



Design School Lesson Plan

# Fantastic Fables

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## TITLE OF LESSON

Fantastic Fables

## ACHIEVABLES

- Students will become familiar with the basic elements of a fable.
- Students will learn to create a personal fable using the elements of a fable.
- Students will create a graphic using the moral of their personal fable.

## PREPARATION

- Students will each need access to a computer with an internet connection.
- Present the [Quick Guide to Canva](#) to onboard your class quickly.
- Students will need to be able to send to a printer (preferably color).
- Read teacher notes.

## SUGGESTED LEARNING FLOW

In this lesson, students will learn about fables. Fables are short stories typically with animals or characters conveying a moral. You can integrate this with a module on Aesop or another topic.

### Part I: Discuss the characteristics of a fable (Use [Characteristics of a Fable](#) guide)

- Fables are fiction.
- Fables are short and have no more than two or three characters.
- The characters are usually animals who are in conflict with one another.
- Fables have just one main event.
- The theme is stated at the end of the story as a moral or lesson.

### Part II: Read or view a fable

- Read a fable (such as [Aesop's fables online](#))
- Watch a [fable video](#)

### Part III: Explain to students that they will be creating a personal fable

- Ask students to think about their favorite animals. Ask them to write them on a piece of paper.
- Ask students to use the Internet to find a quote or [pre-select some age-appropriate morals](#) from a list of morals used in fables.

### Part IV: Select a quotation and illustrate it in Canva (Use [Quick Guide to Canva](#) presentation)

- Students should select a quotation that they like that could also serve as the moral of a story.
- Students should open a new A4 document design type in Canva and add their quote as well as a relevant graphic. Students should then download and print their graphic and quote; this will serve as the cover of their fable. Note that if students are printing on letter-sized paper instead of A4 paper, they should select the option in the print settings to “Scale to fit” or “Fit to page”.

#### Graphic Design Notes (Use [Quick Tips for Great Design](#))

Before students start designing, run through the Quick Tips for Great Design one-page reference guide. This includes five important tips for creating an effective design.

### Part V: Write your fable

- Students should write a fable where the moral of the story is the quotation they have selected earlier. They can either type the story on an A4 document (if they're comfortable using a word processor) or, for younger students, they can handwrite their story on A4 paper. The graphic they created in Canva (also an A4 document) will be the cover of their fable.
- Display the fables on the classroom wall or on your class website.

### HOMEWORK/EXTENSION ACTIVITIES

- Students often confuse fairy tales and fables. You could integrate a comparison or venn diagram comparing them at some point in this lesson.
- Have students vote on their favorite fables. They can use post-it notes or assign a certain number of stars. They can take their five stars and put it all on one fable (not their own) or split their five stars any way they wish among other fables. You can also use Facebook "like" stickers to assign likes.
- Using the Kindle Cover design type in Canva, students can create a short ebook that is Kindle-sized. The first page will serve as the cover and subsequent pages can be used for the body text and primary content of the book. On the cover, be sure to include the name of the fable, the author, and a one-line summary of what the fable is about. Once the Kindle book design in Canva is completed, it can be exported from Canva as a PDF document and emailed to and shared with family and friends. They will then have a copy of the ebook which can be opened and enjoyed!
- For older students in addition to the concept of a fable, you can also teach literary elements of character, conflict, plot, and theme.