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Fables Unit - Year 4

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FABLES

AT A GLANCE



A fable is a short fictional story that uses character choices and consequences to teach a lesson.



SHORT STORY
one clear problem



MEMORABLE CHARACTERS
often animals with human traits



REVEALING CHOICES
actions show character traits



CAUSE AND CONSEQUENCE
choices lead to outcomes



MORAL OR MESSAGE
the lesson is stated or inferred



REAL-LIFE CONNECTION
the lesson can guide our choices



Ask: What choice caused the outcome?
What lesson could guide real life?

MORALS TRAVEL, CONTEXTS CHANGE

A similar lesson can appear in stories from different times, places and cultures.

STORYLINE



What happens?

IDEA



What lesson is explored?

RELATIONSHIPS



How do characters relate to each other?

CONTEXT



Where and when does the story take place?

Listen before speaking

creek • city • family

Patience beats haste

travel • sport • work

Kindness has value

bush • school • community

RESPECT STORY OWNERSHIP



Name the author and culture when this information is shared.



Read authentic First Nations texts by First Nations authors.



Do not copy or retell cultural knowledge without permission.

?

Compare: What stays similar? What changes?
Which details prove your idea?

MORAL MATCH!

Directions: Cut out the cards from each story event to the moral it best supports. Explain the connection to a partner.



A. "A cockatoo ignores a quiet warning and flies into a storm."



B. "A wombat rushes a tunnel and has to rebuild it."



C. "A magpie guards shiny buttons but loses a helpful friend."



D. "A possum climbs trees and misses the safe path."



E. "A lizard shares shade and later receives water."



F. "A wallaby blames others until she checks her own map."



1. "Wise advice can come softly."



2. "Careful work saves time."



3. "Kindness is worth more than possessions."



4. "Pride can hide danger."



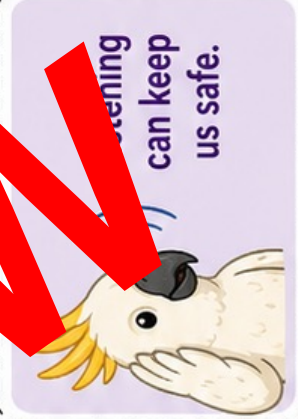
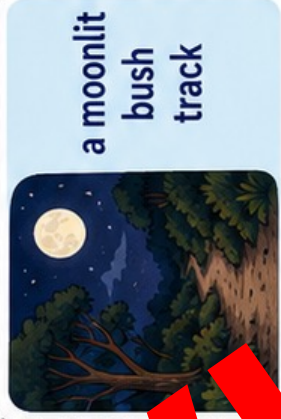
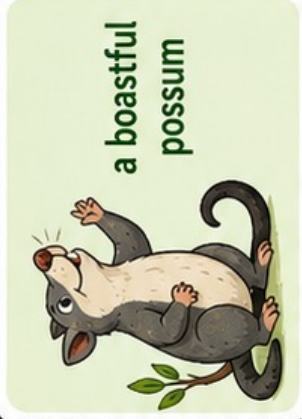
5. "Generosity returns in unexpected ways."



6. "Take responsibility for your choices."

FABLE STORY BUILDER

Cut out the cards. Choose one card from each category.
Create a fable that links the cards and ends with a clear moral.



FABLE STORY BUILDER – GAME MAT

1

CHARACTER

Who is in your fable?



PLACE A CARD HERE

2

SETTING

Where and when?



PLACE A CARD HERE

3

PROBLEM

What is the problem?



PLACE A CARD HERE

4

CHOICE

What does the character decide?



PLACE A CARD HERE

5

CONSEQUENCE

What happens because of the choice?



PLACE A CARD HERE

6

MORAL

What lesson does the ending show?



PLACE A CARD HERE

HOW TO PLAY

1. Choose one character, setting, problem and moral card.
2. Place the cards on the matching spaces.
3. Tell the fable as you move along the route. Invent the choice and consequence.
4. A partner checks that the ending supports the moral. Swap and play again.

STORYTELLER TIP

Use clear sequence words: first, next, because, so, finally.



FABLE DETECTIVE

PAGE 1 — READ AND RETRIEVE

The Magpie and the Moonlit Button

At the edge of a moonlit bush track, Mira the magpie found a silver button. It flashed like a tiny star. "This must be valuable," she said. She hid it beneath a paperbark root.

The next morning, Wally the wombat asked for help repairing his roof before the rain. Mira promised to bring twigs, but each time the sun caught the button, she returned to guard it. Wally worked alone.

At dusk, a gust rolled the button into the creek. Mira chased it across the slippery stones and lost her footing. Wally heard her call. He pushed a branch towards her and pulled her to safety.

Mira confessed why she had not helped. Wally replied, "A bright thing is no treasure if it makes you lose a friend."

Together, they fixed the roof before the storm. Mira put the button beside the creek. When the moon rose, it shone there for everyone.



1. Where did Mira find the button?

2. What did Mira promise to help Wally do?

3. Why did Mira keep leaving Wally to work alone?

4. How did Wally help Mira at the creek?

Underline the sentence that shows when the story takes place.

FABLE DETECTIVE

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1. Where did Mira find the button?

At the edge of a moonlit bush track.

2. What did Mira promise to help Wally do?

Repair his roof before the rain.

3. Why did Mira keep leaving Wally to work alone?

She kept returning to guard the silver button.

4. How did Wally help Mira at the creek?

He pushed a branch towards her and pulled her to safety.

Underline the sentence that shows when the story takes place.

FABLE DETECTIVE

PAGE 2 — THINK, INFER AND PROVE



1. CHARACTER TRAITS

Choose two traits for Mira. For each trait, give one event that supports your choice.

Trait 1: _____ Evidence: _____

Trait 2: _____ Evidence: _____



2. PLOT IN SIX STEPS

Complete the sequence.

Found button → Promised to help → _____

→ Wally helped → _____



3. INFER THE MORAL

Write the lesson in your own words.



4. PROVE IT

Choose two short details from the fable that support your moral.

Evidence 1: _____

Evidence 2: _____



5. CONNECT AND COMPARE

How might the same moral appear in a different place, time or relationship?

Context: _____

Your idea: _____

DETECTIVE CHECK

- ☐ I named a clear moral.
- ☐ I used evidence from the text.
- ☐ I explained how the evidence supports my idea.

FABLE DETECTIVE

PAGE 2 — THINK, INFER AND PROVE



1. CHARACTER TRAITS

Choose two traits for Mira. For each trait, give one event that supports your choice.

Trait 1: selfish Evidence: She left Wally to guard the button.

Trait 2: remorseful Evidence: She confessed and helped repair the roof.



2. PLOT IN SIX STEPS

Complete the sequence.

Found button → Promised to help → Guarded button → Threw it into creek
→ Wally helped → Fixed roof and shared his



3. INFER THE MORAL

Write the lesson in your own words.

Friendship is worth more than possessions.



4. PROVE IT

Choose two short details from the fable that support your moral.

Evidence 1: Wally worked alone.

Evidence 2: A bright thing is no treasure if it makes you forget a friend.



5. CONNECT AND COMPARE

How might the same moral appear in a different place, time or relationship?

Context: school

Your idea: A student learns that sharing a special item matters more than keeping it to themselves.

