



PARTICIPATORY STORIES

The Holy Grail (9 – 10 age group)

Learning objectives

This story is made up of 4 sheets that get more complex narratively as the children progress. Going from one level (sheet) to the next and working in small groups or pairs, the children will enrich the story of The Prince and the Bald Man with adjectives, adverbs of manner, dialogue and finally create their own ending to the story.

STORY BASE

Read the simple version of the story to children (the story base). Read expressively and emphasise key words (such as **Percival, knight, bloody sword, Grail, shelter, duels**). Then have the pupils work in groups or in pairs to enrich the story base (starting from Level 1).

Percival lived with his mother in the Gaste Forest. One day he meets a **knight** and decides to follow him to King Arthur's castle. He asks the king to make him a knight and King Arthur accepts.

Percival wants the Vermilion Knight's weapons and decides to fight as a punishment because he poured a glass of wine on queen Guinevere.

After the battle he arrives at a castle. Its owner, Lord Gorneman of Gorhaut, heard about Percival and wanted to know his story. As days and months passed slowly, Gorneman became Percival's master.

Percival then arrives at Whiteflower's castle. Two thieves made her castle a **ruin**. Percival fights and wins against the two men and sends them to King Arthur. He stays some time with the lady and decides to go back to his mother who was very distressed when he left her.

On the road he searches for a ford or a bridge and finds a castle at dawn. He asks for **shelter** and the Fisher King welcomes him. He invites him to sit at his table. During the dinner, Percival sees a servant enter the room with a **bloody sword** and among other extraordinary objects, a precious **Grail**. Well educated by lord Gorneman, he decides to ask no question. The next morning, the castle is empty, and Percival returns to the road.

In the forest, he hears a cry and recognises his cousin who tells him he would have saved the king and his father if he had asked his question about the grail. She also tells him that her mother died.

Percival continues to fight knights and send them to King Arthur. After a short time, King Arthur asks one of his knights to go and call Percival, so he rides back to Camelot.

Back at the court, during dinner, a hideous maiden comes and tells Percival he lost his opportunity and has to go and save a princess being held prisoner in her castle.

For five years he devoted himself to battles and **duels** and for the search of the Grail. One day he meets an old man, his uncle. He told him his first mistake was to abandon his mother, this is why he could not ask for the Grail. Now that he understands, all is forgiven he says.

LEVEL 1: WHAT ARE THEY LIKE? (ADJECTIVES)

Working in groups and pairs, pupils should enrich the story base with adjectives. The words in **blue** are suggestions – depending on the proficiency level of your pupils, decide on the number of adjectives that you would like to add before each of the targeted nouns. We recommend children choose at least 1 adjective.

Percival lived with his mother in the **magic/huge/beautiful** Gaste Forest. One day he meets a knight and decides to follow him to King Arthur's castle. He asks the king to make him a knight and King Arthur accepts.

Percival wants the **bad/angry/dumb** Vermilion Knight's weapons and decides to fight as a punishment because he poured a glass of wine on **wise/gentle/brave** queen Guinevere.

After the battle he arrives at a castle. Its owner, **the well-known/great/brave** lord Gorneman of Gorhaut, heard about Percival and wanted to know his story. As days and months passed, Gorneman became Percival's master.

Percival then arrives at Whiteflower's castle. Two thieves made her **beautiful/proud** castle a ruin.

Percival fights and wins against the two men and sends them to King Arthur. He stays some time with the lady and decides to go back to his mother who was very distressed when he left her.

On the road he searches for a ford or a bridge and finds **an old/imposing** castle at dawn. He asks for shelter and the Fisher King welcomes him. He invites him to sit at his **full/wealthy** table. During the dinner, Percival sees a servant enter the room with a bloody sword and among other extraordinary objects, a precious Grail. Well educated by lord Gorneman, he decides to ask no question. The next morning, the castle is empty, and Percival returns on the **long/empty/dangerous** road.

In the forest, he hears a cry and recognizes his cousin who tells him he would have saved the king and his father if he had asked his question about the **holy/magic** Grail. She also tells him that her mother died.

Percival continues to fight knights and send them to King Arthur. After a few times, King Arthur asks one of his knights to go and call Percival, so he rides back to Camelot.

