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## Belonging and Identity in Fairytales - Foundation

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# FAIRYTALE STORY PATH



1

## BEGINNING

Meet the characters  
and setting.



2

## MIDDLE

A problem happens.  
The characters try  
to solve it.



3

## END

The problem is solved.  
The story shares a lesson.

# BELONGING AND IDENTITY

## Belonging

feeling welcomed,  
safe and part of  
a group.



## Identity

the people, places,  
interests and qualities  
that make you you.



## FAMILY AND FRIENDS



## SPECIAL PLACES



## FAVOURITE THINGS



## THINGS I AM GOOD AT



**GOLDILOCKS**

**BABY BEAR**

**PREVIEW**





**DADDY BEAR**



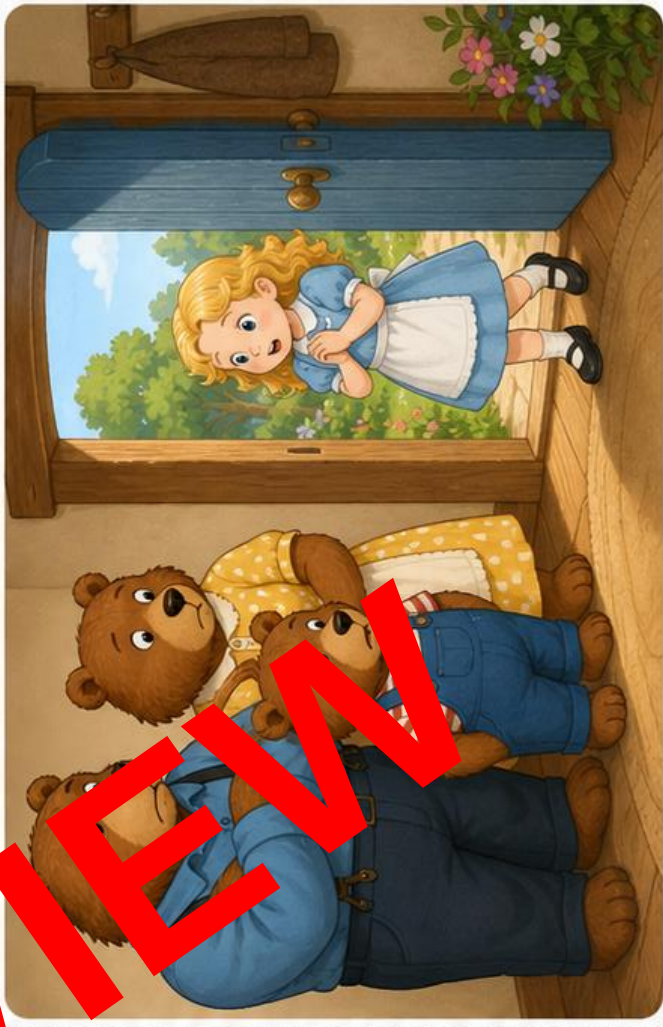
**MUMMY BEAR**

**PREVIEW**

# GOLDILOCKS STORY SEQUENCE



# GOLDILOCKS STORY SEQUENCE



# MIX AND MATCH: CHARACTERS



**BRAVE KNIGHT**



**CURIOUS FAIRY**



**FRIENDLY DRAGON**



**CLEVER FOX**



**SHY GIANT**



**HELPFUL WITCH**



**PLAYFUL PRINCESS**



**KIND MONSTER**

# MIX AND MATCH: SETTINGS



**ENCHANTED FOREST**



**MAGIC CASTLE**



**SUNNY VILLAGE**



**SECRET CAVE**



**CLOUD KINGDOM**



**FAIRY GARDEN**



**COASTAL COVE**



**COSY COTTAGE**

# MIX AND MATCH: STORY LESSONS



# FAIRYTALE FEATURES

Name: \_\_\_\_\_

Circle five things that can belong in a fairytale.