DETECTIVE CHECK

- ☒ I named a clear moral.
- ☒ I used evidence from the text.
- ☒ I explained how the evidence supports my idea.

COMPARE TWO FABLES

PAGE 1 — READ THE STORIES

The Wombat's Shortcut

Waru the wombat delivered seed packets between a bush nursery and its neighbours. A winding track kept the old tree roots safe, but Waru grumbled that it took too long.

Etta the echidna warned him, "The straight slope is loose after rain." Waru dug a shortcut anyway. At first, the tunnel seemed quick. Then summer rain rushed through it. The roof sagged, and the seed packets floated into the mud.

Etta helped Waru climb out. She explained that he must repair the damaged roots before trying again. Waru spent two days packing the soil and weaving fallen twigs between the roots. He rebuilt beside the old track and tested each section.

His next delivery took longer than the shortcut he promised, but every packet arrived dry and safe. Waru thanked Etta. Careful work always saved time in the end.



The Cockatoo and the Quiet Creek

Kira the cockatoo fled a flock from a noisy coastal park towards the creek. She liked being first and rarely waited for anyone else.

Pippa, a soft-spoken pardalote, noticed foam on the water and a council sign that read CREEK CLOSED. "We should use the clean rainwater bowls near the garden," she said. Kira laughed and flew towards the creek.

A slippery branch tipped Kira into the shallow water. Pippa called the caretaker, who lifted Kira out and washed her feathers. This time Kira listened. She led the flock to the rainwater bowls and thanked Pippa in front of everyone.

A week later, the creek reopened. Kira still flew at the front, but she paused whenever a quiet voice had something important to say.



READING MARKS: Underline each warning. Box each main character's choice. Star each consequence.

COMPARE TWO FABLES

PAGE 1 — READ THE STORIES

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The Cockatoo and the Quiet Creek

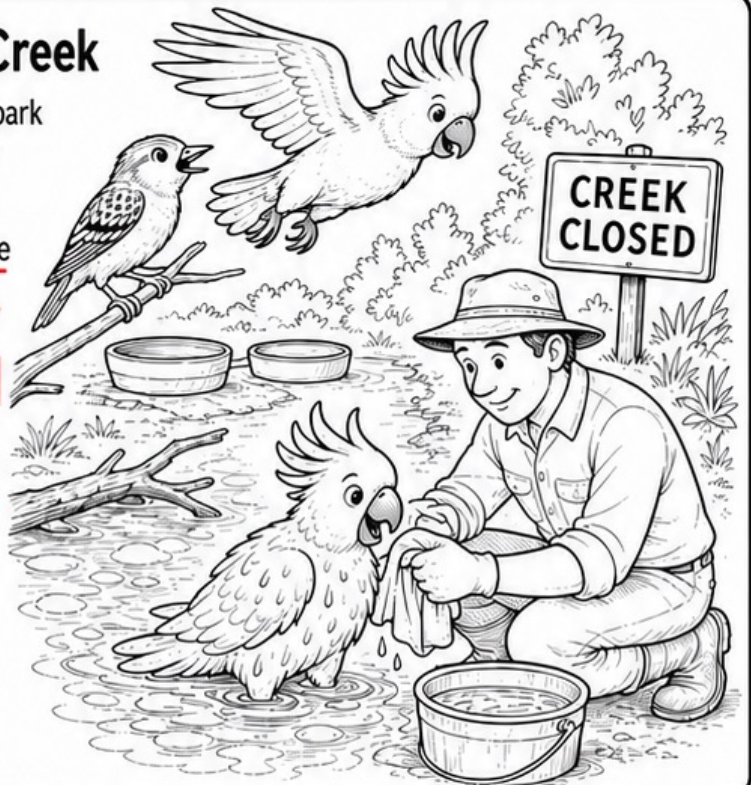
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COMPARE TWO FABLES

PAGE 2 — COMPARE, CONNECT AND PROVE

FEATURE	THE WOMBAT'S SHORTCUT	THE COCKATOO AND THE QUIET CREEK
SETTING AND CONTEXT		
KEY RELATIONSHIP		
PROBLEM		
MAIN CHARACTER'S CHOICE		
CONSEQUENCE		
MORAL		

1. SIMILAR IDEAS

What important idea appears in both fables?

2. CONTEXT CHANGES DETAILS

How does each setting change what happens?

3. RELATIONSHIP AND EVIDENCE

Which relationship most strongly changes a character? Use one detail from the text.

☐ I compared both stories.

☐ I named a similarity and a difference.

☐ I supported an idea with evidence.

COMPARE TWO FABLES

PAGE 2 — COMPARE, CONNECT AND PROVE

FEATURE	THE WOMBAT'S SHORTCUT	THE COCKATOO AND THE QUIET CREEK
SETTING AND CONTEXT	Bush nursery after rain; old roots and loose soil.	Noisy coastal park; polluted creek temporarily closed.
KEY RELATIONSHIP	Etta warns Waru, rescues him and guides the repair.	Pippa warns Kira; Kira learns to value her quiet voice.
PROBLEM	Waru wants speed and the shortcut tunnel is unsafe.	Kira ignores signs that the creek is unsafe.
MAIN CHARACTER'S CHOICE	He digs the shortcut anyway.	She ignores the closed creek anyway.
CONSEQUENCE	Tunnel clogs, roots get muddy; roots need repair.	Kira falls in and the caretaker rescues her.
MESSAGE	Careful work saves time in the end.	Listen before acting; wise advice may be quiet.

1. SIMILAR IDEA

What important idea appears in both fables?

Both characters ignore good advice, face trouble and learn to listen.

2. CONTEXT CHANGES DETAILS

How does each setting change what happens?

Rain and roots create a tunnel hazard in the bush. Pollution, signs and rainwater bowls shape the coastal-park events.

3. RELATIONSHIP AND EVIDENCE

Which relationship most strongly changes a character? Use one detail from the text.

Pippa most strongly changes Kira. After Pippa helps her, Kira thanks her and pauses for quiet voices.

☒ I compared both stories.

☒ I named a similarity and a difference.

☒ I supported an idea with evidence.

MORAL EVIDENCE

Choose the best moral, then prove it.

1.



Pip the possum boasted that he could cross the widest gap. He refused to practise, leapt too soon and landed in a pile of leaves.

- ☐ A. Pride can hide danger.
- ☐ B. Sharing brings friendship.
- ☐ C. Slow voices are unimportant.

2.



Mali the wallaby found a lunchbox beside the oval. Although she was hungry, she returned it to its owner, who later thanked her for the good deed.

- ☐ A. Speed solves every problem.
- ☐ B. Honesty builds trust.
- ☐ C. Treasure hunters most.

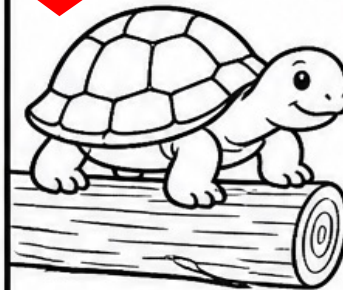
3.



Kai the kookaburra laughed over a quiet weather warning. He ignored the message about a storm and hid under a shelter beneath a dripping branch.

- ☐ A. Listen before acting.
- ☐ B. Always travel alone.
- ☐ C. Winning is everything.

4.