Back to the court, during a **rich/wealthy/delicious** dinner, a hideous maiden comes and tells Percival he lost his opportunity and has to go and save a princess being held prisoner in her castle.

For five years he devoted himself to **dangerous/numerous** battles and duels and for the search of the Grail. One day he meets an old man, his uncle. He told him his first mistake was to abandon his mother, this is why he could not ask for the Grail. Now that he understands, all is forgiven he says.

LEVEL 2: HOW ARE THEY DOING IT? (ADVERBS OF MANNER)

Working in their group or pair, pupils should now enrich the text with adverbs of manner. Help children write and read them along with the adjectives that they already wrote for the Level 1 sheet. The words in **red** are suggestions – depending on the proficiency level of your pupils, we recommend children write at least 1 adverb.

Percival lived **peacefully/happily** with his mother in the **magic/huge/beautiful** Gaste Forest. One day he meets a knight and decides to follow him to King Arthur's castle. He asks the king to make him a knight and King Arthur accepts.

Percival wants the **bad/angry/dumb** Vermilion Knight's weapons and decides to fight as a punishment because he **accidentally/voluntarily/clumsily** poured a glass of wine on **wise/gentle/brave** queen Guinevere.

After the battle he arrives at a castle. Its owner, **the well-known/great/brave** lord Gorneman of Gorhaut, heard about Percival and wanted to know his story. As days and months passed **slowly/quickly**, Gorneman became Percival's master.

Percival then arrives at Whiteflower's castle. Two thieves made her **beautiful/proud** castle a ruin. Percival **fiercely/bravely/courageously** fights and wins against the two men and sends them to King Arthur. He stays some time with the lady and decides to go back to his mother who was very distressed when he left her.

On the road he searches for a ford or a bridge and finds **an old/imposing** castle at dawn. He asks for shelter and the Fisher King welcomes him. He invites him to sit at his **full/wealthy** table. During the dinner, Percival sees a servant **hastily/proudly/triumphantly** enter the room with a bloody sword and among other extraordinary objects, a precious Grail. Well educated by lord Gorneman, he decides to ask no question. The next morning, the castle is empty, and Percival returns on the **long/empty/dangerous** road.

In the forest, he hears a cry and recognizes his cousin who tells him he would have saved the king and his father if he had asked his question about the **holy/magic** Grail. She also **mournfully/emotionally** tells him that her mother died.

Percival continues to fight knights and send them to King Arthur. After a few times, King Arthur asks one of his knights to go and call Percival, so he rides back to Camelot.

Back to the court, during a **rich/wealthy/delicious** dinner, a hideous maiden comes and tells him he lost his opportunity and has to go and save a princess being held prisoner in her castle.

For five years he **restlessly/bravely/entirely** devoted himself to **dangerous/numerous** battles and duels and for the search of the Grail. One day he meets an old man, his uncle. He told him his first mistake was to abandon his mother, this is why he could not ask for the Grail. Now that he understands, all is forgiven he says.

LEVEL 3: WHAT ARE THEY SAYING? (DIALOGUE)

Working in their group or pair, pupils should now enrich the text with dialogue. Help children write and read them along with the adjectives and adverbs that they already wrote for the Level 1 and Level 2 sheets. The words in **orange** are suggestions – depending on the proficiency level of your pupils, we recommend children write at least 1 sentence of dialogue.

Percival lived **peacefully/happily** with his mother in the **magic/huge/beautiful** Gaste Forest. One day he meets a knight and decides to follow him to King Arthur’s castle. He asks the king, “**Would you knight me?**” and King Arthur accepts.

Percival says, “**I want the bad/angry/dumb Vermillion Knight’s weapons**” and decides to fight as a punishment because he **accidentally/voluntarily/clumsily** poured a glass of wine on **wise/gentle/ brave** queen Guinevere.

After the battle he arrives at a castle. Its owner, **the well-known/great/brave** lord Gorneman of Gorhaut, heard about Percival and told him **“I want to hear your story”**. As days and months passed **slowly/quickly**, Gorneman became Percival’s master.

Percival then arrives at Whiteflower’s castle. She told him **“Two thieves made a ruin of my beautiful/proud castle”**. Percival **fiercely/bravely/courageously** fights and wins against the two men and sends them to King Arthur. He stays some time with the lady and decides to go back to his mother who was very distressed when he left her.