MAGIC



TALKING ANIMAL



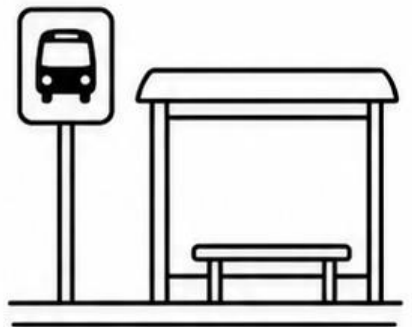
CASTLE



PROBLEM



LESSON



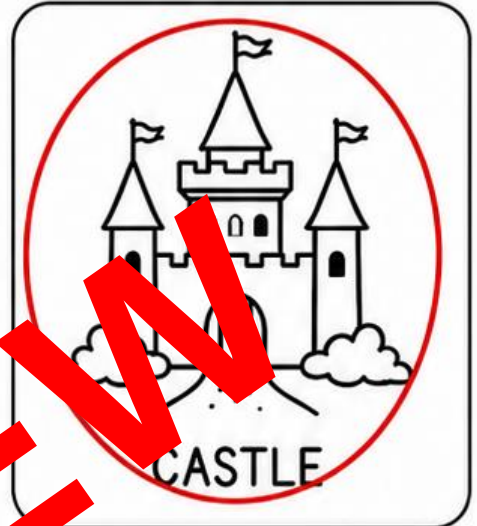
EVERYDAY BUS STOP

Draw one magical fairytale idea.

# FAIRYTALE FEATURES

ANSWERS: \_\_\_\_\_

Circle five things that can belong in a fairytale.



Draw one magical fairytale idea.

Sample: a tiny friendly dragon.



Name: \_\_\_\_\_

# FAIRYTALE OR EVERYDAY STORY?

Tick the best answer.

A dragon guards a magic key.

☐

FAIRYTALE

☐

EVERYDAY

A child catches the school bus.

☐

FAIRYTALE

☐

EVERYDAY

A fairy helps a lost fox.

☐

FAIRYTALE

☐

EVERYDAY

A family shops for fruit.

☐

FAIRYTALE

☐

EVERYDAY

ANSWERS: \_\_\_\_\_

# FAIRYTALE OR EVERYDAY STORY?

Tick the best answer.

A dragon guards a magic key.



FAIRYTALE



EVERYDAY

A child catches the school bus.

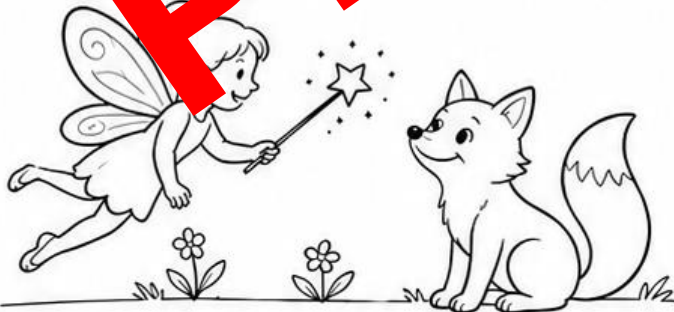


FAIRYTALE



EVERYDAY

A fairy helps a lost fox.



FAIRYTALE



EVERYDAY

A family shops for fruit.



FAIRYTALE



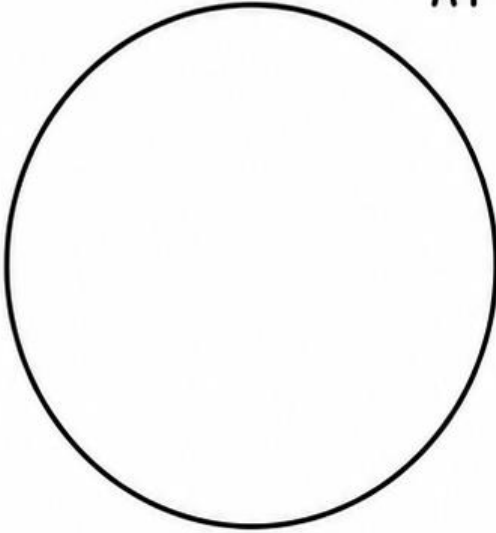
EVERYDAY

Name: \_\_\_\_\_

# CINDERELLA'S FEELINGS JOURNEY



## AT THE BEGINNING



How might Cinderella feel?