Tala the turtle shared the only shady log with a tired lizard. Later, the lizard carried water to Tala during the hottest part of the day.

- ☐ A. Kindness can return in unexpected ways.
- ☐ B. Never ask for help.
- ☐ C. A loud voice is always right.

PROVE ONE ANSWER

Choose one scenario. Explain how one event supports the moral.

Scenario number: _____

Evidence: _____

Explanation: _____

MORAL EVIDENCE

Choose the best moral, then prove it.

1.



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- ☒ A. Pride can hide danger.
- ☐ B. Sharing brings friendship.
- ☐ C. Slow voices are unimportant.

2.



Mali the wallaby found a lunchbox beside the oval. Although she was hungry, she returned it to its owner, who later trusted her with the class garden key.

- ☐ A. Speed solves every problem.
- ☒ B. Honesty builds trust.
- ☐ C. Treasure hunters most.

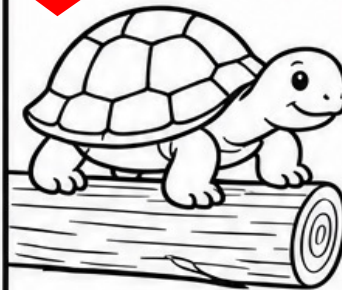
3.



Kai the kookaburra laughed over a quiet weather warning. He refused the message about a storm and hid under a shelter beneath a dripping branch.

- ☒ A. Listen before acting.
- ☐ B. Always travel alone.
- ☐ C. Winning is everything.

4.



Tala the turtle shared the only shady log with a tired lizard. Later, the lizard carried water to Tala during the hottest part of the day.

- ☒ A. Kindness can return in unexpected ways.
- ☐ B. Never ask for help.
- ☐ C. A loud voice is always right.

PROVE ONE ANSWER

Choose one scenario. Explain how one event supports the moral.

Scenario number: 2

Evidence: Mali returned the lunchbox even though she was hungry.

Explanation: Her honest choice led the owner to trust her with the class garden key.

CAUSE, CHOICE AND CONSEQUENCE

The Possum and the Paperbark Path

Pella the possum wanted to reach the ripe figs before anyone else. A storm had cracked a branch above the paperbark path. Garo the glider warned, "That branch will not hold your weight." Pella ignored him and jumped onto it. The branch snapped. Her fig basket fell into the reeds, and Pella clung to a vine. Garo pulled the vine towards the bank. Safe again, Pella thanked him. She helped mark a longer route around the cracked tree and waited for Garo before collecting the figs.



WANTED

Reach the
ripe figs first

WARNING

Garo says the
branch is

CHOICE

CONSEQUENCE

CHANGE

1. Complete the flow chart using events from the fable.

2. Join the ideas with because:

The basket fell into the reeds because _____.

3. Join the ideas with so:

Pella listened to Garo, so _____.

4. What moral does the consequence teach? Use one event as evidence.

Moral: _____

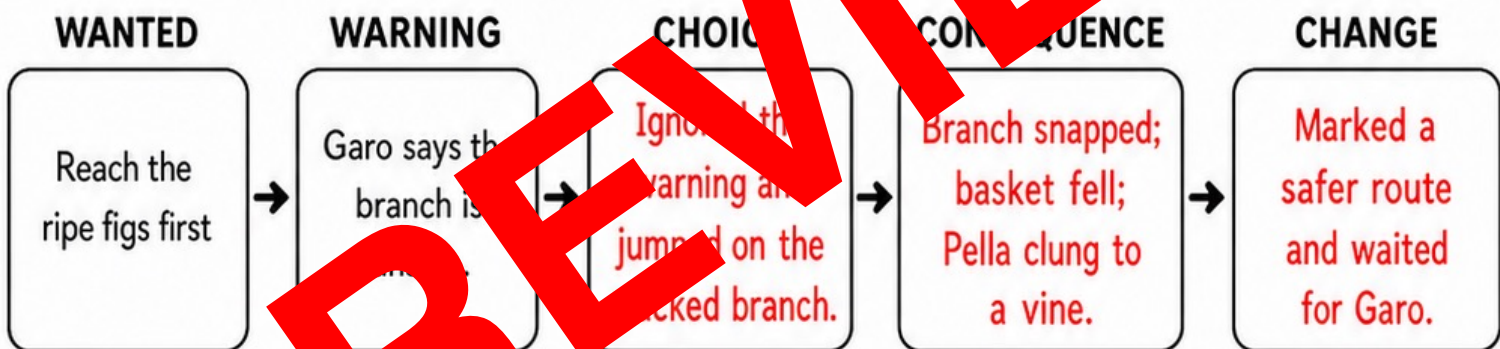
Evidence: _____

☐ My consequence was caused by the character's choice.

CAUSE, CHOICE AND CONSEQUENCE

The Possum and the Paperbark Path

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1. Complete the flow chart using events from the fable.

2. Join the ideas with *because*:

The basket fell into the reeds because the cracked branch snapped after Pella jumped on it.

3. Join the ideas with *so*:

Pella listened to Garo, so she used the longer safe route and waited for him.

4. What moral does the consequence teach? Use one event as evidence.

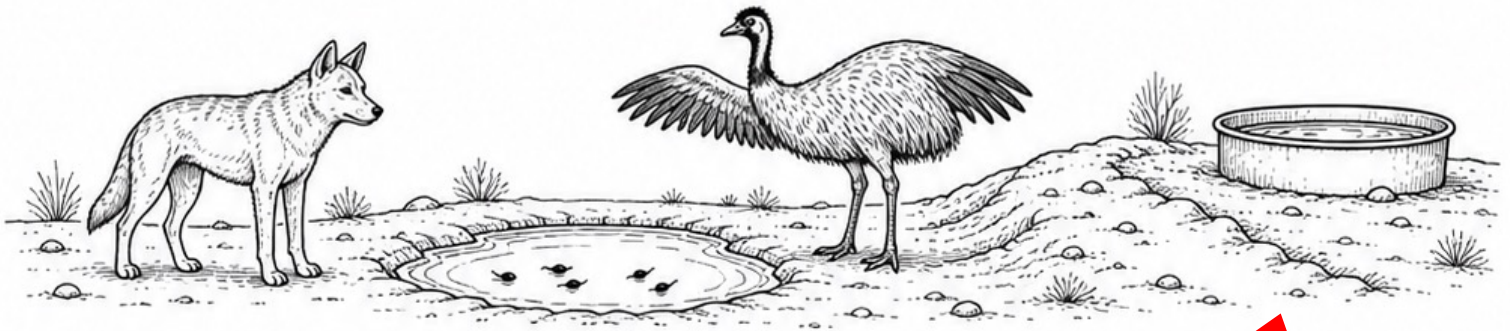
Moral: Listen to wise warnings before acting.

Evidence: Pella ignored Garo, the branch snapped and she needed rescue.

☒ My consequence was caused by the character's choice.

PERSPECTIVE SHIFT

One event, two points of view



THE DINGO AND THE DROUGHT POOL

Daro the dingo reached the drought pool at sunset. Marra the emu stretched her wings across the path. "You may not drink here," she said.

Daro thought Marra wanted all the water for herself. He growled and stepped closer. Marra pointed to tiny tadpoles resting in the shallow edge. Then she showed him a full animal trough beyond the ridge. Daro lowered his head. Together, they placed a fallen branch over the pool so other animals would notice the tadpoles.

