The Tortoise and the Hare

Book and Lyrics by Douglas Jones
Music by Ron Barnett
Based on the classic Aesop fable, The Hare and the Tortoise

The Tortoise and the Hare is presented in support of Language Arts learning standards in grades K - 5.

Additional Resources:

The Library of Congress Center for the Book: A selection of stories from The Aesop for Children with original pictures by Milo Winter

http://read.gov/aesop/

The Aesop for Children interactive book is designed to be enjoyed by readers of any age. The book contains over 140 classic fables, accompanied by beautiful illustrations and interactive animations.

The Kennedy Center ArtsEdge: Elements of Fables


This lesson focuses on describing the general literary elements in fables. In this lesson, students will recognize the key elements of a fable.

Aesop’s Fables by Michael Rosen and Talleen Hackyyan

The Classic Treasury of Aesop’s Fables by Don Daily

The Tortoise & the Hare by Jerry Pinkney

The Tortoise and the Hare: An Aesop Fable by Janet Stevens

“Slow and steady wins the race” may be the moral of Aesop’s familiar fable, but we arrive at it only after an action-packed, fun-filled romp through forests and meadows filled with a host of hilarious critters - including, of course, the ever-patient tortoise and his overconfident, mile-a-minute rival. Music and laughter abound!

Know Your Genre: Fable

A fable is a fictional story (in prose or verse) that can feature animals, mythical creatures, plants, objects, or forces of nature that are given human qualities (anthropomorphized). Fables illustrate a moral lesson, sometimes stated at the end as a proverb or maxim.
Proverbs from Aesop’s Fables

Aesop’s fables are some of the most well known in the world. They have been translated in multiple languages and are popular in dozens of cultures. They have been told and retold in a variety of media, from oral tradition to written storybooks to stage, film and animated cartoon versions—even in architecture.* The fables remain a popular choice for moral education of children today.

Read the proverbs below, from Aesop’s fables. Under each, explain why you think this is a good lesson, or moral, to learn in life.

EXAMPLE:
Slow and steady wins the race.
- The Hare & the Tortoise

It doesn’t pay to be the fastest if you don’t use your talents to their fullest. Even someone who is less talented can win with determination and effort.

A kindness is never wasted.
- The Lion & the Mouse

Look before you leap.
- The Fox & the Goat

Do not believe everything you hear.
- The Mother & the Wolf

Do not say anything at any time that you would not say at all times.
- The Kid & the Wolf

Terms to Know

fable A fable is a fictional story that can include animals, mythical creatures, plants, objects, or forces of nature that are given human qualities. Fables teach a moral lesson.

moral A lesson about right and wrong that can be learned from a story or an experience.

proverb A proverb is a short saying, stating a truth or a piece of advice.

Extension - Write Your Own Fable:

Work with a partner to brainstorm your own fable. Who will your characters be? What problem will they have in the story? What is the moral of your fable?

Once you have your ideas in place,
1. Draft your story;
2. Edit and proofread with your partner;
3. Finalize your story and add pictures;
4. Share your fable with the class.

Ready, Set, Go!
A Math and Measurement Extension

Using stop watches, an open area such as a hallway, the school gym, or the track (as appropriate), a pencil for each child, and an index card for each child, gather speed data in this fun race.

1. Choose a distance (i.e., one side of the school gym to the other).
2. Instruct students on using a stop watch (start / stop / reset).
3. Designate two timers, and time each member of the class running a short distance. Take turns so that everyone has a chance to run.
4. Each student should write his/her time on an index card.
5. Use the data and choose from the following activities: 1&2 (easy); 3&4 (medium); 5&6 (difficult).

1. Tape the index cards to a classroom wall from least to greatest according to speed.

2. Count from both ends to find what speed is in the middle. This is the **median** for your class.

3. Demonstrate how to round to the nearest second. Ask students to round their time to the nearest second.

4. Compare student times and find the time that occurs most often among your class. This is the **mode**.

5. Use grid paper to make a **bar graph** of your class results. Include time intervals on the **x axis**, and students on the **y axis**. Label each axis.

6. Use a calculator to add up all of the speeds, then divide by the number of racers in your class. This is the **mean**, or average speed.

**Need a shorter activity?**
Choose just 5 students to race and record times, then choose two of the activities above to complete as a class.

**Want to extend it?**
Track your students’ running times across days of the week, or times of day. How does the data change?
Theater Etiquette

Clap, but know when to do so.
You should clap after a play, act, or song, or right before intermission. If you loved the show, you can give a “standing ovation” at the end. That’s when you stand up while applauding.

It’s quiet time (sort of).
If the play makes you laugh or cry, that is fine, but you can chat with your friends afterwards. Be respectful and quiet so the actors can focus on their roles. Being quiet allows the rest of the audience to concentrate on the play.

Behind the Curtains

Many people with different skills and talents work together to make a production such as The Tortoise and the Hare come to life. Can you match these theater jobs with their descriptions?

set designer
a person who plays a role or character in stage plays, motion pictures, television broadcasts, etc.

playwright
a person who creates the look of each character by designing clothes and accessories the actors will wear in performance.

stage manager
this person’s job is to pull together all the pieces and parts of a play – the script, actors, set, costumes, lighting and sound, and music to create a production.

actor
this job focuses on using light to create effects that match the mood of various scenes in a performance.

costume designer
this person is a writer of scripts for plays. The script tells a story through the actions and words of the characters.

lighting designer
this person creates the physical surroundings of a play, including any scenery, furniture, or props used throughout the play.

director
this person helps the director and helps organize the actors, designers, stage crew, and technicians throughout the production of a play.