\_\_\_\_\_



## LATER IN THE STORY



How might Cinderella feel?

\_\_\_\_\_

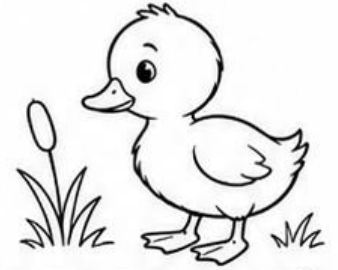


What helped her feel she belonged?

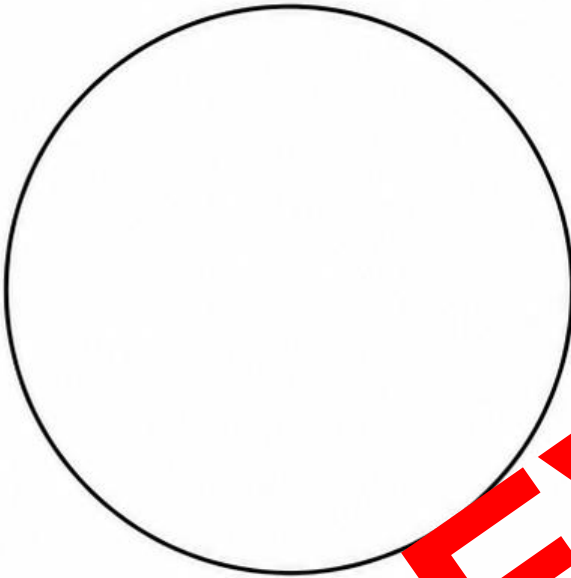


# THE DUCKLING'S FEELINGS JOURNEY

Name: \_\_\_\_\_



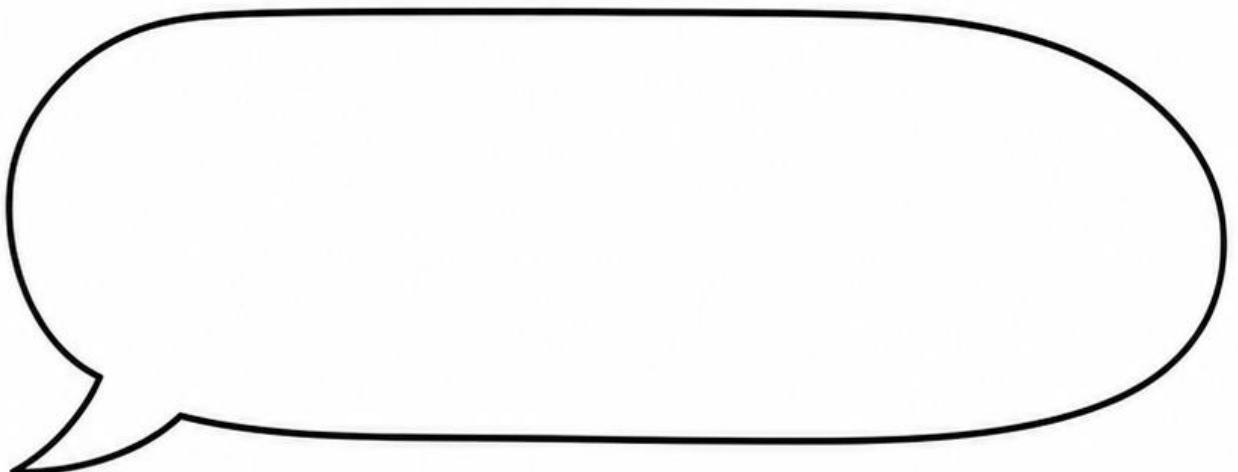
WHEN LEFT OUT



WHEN WELCOMED



What could you say to help someone feel they belong?





# WHO HELPS ME BELONG?



Name: \_\_\_\_\_

FAMILY

FRIENDS

ME

PREVIEW

SCHOOL

SPECIAL PLACE

I feel I belong when...