1. DARO'S VIEW

What did Daro believe at first? What detail changed his thinking?

2. MARRA'S VIEW

What was Marra trying to protect? How might she have felt when Daro growled?

3. REWRITE IN FIRST PERSON

Retell the scene as Marra. Begin: "I stretched my wings across the path because..."

MORAL THROUGH VIEWPOINT: How does Marra's perspective help reveal the lesson?

Name: _____

FABLE LANGUAGE CRAFT

Build clear, vivid and correct sentences



1. BUILD A COMPLEX SENTENCE

Join the ideas using although, because or when.

"The cockatoo heard the warning. The cockatoo kept flying."



2. CHOOSE A PRECISE VERB

Replace went with a stronger verb.

"The wombat went through the narrow tunnel."



3. PUNCTUATE DIALOGUE

Rewrite with capitals, quotation marks, a comma and full stop.

"the possum said i will listen next time"



4. KEEP THE TENSE

Circle the verb that keeps the sentence in past tense.

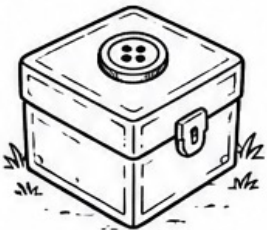
"Yesterday Mira flies / flew towards the creek."



5. CREATE A SIMILE

Complete the comparison.

"The silver button shone like _____."



6. EDIT AND IMPROVE

Rewrite this paragraph correctly:

"mira guard the button but wally ask for help she finally shares it"

WRITER'S CHECK

☐ linked ideas

☐ precise vocabulary

☐ correct tense

☐ capitals and punctuation

FABLE LANGUAGE CRAFT

Build clear, vivid and correct sentences



1. BUILD A COMPLEX SENTENCE

Join the ideas using although, because or when.

"The cockatoo heard the warning. The cockatoo kept flying."

Although the cockatoo heard the warning, it kept flying.



2. CHOOSE A PRECISE VERB

Replace went with a stronger verb.

"The wombat went through the narrow tunnel."

The wombat crawled through the narrow tunnel.



3. PUNCTUATE DIALOGUE

Rewrite with capitals, quotation marks, a comma and full stop.

"the possum said i will listen next time"

The possum said, "I will listen next time."



4. KEEP THE TENSE

Circle the verb that keeps the sentence in past tense.

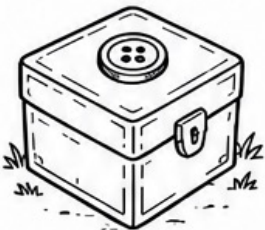
"Yesterday Mira flies / flew towards the creek."



5. CREATE A SIMILE

Complete the comparison.

"The silver button shone like a tiny moon."



6. EDIT AND IMPROVE

Rewrite this paragraph correctly:

"mira guard the button but wally ask for help she finally shares it"

Mira guarded the button, but Wally asked for help. She finally shared it.

WRITER'S CHECK

☒ linked ideas

☒ precise vocabulary

☒ correct tense

☒ capitals and punctuation

Name: _____

FABLE COMIC STUDIO

Show how a choice leads to a lesson.

Sketch each stage. Add captions, dialogue and thought bubbles. Make the final moral clear.

1. BEGINNING — Introduce the character and setting.



2. PROBLEM — What goes wrong?



3. CHOICE — What does the character decide?



4. CONSEQUENCE — What happens because of the choice?



5. CHANGE — How does the character learn or do differently?



6. MORAL — How does the ending show the lesson?



COMIC CHECK

☐ clear sequence

☐ character change

☐ dialogue punctuation

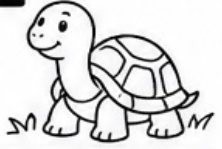
☐ moral shown

Name: _____



PLAN YOUR ORIGINAL FABLE

Build a storyline that teaches a lesson.



1 CHARACTER



Animal: _____ Name: _____

Two traits: _____ Wants: _____

2 SETTING AND CONTEXT



Where and when does the story take place?

3 KEY RELATIONSHIP



Who influences the main character? How?

4 PROBLEM



What challenge or problem begins the action?

5 CHOICE AND CONSEQUENCE



Important choice: _____

Because of this choice: _____

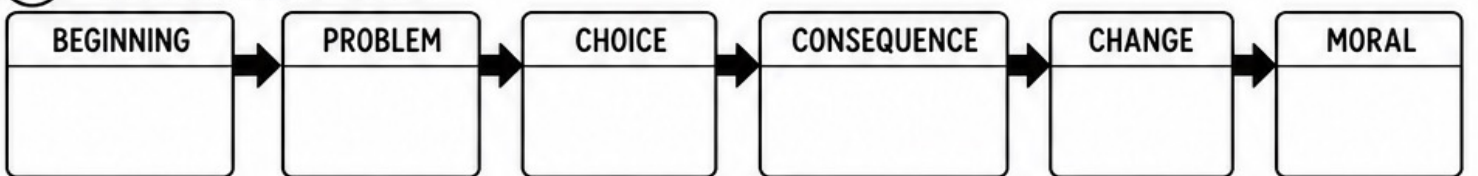
6 CHANGE AND MORAL



What changes? _____

Moral in one clear sentence: _____

7 STORY SEQUENCE



PLAN CHECK



☐ animal character



☐ clear setting



☐ linked events



☐ meaningful moral



Name: _____

DRAFT AND EDIT YOUR FABLE

Turn your plan into a polished story.

Fable title: _____

1. OPENING

Introduce the animal characters, setting and important relationship.

2. MIDDLE

Show the problem, choice and consequence. Use dialogue or a precise verb.

3. ENDING

Show the character change and make the moral clear.

EDIT BEFORE YOU PUBLISH

- | | |
|--|--|
| ☐ My ideas are linked in a clear sequence. | ☐ I chose precise verbs and vocabulary. |
| ☐ I used past tense consistently. | ☐ I used capitals, spelling and punctuation accurately. |
| ☐ I included at least one complex sentence. | ☐ My ending shows the moral. |

One change I made: _____

Name: _____

Date: _____



ORIGINAL FABLE ASSESSMENT

Year 4 English — Task Brief



YOUR TASK

Plan, draft, edit and publish an original fable for Year 4 readers. Develop a clear storyline in which an animal character makes an important choice, faces a consequence and learns a meaningful moral.

MUST INCLUDE

- ☐ one or more non-human animal characters
- ☐ a clear setting and context
- ☐ a problem, choice, consequence and change
- ☐ a moral shown through the ending
- ☐ a key relationship that influences the character
- ☐ linked ideas and a clear text structure
- ☐ at least one complex sentence
- ☐ dialogue with correct punctuation
- ☐ precise verbs and vocabulary
- ☐ consistent past tense
- ☐ accurate spelling, capitals and punctuation

PROCESS



1 PLAN —

Use the planning page.



2 DRAFT —

Write on both assessment pages.



3 EDIT —

Use the checklist and improve your work.



4 PUBLISH —

Produce a neat final version.



SUCCESS LOOKS LIKE

I can create a complete fable, make the moral clear and use language choices that help a reader understand the events.



