice, something that Jack can never get wrong, whatever he's paid in. - Include lots of conditions for everything that Jack could do wrong. - Examples "If you get paid with something wet, always carry it in a jug, unless you get paid with a fish, in which case carry it in a bag of water, unless it's a whale, in which case carry it in a water tank. - Once the student thinks they've finished, give them a new challenge. Turn the page over and find a way Jack could get this wrong.

Part 5: Taking it Further

Similar Stories:

Always Do As You're Told (India)

Jack and the Beanstalk (England)

Jack and the Fish (England)

The Unlucky Man (England)

Wider Curriculum Links:

KS1

PSHE

- that money needs to be looked after; different ways of doing this
- that jobs help people to earn money to pay for things
- to identify common features of family life

KS2

PSHE

- about risks associated with money (e.g. money can be won, lost or stolen) and ways of keeping money safe
- that a feature of positive family life is caring relationships; about the different ways in which people care for one another

Resource A

Lazy Jack-Step by Step

1. There was once a boy called Jack who was lazy. His poor mother did everything! One day she got him a job at the farm where he spent Monday sweeping the barn and planting corn.
2. As payment, the farmer gave Jack three bronze pennies.
3. Jack had never seen money before and so skimmed the coins across the water
4. When Jack got home he told his mother.
5. "No Jack!" his mother exclaimed in despair. "That's not what you should have done with what you got. You should have put them in your pocket."
6. Tuesday's job was working in a dairy and as payment Jack was given a jug of milk.
7. Jack poured the milk into his pocket
8. No Jack!" his mother cried. "That's not what you should have done with what you got. You should have put it carefully on your head and carried it home."
9. Wednesday's job was spinning the churn to make cheese, the farmer gave him a big piece of cheese.
10. Jack put the cheese on his head on a hot day and it melted.
11. "You should have put it in a bag and carried it home in your arms," said his mother.
12. Thursday's job was at the bakery where Jack was given a Tomcat.
13. The Tomcat clawed and scratched when Jack tried to put him in a bag
14. "You should have put a lead around its neck and walked him home," shrieked his exasperated mother.
15. Friday's job was with a butcher where Jack was given a big piece of ham
16. The local dogs really loved it when Jack pulled a ham home on a lead!
17. "You should have carried it home on your shoulders!" his mother bellowed.
18. Saturday's job was driving the farmer's donkey train around the villages. Jack was given a donkey.
19. Everyone laughed when Jack put a donkey onto his shoulders. One girl, the mayor's daughter, laughed so much her father gave Jack three gold coins as a reward.
20. Jack put the coins in his pocket and took them home with the donkey.