\_\_\_\_\_  
-----  
\_\_\_\_\_



# CHARACTER IDENTITY DETECTIVE



Name: \_\_\_\_\_

DRAW YOUR CHARACTER



CHARACTER NAME

\_\_\_\_\_

THREE TRAITS



\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_

PREVIEW

What does the character do that shows one trait?



\_\_\_\_\_

-----

\_\_\_\_\_

-----

\_\_\_\_\_



# CHARACTER AND ME

Name: \_\_\_\_\_



| THE CHARACTER               | ME |
|-----------------------------|----|
| SOMETHING WE BOTH LIKE      |    |
| SOMETHING WE DO DIFFERENTLY |    |
| A STRENGTH WE EACH HAVE     |    |

Our differences make us special because...

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

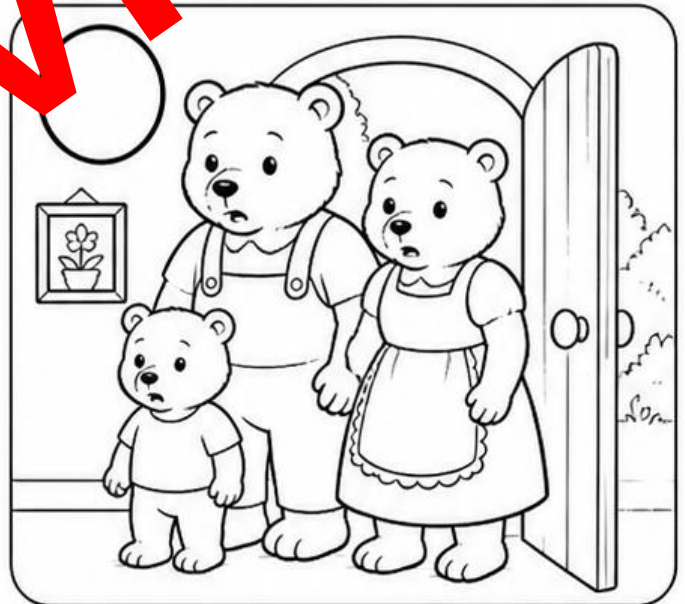
\_\_\_\_\_

\_\_\_\_\_

# PUT GOLDILOCKS IN ORDER

Name: \_\_\_\_\_

Write 1, 2, 3, 4 in the circles. Then retell the story.



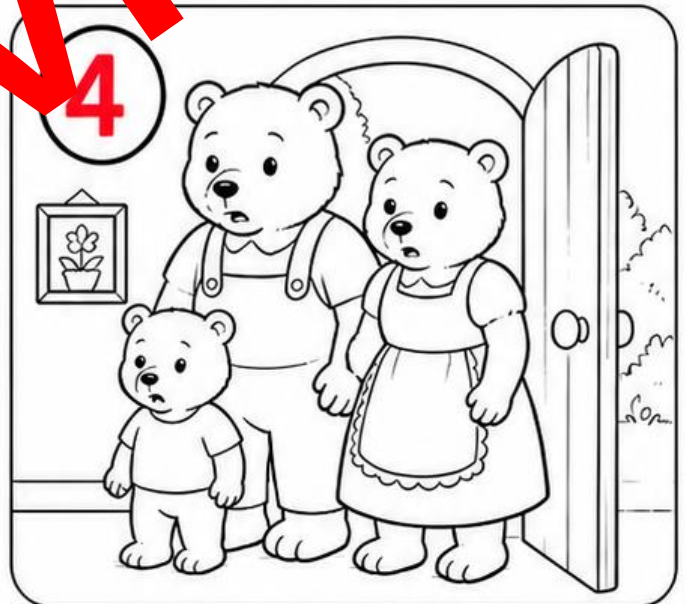
RETELL THE STORY

A large speech bubble shape for writing the retelling of the story.

# PUT GOLDILOCKS IN ORDER

ANSWERS: \_\_\_\_\_

Write 1, 2, 3, 4 in the circles. Then retell the story.