TEACHER USE



Curriculum focus: AC9E4LE05 and AC9E4LY06

Evidence collected: storyline, character, setting, moral, language, editing and publishing



ORIGINAL FABLE ASSESSMENT

WRITING PAGE 1 OF 2



Name: _____

Fable title: _____

Remember: character + setting → problem → choice → consequence → change → moral

PREVIEW

Name: _____

Fable title: _____

PREVIEW

FINAL SELF-CHECK

- ☐ My storyline is complete and easy to follow.
- ☐ My character's choice causes a clear consequence.
- ☐ My ending shows a meaningful moral.
- ☐ I used a complex sentence and precise verbs.
- ☐ My dialogue punctuation is correct.
- ☐ I checked tense, spelling, capitals and punctuation.

One final improvement I made: _____

FABLES UNIT — YEAR 4 RUBRIC

Original Fable Assessment

Student: _____

Date: _____

	BEGINNING 1	DEVELOPING 2	ACHIEVING 3	CONFIDENT 4	EXCEEDING 5
STORYLINE AND CONTEXT	1: "Events are unclear or incomplete; setting is missing."	2: "A simple sequence and basic setting are present."	3: "A clear problem, choice, consequence and ending occur in a defined context."	4: "Events are well linked and the context shapes the action."	5: "A cohesive, purposeful storyline uses context to enrich meaning."
CHARACTERS AND RELATIONSHIPS	1: "Character actions are difficult to follow."	2: "An action character has a simple trait or goal."	3: "Character traits, goals and a key relationship influence events."	4: "Relationships convincingly shape choices and change."	5: "Characters and relationships are nuanced, engaging and purposeful."
MORAL AND EVIDENCE	1: "The moral is missing or unrelated to events."	2: "A moral is stated but weakly connected to the ending."	3: "The ending clearly shows a meaningful relationship."	4: "Several events build logically towards the moral."	5: "The moral is insightful and powerfully supported by the whole fable."
LANGUAGE AND TEXT STRUCTURE	1: "Ideas are hard to follow; errors often interrupt meaning."	2: "Mostly simple sentences; some tense or punctuation control."	3: "Connected ideas and tense, direction and punctuation support meaning."	4: "Varied complex sentences and vivid vocabulary create fluency."	5: "Deliberate language and multimodal choices create strong impact."
EDITING AND PUBLISHING	1: "Little evidence of checking or improvement."	2: "Some spelling, punctuation or presentation errors remain."	3: "Editing improves spelling, punctuation, tense and presentation."	4: "Careful editing produces an accurate, polished fable."	5: "Independent, thorough editing and publishing choices enhance the reader's experience."

Overall level: 1 2 3 4 5

Teacher feedback: _____

Next step: _____

FABLES UNIT

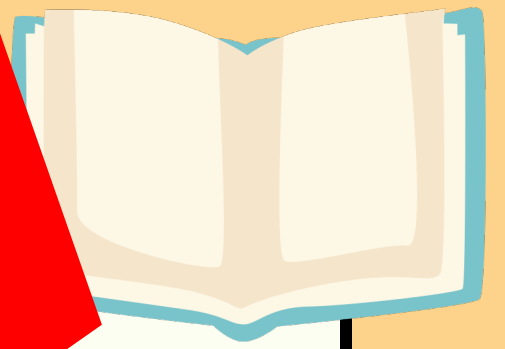


Learning Goals

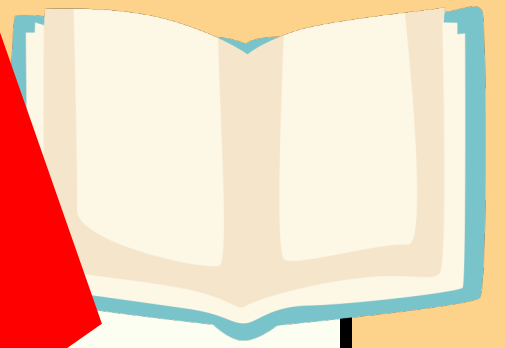
Recognise how fables use storylines, context and relationships.

Explain a moral and support it with evidence.

Plan, draft, edit and publish an original fable.



What Is a Fable?

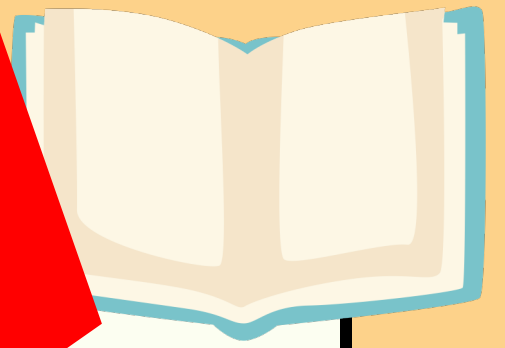


A fable is a short story that teaches a lesson.
Animal characters often act like people.
The moral may be stated or inferred from events.

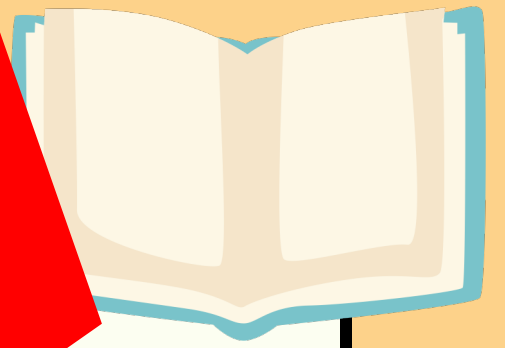


Fable Features

Short, focused story line • clear setting
Strong character traits • important relationship
Choice • consequences • change → moral



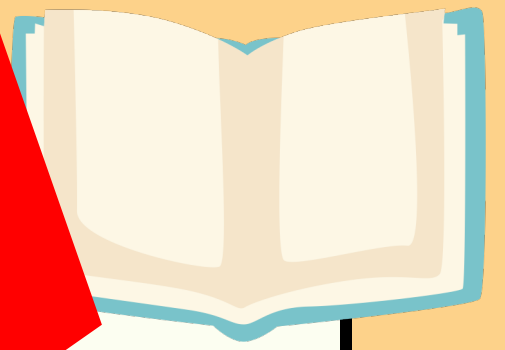
Moral + Evidence



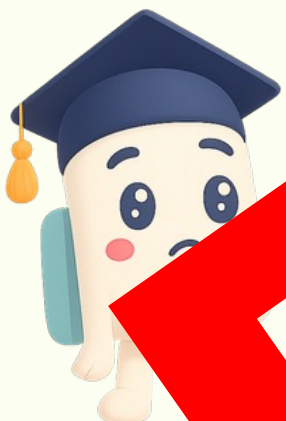
A moral is the lesson a reader takes from the story.
Ask: What did the character choose? What happened next?
Prove the moral with a precise event or quotation.



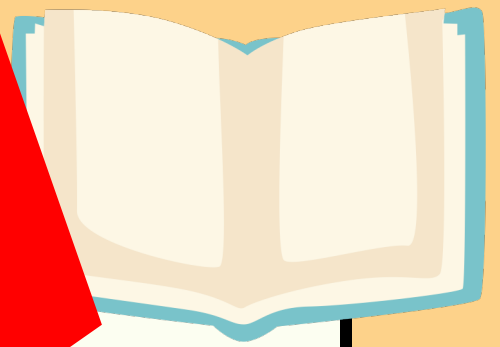
Ideas Across Contexts



Different places, times and relationships change the details.
A bush track and a city garden can explore the same idea.
Compare what stays similar and what changes.



