**Aesop’s Fables**

**What are Aesop's Fables?**

Aesop's Fables is a collection of fables written by the ancient Greek slave and storyteller, Aesop, who lived during the 5th century BCE. Aesop and his fables are well-known to us due to the morals they teach. Every single one of Aesop's Fables has a moral that we can learn something from.

Aesop was an observer of animals and people and that’s why Aesop's Fables include talking animals and plants with human characteristics.

Aesop's Fables have a strong moral message at the core. His stories have been taught to children all around the world to help educate them in ethical and moral behaviour.

**What are fables?**

Fables are stories that feature animals, plants, legendary creatures, inanimate objects or forces of nature that are anthropomorphised (given human qualities). Fables always have an underlying moral lesson that's learned through reading the story. The importance of fables is not the story itself, but the moral learned.

Did you know that many of Aesop’s Fables have sparked popular sayings that are used today. Some of these include:

 

'Beauty is only skin deep.'

'Choose the lesser of two evils.'

'Every man for himself.'

'Slow but steady wins the race.'

'Think before you act.'

Here’s a free link to all of Aesop’s Fables: [https://www.gutenberg.org/cache/epub/19994/pg19994-images.html](https://checkpoint.url-protection.com/v1/url?o=https%3A//protect-eu.mimecast.com/s/M-U0Cxl8jC1V9z2UwxqX9%3Fdomain%3Dgutenberg.org&g=MzJjMThjNTYwMTVhNTcyYg==&h=ZmRkYTk3YjM4MDhjZmZiYjRjNTU4ZWYyYjc2Y2ExM2JlZjFhNGZiZDE4MGNmMzM2ZGQ3ZDZjMTgyMTdiNjRlYg==&p=YzJlOnBhcmtoYWxsYWNhZGVteTpjOm86MDkwMDk1NGNlYmM2MGI3Mjg0NTE1YjAyZDU0ZTE4NTk6djE6cDpU)

**Reading Challenge:** We would love for you to read as many as you can over summer!

How many did you manage to read?

**How to Write a Fable**

Have a go at writing your own fable!

Choose the moral (the lesson you want learnt at the end). The moral is what makes a fable, so deciding what it will be from the beginning will help you plan the rest of your fable.

Decide on the problem. The problem is what the moral will be learnt from.

Decide on your characters. What animals will you choose? What will their traits and qualities be? e.g. a fox is cunning, a lamb is innocent…

Choose the setting. Where will your story take place?

Decide how you will the resolve the problem.