



PARTICIPATORY STORIES

The Disappearance of the Sun and the Moon (5 – 6 age group)

Learning objectives

This story is made up of 3 sheets that get more complex narratively as the children progress. Going from one level (sheet) to the next and working in small groups, the children will enrich the story of “The Disappearance of the Sun and the Moon” with adjectives, dialogues and finally creating their own ending to the story.

The teacher can create coloured cards (matching the colours of each level’s writing topic) with the various suggestions for enriching the text below, to be handed out to the children to help them.

STORY BASE

Read the simple version of the story to children (the story base). Remember to read expressively and emphasise key words and main characters (such as **Zmeus, plunging, darkness, Gresenu, rewarded** etc.). Then have the pupils work in groups to enrich the story base (starting from Level 1).

Long long ago, in Bucharest, the **Zmeus** stole the moon and the sun, **plunging** the world into **darkness**.

Gresenu and his brother went after Zmeu and his family to take the stars back.

The monsters chose to go back to their home separately to escape capture.

First Gresenu and his brother killed the Zmeus' son, then the mother.

They tricked the father and stole its little finger to open the tower where the sun and the moon were hidden.

But the daughter was hidden there and attacked them. Gresenu used a ruse and killed the daughter, defeating the Zmeus' whole family.

They met one more enemy on their journey: this time, a thief. He tried to steal their victory in front of the king, but the king recognised Gresenu and **rewarded** the brothers.

LEVEL 1: WHAT ARE THEY LIKE? (ADJECTIVES)

Working in groups, pupils should enrich the story base with adjectives (feelings, character, appearance). 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. You can prompt your pupils to suggest adjectives by asking: What are the Zmeus like? What is Gresenu like? Etc.

Long long ago, in **beautiful/big/fierce** Bucharest, the **hideous/mysterious/stupefying** Zmeus stole the **silver/peaceful/shiny** moon and the **yellow/gold/warm** sun, plunging the **colourful/lively/joyful** world into **sad/frightening/deep** darkness.

The brave/tall/intrepid Gresenu and his **little/young/smart** brother went after Zmeu and his family to take the **shiny/necessary/reassuring** stars back.

The **hideous/mysterious/stupefying** monsters chose to go back to their home separately to escape capture.

First the brothers killed the **dull/young** son, then the **worried/courageous** mother.

They tricked the **dumb/impulsive** father and stole its little finger to open the **imposing/abandoned** tower where the sun and the moon were hidden.

But the **wise/sneaky** daughter was hidden there and attacked them. Gresenu used a ruse and killed the daughter, defeating the Zmeus' whole family.

They met one more enemy on their journey: this time, a **reckless/skinny** thief. He tried to steal the victory in front of the **powerful/rich/blind** king, but the king recognised Gresenu and rewarded the brothers.

LEVEL 2: WHAT ARE THEY SAYING? (DIALOGUE)

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

Long long ago, in **beautiful/big/fierce** Bucharest, the **hideous/mysterious/stupefying** Zmeus stole the **silver/peaceful/shiny** moon and the **yellow/gold/warm** sun, plunging the **colourful/lively/joyful** world into **sad/frightening/deep** darkness. **“Ahahah we tricked you!” they said.**

The brave/tall/intrepid Gresenu and his **little/young/smart** brother went after Zmeu and his family to take the **shiny/necessary/reassuring** stars back. **“Let’s save the world!” said Gresenu.**

The **hideous/mysterious/stupefying** monsters chose to go back to their home separately to escape capture. **“Separately we will be more discreet and less likely to be attacked” the mother said.**

First the brothers killed the **dull/young** son, then the **worried/courageous** mother.

“Too easy” they exclaimed.

They tricked the **dumb/impulsive** father and stole its little finger to open the **imposing/abandoned** tower where the sun and the moon were hidden.

“Ahahah! One thing is sure, this Zmeu has much more muscles than neurons.” The brothers laughed.

But the **wise/sneaky** daughter was hidden there and attacked them. **“Mh! Instead of making fun of my father, you ought to be more careful” she mocked them.** Gresenu used a ruse and killed the daughter, defeating the Zmeus’ whole family. **“You have spoken too soon” replied Gresenu triumphantly.**

They met one more enemy on their journey: this time, a **reckless/skinny** thief. He tried to steal the victory in front of the **powerful/rich/blind** king, but the king recognised Gresenu and rewarded the brothers.

“I would recognise Gresenu’s face in the dark” he said, “you are both rewarded by becoming my personal counsellors.”

LEVEL 3: HOW DOES IT END? (YOUR OWN ENDING)

Working in their group, pupils should now enrich the text by expanding on the ending. Help them write and read the ending sentence(s) along with the adjectives and dialogues that you already wrote for the Level 1 and Level 2 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.

Long long ago, in **beautiful/big/fierce** Bucharest, the **hideous/mysterious/stupefying** Zmeus stole the **silver/peaceful/shiny** moon and the **yellow/gold/warm** sun, plunging the **colourful/lively/joyful** world into **sad/frightening/deep** darkness. **“Ahahah we tricked you!” they said.**

The brave/tall/intrepid Gresenu and his **little/young/smart** brother went after Zmeu and his family to take the **shiny/necessary/reassuring** stars back. **“Let’s save the world!” said Gresenu.**

The **hideous/mysterious/stupefying** monsters chose to go back to their home separately to escape capture. **“Separately we will be more discreet and less likely to be attacked” the mother said.**

First the brothers killed the **dull/young** son, then the **worried/courageous** mother.

“Too easy” they exclaimed.

They tricked the **dumb/impulsive** father and stole its little finger to open the **imposing/abandoned** tower where the sun and the moon were hidden.

“Ahahah! One thing is sure, this Zmeu has much more muscles than neurons.” The brothers laughed.

But the **wise/sneaky** daughter was hidden there and attacked them. **“Mh! Instead of making fun of my father, you ought to be more careful” she mocked them.** Gresenu used a ruse and killed the daughter, defeating the Zmeus’ whole family. **“You have spoken too soon” replied Gresenu triumphantly.**

They met one more enemy on their journey: this time, a **reckless/skinny** thief. He tried to steal the victory in front of the **powerful/rich/blind** king, but the king recognised Gresenu and rewarded the brothers.

“I would recognise Gresenu’s face in the dark” he said, “you are both rewarded by becoming my personal counsellors.”

However, the thief wore a mask built by the great blacksmith of the world that imitated the face of Gresenu perfectly. He had carried out his trick. He did this only for the pleasure of a

good trick, so he admitted the truth laughing and gave back the king's honour to Gresenu.

The end!