Respect Story Ownership



Name authors and cultures when that information is shared.

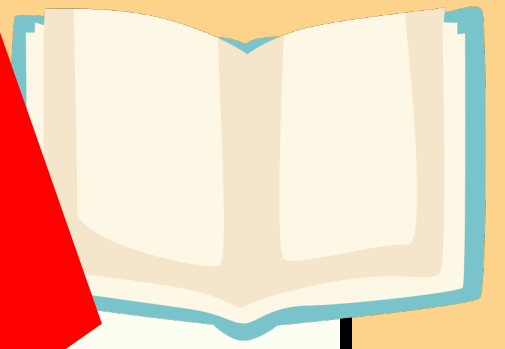
Read First Nations texts by First Nations authors.

Do not copy cultural knowledge or present it as your own.

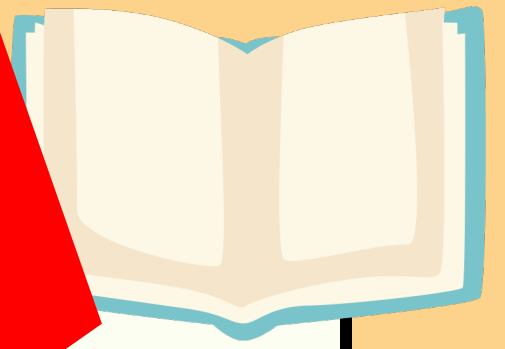


Model Fable: Part I

Mira the magpie finds a silver button beside a moonlit creek.
She promises Wall-worm that she will help repair his roof.
Instead she keeps leaving to guard the button.



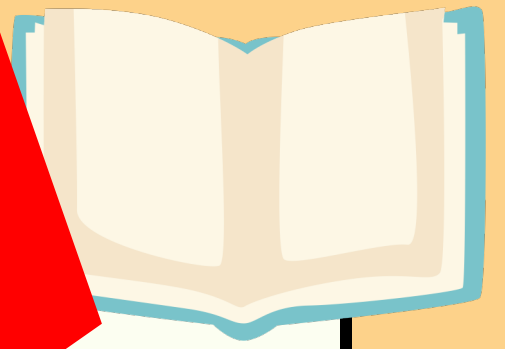
Model Fable: Part 2



A gust rolls the button into the crease and Mira slips.
Wally rescues her even though she did not help him.
Mira repairs the room and leaves the button to shine for everyone.



Infer the Moral



Possible moral: Friendship is worth more than possessions.

Evidence: Wally helps Mr. Min. Min changes her behaviour.

A strong inference links the lesson to more than one event.



Characters + Relationships

Traits shape choices: impatient, proud, generous, thoughtful.
Relationships add influence: conflict, warning or support.
Show character through what characters say and do.



Cause + Consequence

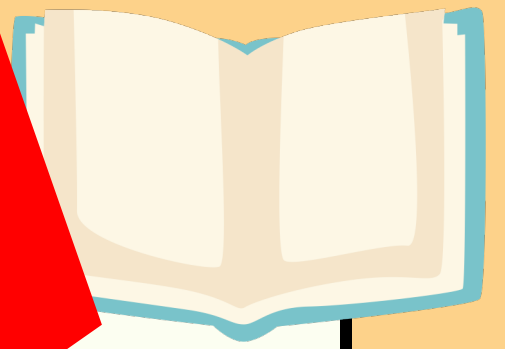
WANTED → WARNING → CHOICE → CONSEQUENCE → CHANGE

Because explains why. So explains what happened next.

The moral grows from the link between choice and result.



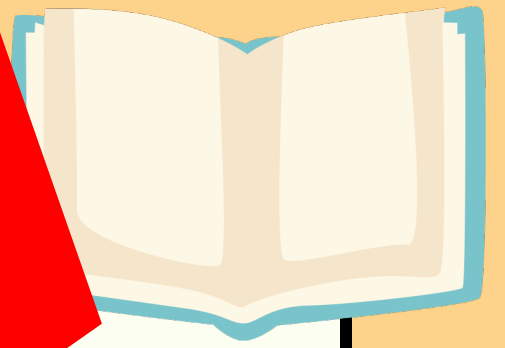
Perspective Matters



Two characters may interpret the same event differently.
Ask what each knows, believes, wants and feels.
Rewrite in first person to reveal a fresh viewpoint.



Language Craft



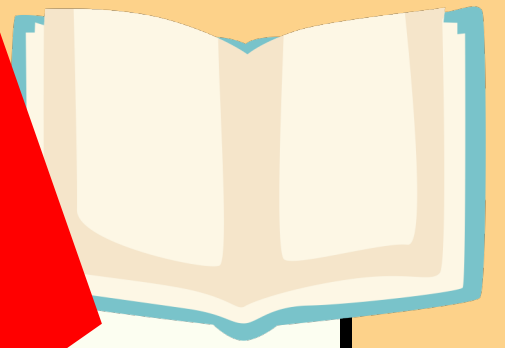
Link ideas with although, because, when and so.

Choose precise verbs instead of went, said or got.

Use similes and sensory detail only when they strengthen meaning.



Dialogue + Tense



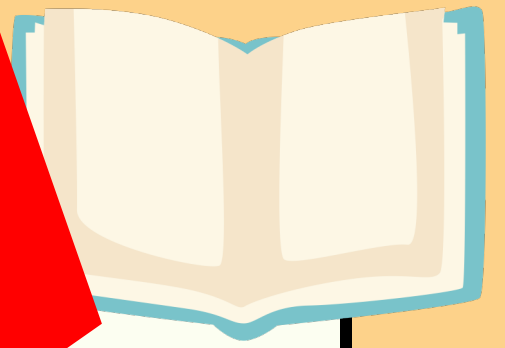
Start a new line when a new speaker talks.

Use quotation marks, commas, capitals and punctuation.

Keep narration in past tense unless there is a clear reason to shift.



Plan Your Fable



Choose an animal, trait, goal, setting, and key relationship.

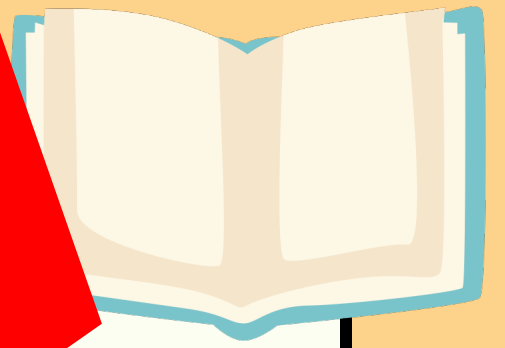
Build: problem → choice → consequence → change.

Write the clear moral before you draft.

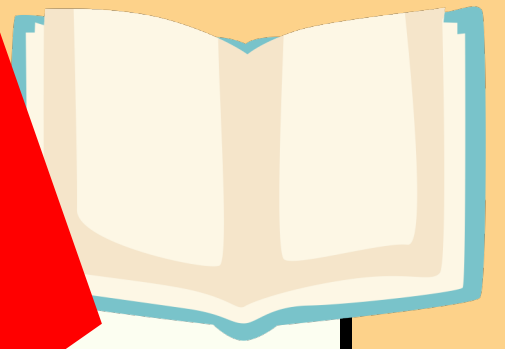


Draft With Purpose

Opening: introduce characters, setting and relationship.
Middle: develop the problem, choice and consequence.
Ending: show change and reveal the moral.