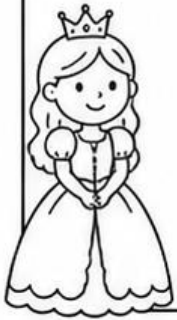


RETELL THE STORY

# PLAN MY FAIRYTALE: PAGE 1

Name: \_\_\_\_\_

## MY MAIN CHARACTER



CHARACTER NAME

TWO TRAITS



\_\_\_\_\_

\_\_\_\_\_

## SETTING

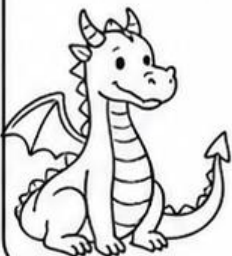


\_\_\_\_\_

\_\_\_\_\_



## THE PROBLEM



# PLAN MY FAIRYTALE: PAGE 2

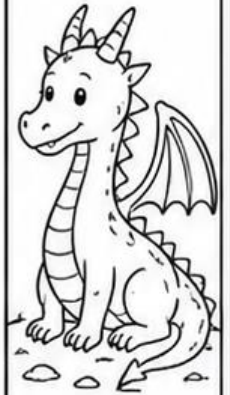
Name: \_\_\_\_\_



## BEGINNING



## MIDDLE



## END

## THE LESSON MY STORY TEACHES



# MY FAIRYTALE OF BELONGING

Name: \_\_\_\_\_



Plan and tell a fairytale about a character who wants to belong.

## BEGINNING

Who and where?



## MIDDLE

What problem happens?



## END

How is it solved?





# MY FAIRYTALE OF BELONGING: STORY PAGE

Name: \_\_\_\_\_

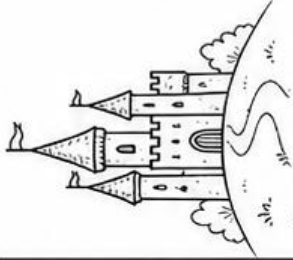


**PREVIEW**



- ☐ I named my character.
- ☐ I showed a setting.
- ☐ My story has a problem.
- ☐ My story has an ending.
- ☐ My story teaches a belonging or identity lesson.





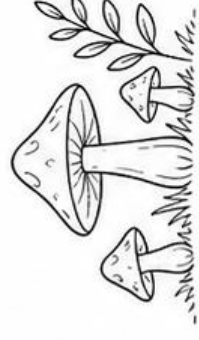
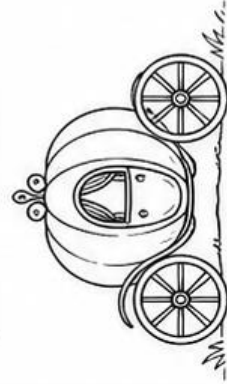
# BELONGING AND IDENTITY IN FAIRYTALES FOUNDATION RUBRIC



STUDENT: \_\_\_\_\_

DATE: \_\_\_\_\_

|                               | BEGINNING           | DEVELOPING                       | ACHIEVING                                 | CONFIDENT                             | EXCEEDING                                |
|-------------------------------|---------------------|----------------------------------|-------------------------------------------|---------------------------------------|------------------------------------------|
| STORY STRUCTURE               | One story idea.     | Two story parts.                 | Clear beginning, middle and end.          | Events flow; problem is solved.       | Engaging sequence and satisfying ending. |
| CHARACTER AND IDENTITY        | Names a character.  | Shows one trait.                 | Traits shown by actions or words.         | Character grows through choices.      | Detailed, purposeful character identity. |
| BELONGING LESSON              | Mentions belonging. | Shows a simple belonging moment. | Clear lesson about belonging or identity. | Lesson connects across the story.     | Thoughtful lesson strengthens the story. |
| ORAL OR WRITTEN COMMUNICATION | Shares a few ideas. | Ideas followed with support.     | Clear pictures, words and sentences.      | Details help the audience understand. | Expressive and easy to follow.           |
| EFFORT AND DETAIL             | Starts the task.    | Adds some detail.                | Completes task carefully.                 | Adds thoughtful details.              | Rich details and careful presentation.   |



# Belonging and Identity in Fairy Tales



# Our Fairytale Journey



We are learning to:

- spot fairytale features
- talk about belonging and identity
- plan a fairytale with a clear lesson



# What Makes a Fairytale?



Fairytales often have:

- an unusual character or setting
- magic or something surprising
- a moral lesson or a happy ending



# Belonging and Identity



Belonging means feeling welcomed, safe and part of a group.