On the road he searches for a ford or a bridge and finds **an old/imposing** castle at dawn. He asks for shelter and the Fisher King welcomes him. He invites him: **“sit at my full/wealthy table”**. During the dinner, Percival sees a servant **hastily/proudly/triumphantly** enter the room with a bloody sword and among other extraordinary objects, a precious Grail. Well educated by lord Gorneman, he decides to ask no question. The next morning, the castle is empty, and Percival returns on the **long/empty/dangerous** road.

In the forest, he hears a cry and recognizes his cousin. **“You would have saved the king and his father if you had asked him questions about the holy/magic Grail”** she said. She also tells him **“Your mother died”**.

Percival continues to fight knights and send them to King Arthur. After a few times, King Arthur asks his knight Gawain: **“Go and call Percival so he rides back to Camelot”**.

Back to the court, during a **rich/wealthy/delicious** dinner, a hideous maiden comes and tells him: **“You lost the opportunity and have to go and save a princess being held prisoner in her castle”**.

For five years he **restlessly/bravely/entirely** devoted himself to **dangerous/numerous** battles and duels and for the search of the Grail. One day he meets an old man, his uncle. **“Your first mistake was to abandon your mother, this is why you could not ask for the Grail but now that you understand, all is forgiven”**, he said.

LEVEL 4: HOW DOES IT END? (YOUR OWN ENDING)

Working in their group or pair, pupils should now enrich the text by expanding on the ending. Help children write and read the ending sentence(s) along with the adjectives, adverbs and dialogue that they already wrote for the Level 1, Level 2 and Level 3 sheets. The sentences in **purple** are suggestions – depending on the proficiency level of your pupils, we recommend children write at least 1 sentence to enrich the ending.

Percival lived **peacefully/happily** with his mother in the **magic/huge/beautiful** Gaste Forest. One day he meets a knight and decides to follow him to King Arthur’s castle. He asks the king, “**Would you knight me?**” and King Arthur accepts.

Percival says, “**I want the bad/angry/dumb Vermillion Knight’s weapons**” and decides to fight as a punishment because he **accidentally/voluntarily/clumsily** poured a glass of wine on **wise/gentle/ brave** queen Guinevere.

After the battle he arrives at a castle. Its owner, **the well-known/great/brave** lord Gorneman of Gorhaut, heard about Percival and told him **“I want to hear your story”**. As days and months passed **slowly/quickly**, Gorneman became Percival’s master.

Percival then arrives at Whiteflower’s castle. She told him **“Two thieves made a ruin of my beautiful/proud castle”**. Percival **fiercely/bravely/courageously** fights and wins against the two men and sends them to King Arthur. He stays some time with the lady and decides to go back to his mother who was very distressed when he left her.

On the road he searches for a ford or a bridge and finds **an old/imposing** castle at dawn. He asks for shelter and the Fisher King welcomes him. He invites him: **“sit at my full/wealthy table”**. During the dinner, Percival sees a servant **hastily/proudly/triumphantly** enter the room with a bloody sword and among other extraordinary objects, a precious Grail. Well educated by lord Gorneman, he decides to ask no question. The next morning, the castle is empty, and Percival returns on the **long/empty/dangerous** road.

In the forest, he hears a cry and recognizes his cousin. **“You would have saved the king and his father if you had asked him questions about the holy/magic Grail”** she said. She also tells him **“Your mother died”**.

Percival continues to fight knights and send them to King Arthur. After a few times, King Arthur asks his knight Gawain: **“Go and call Percival so he rides back to Camelot”**.

Back to the court, during a **rich/wealthy/delicious** dinner, a hideous maiden comes and tells him: **“You lost the opportunity and have to go and save a princess being held prisoner in her castle”**.

For five years he **restlessly/bravely/entirely** devoted himself to **dangerous/numerous** battles and duels and for the search of the Grail. One day he meets an old man, his uncle. **“Your first mistake was to abandon your mother, this is why you could not ask for the Grail but now that you understand, all is forgiven”**, he said.

Once forgiven, he inherited the crown of the Fisher King and could repair his mistake by asking the right questions in front of the bleeding sword and the holy Grail.

The end!