Edit + Publish



Check linked ideas, tense, spelling and punctuation.
Improve one complex sentence and one precise verb.
Publish a neat final version that lets the reader see the moral.





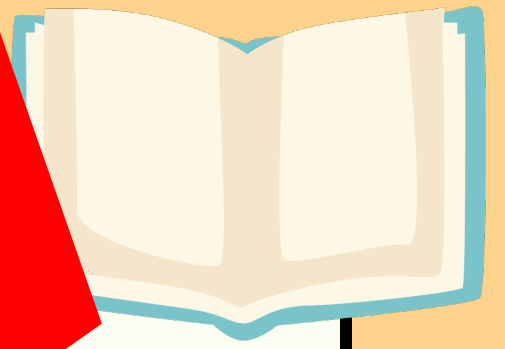
Well Done!



FABLES QUIZ



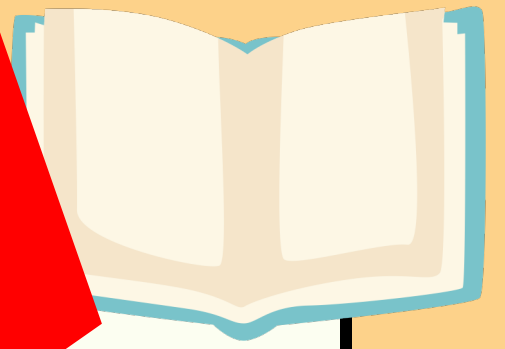
Question 1



TRUE OR FALSE
A fable often uses a short story line to teach a moral.



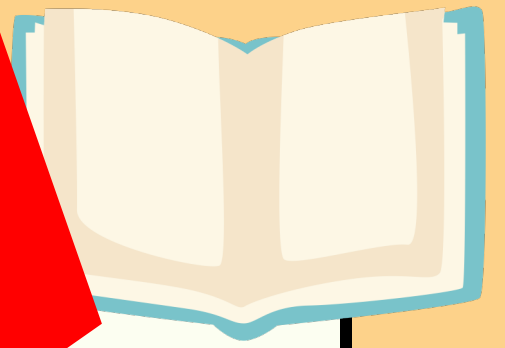
Answer 1



QUESTION
The lesson grows from the character's choices and consequences.



Question 2

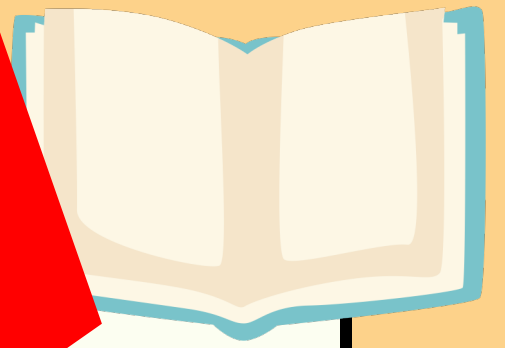


Which event best shows patience?

- A possum waits before a leap.
- A wombat tests each tunnel section.
- A gopher hides a shiny object.
- A cockatoo ignores a warning.



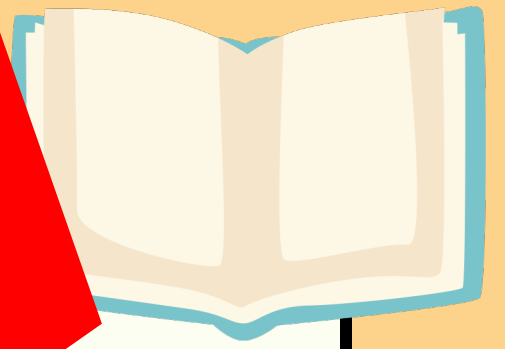
Answer 2



B. A woman that leads tunnel section.
Careful testing shows pattern and prevents trouble.



Question 3

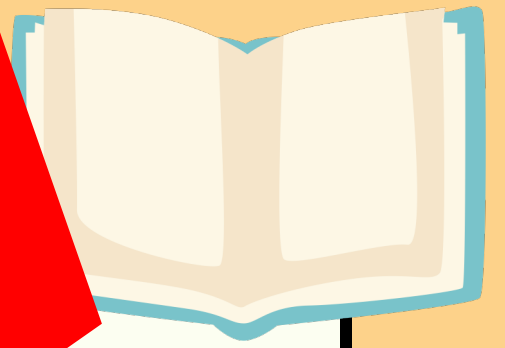


SHOULDN'T ANSWER
What does context mean when we compare stories?

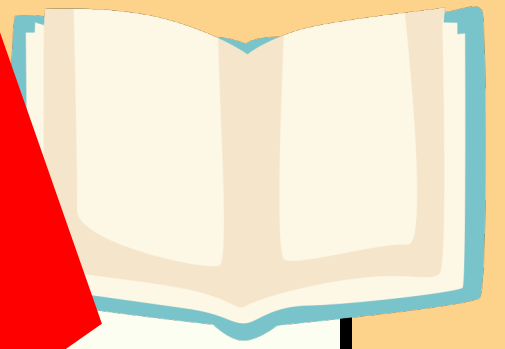


Answer ?

Context is where and when a story occurs,
including social and cultural details.



Question 11

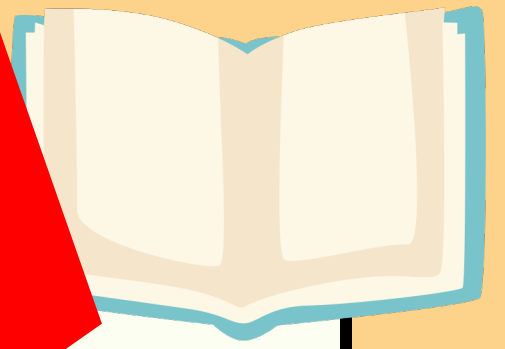


Which detail best shows a relationship influencing a character?

- A. El warns W about loose soil.
- B. The moon shines on a button.
- C. A fig is ripe.
- D. The creek is shallow.



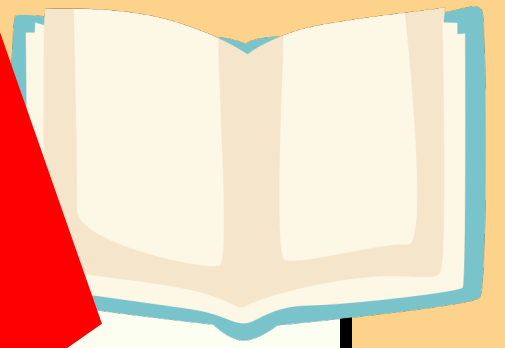
Answer II



A. Etta warns Iru about loose soil.
Her warning influences his later change and careful repair.



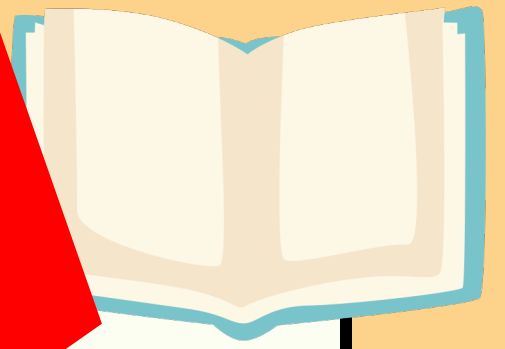
Question 5



TRUE OR FALSE
The moral of a fable must always be stated in the final sentence.