Identity is what makes you you - your people, places, interests and qualities.



# Feelings Give Us Clues



Look at a character's:

- face
- body
- words

actions

These clues help us understand how the character feels.



## Cinderella at the Beginning



Cinderella is left out and treated unfairly.

She may feel lonely, sad or hopeless. Her kindness and courage show parts of her identity.



# Cinderella Finds Belonging



Helpers welcome Cinderella and give her a chance to shine.

Her choices help her feel seen, valued and included.



# The Ugly Duckling's Journey



The duckling feels different and left out.

Later, the duckling finds a place to belong and learns that being different can be special.



# What Helps Someone Belong



We can help by:

- being kind
- inviting others to join
- listening

• sharing

• letting people be themselves



## Goldilocks Enters a New Place



Goldilocks is curious, but the bears' home belongs to them.

Belonging also means respecting other people's spaces, things and boundaries.



# First, Next, Then, Last



Use sequence words to retell a story

FIRST — how it begins

NEXT — what happens

THEN — how the problem grows

LAST — how it ends



# Character Identity



A trait is a word that tells what a character is like.

Actions and choices can show traits such as kind, brave, curious, helpful or honest.



# Beginning, Middle and End

BEGINNING — meet the character and setting

MIDDLE — a problem happens

END — problem is solved and a lesson is shared



# Build a Fairytale Character



Choose your character's:

- name
- two traits
- special wish

challenge

How will the character show who they are?



## Choose a Setting and Problem

Where will your fairytale happen?

What problem will make the character act, choose or change?



## Solve the Problem and Share a Lesson



Plan an ending that solves the problem

What will the character learn about belonging, identity, kindness or valuing differences?



## Tell, Check and Celebrate



Tell your story aloud. Then check:

- beginning, middle and end
- clear characters and setting
- problem and solution

Strong or identity less





**PREVIEW**

Well Done!



# Belonging and Identity in fairytales

## Question



## Question 1: True or False?

Fairytales can include magical characters.

TRUE or FALSE?



## Answer 1

TRUE

Magic is a common fairytale feature.



## Question 2: What Is Belonging

- A. Feeling welcomed and included
- B. Owning a crown
- C. Living in a castle
- D. Having many flowers



## Answer 2

A. Feeling welcomed and included

Belonging means feeling safe and part of a group.



### Question 3: Feelings Clues

Name one clue that can show how a character feels.



## Answer 3

You might notice a character's voice, body, words or actions.



## Question 4: Fairytale Features



Which is usually part of a fairytale?

A. A problem to solve

B. A shopping list

C. A story about a prince and princess

D. A weather report



## Answer 4

A. A problem to solve

The character works through the problem during the story.



## Question 5: True or False?

Identity means everyone must have the same

TRUE or FALSE?



## Answer 5

FALSE

Identity includes the qualities and experiences that make each person special.



## Question 6: Help Someone Belong



What is one kind thing you could do to help a character feel they belong?



## Answer 6

You could invite them to join, listen, share, help or speak kindly.



## Question 7: Story Order

What comes after the beginning?

A. The title

B. The middle

C. The conclusion

D. The end



## Answer 7

B. The middle

The middle is where the problem happens.



## Question 8: True or False?

A character's actions can show their traits.

TRUE or FALSE?



## Answer 8

TRUE

Actions can show that a character is kind, brave, curious or helpful.



## Question 9: Put It in Order

Put these story parts in order:

END BEGINNING MIDDLE



## Answer 9

BEGINNING → MIDDLE → END



## Question 10: A Belonging Lesson



Which ending teaches a belonging lesson?

- A. The character wins the game.
- B. The character keeps all day.
- C. The character is welcomed and valued for what makes them special.
- D. The character forgets everything.



## Answer 10

C. The character is welcomed and values what makes them special.





**PREVIEW**

Well Done!