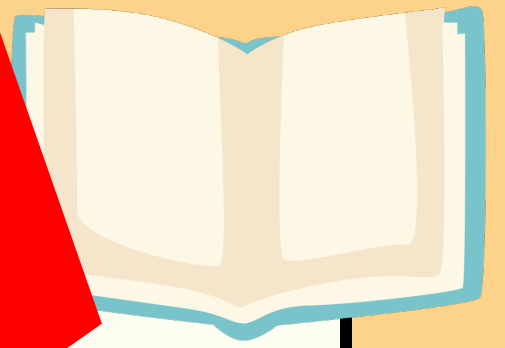
Answer 5



FALSE
A reader can infer moral from a story's choices and consequences.



Question 6

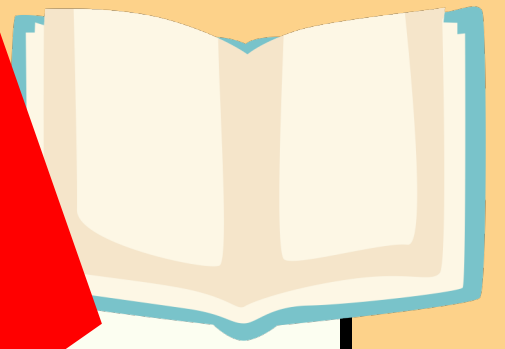


SHORT ANSWER

Name or cause and/or consequence in
“The Magpie and the Bonlit Button”.



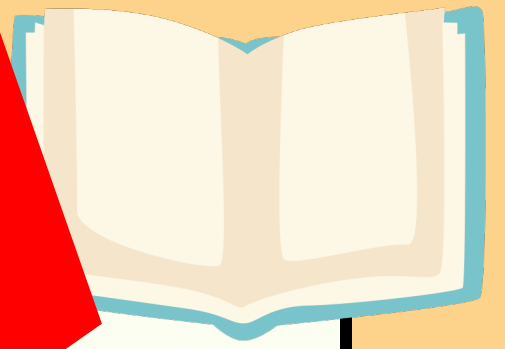
Answer 6



Cause: Mira chased the butterfly onto slippery stones.
Consequence: She lost her footing and Wally rescued her.



Question 3



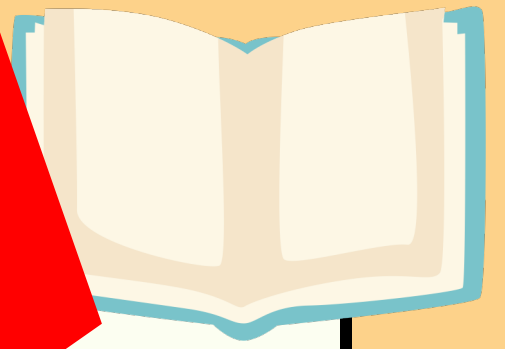
Which is a compound sentence?
A. The bird heard the warning.

B. The bird heard the warning and it flew.

C. Although the bird heard the warning, it kept flying.
D. Fly now.



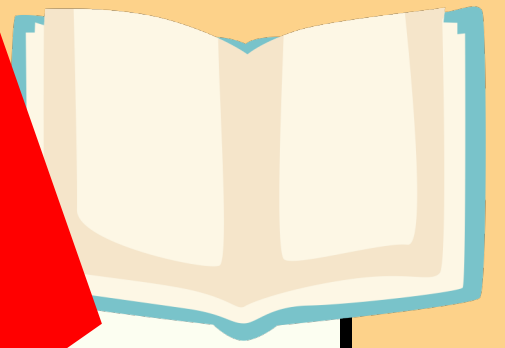
Answer 7



C. Although the bird heard the warning, it kept flying.
The word although links a dependent idea to a main clause.



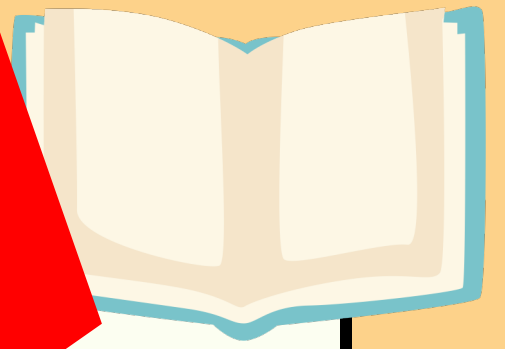
Question 8



TRUE OR FALSE
Two fables can explore the same idea in different contexts.



Answer 8

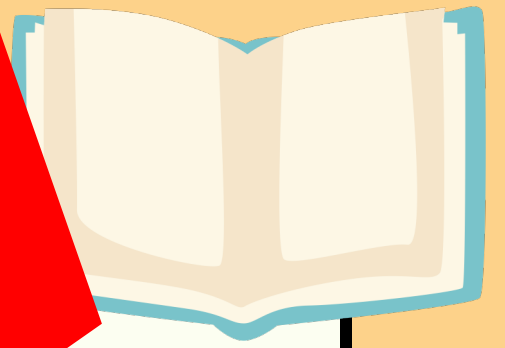


QUESTION

The central idea may stay similar while the relationships and events change.



Question 1



SHOW ANSWER
Name two common features of a fable.

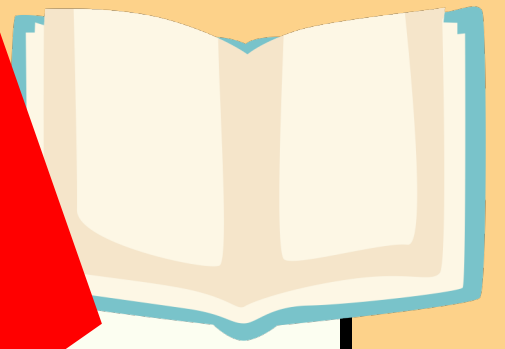


Answer a

Possible answers include characters, a short storyline,
a clear choice and consequences, or a meaningful moral.



Question 10

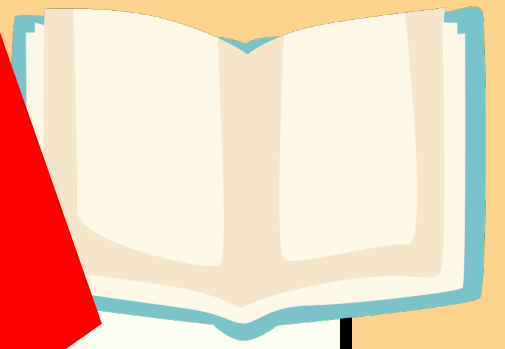


Which ending best shows the kindness of an return?

- A. A possum finds the treasure.
- B. The cockatoo finds the way first.
- C. The woodrat refuses to repair the path.
- D. The woodrat brings water to the turtle who shared shade.



Answer 10



D. The lizard later brings water to the turtle who shared shade.
The later animal returns the kindness shown earlier.





Well Done!

