

# Fables

## Moral

### Moral – a life long lesson

Do unto others as you would have them do unto you  
Cheaters never win  
Don't judge a book by its cover

### Good lessons, but not considered a life-long lesson – NOT a moral:

Pick up trash in the road  
Brush your teeth three times a day  
Don't hit your brother or sister

What problem must be solved in order to illustrate the moral?

## Animals

### Animals should “go with the moral”.

Think about what personality your main character should have, he needs to be able to learn your moral. Think about how your other characters can fit the moral.

Write all your descriptions and dialogue so that it reflects the characters' personalities.

### Often a “good guy/bad guy relationship”

Often they are “natural enemies”  
Personification: animals take on human characteristics

Good Guy/Bad Guy e.g. mouse/snake

Natural enemies e.g. cat/dog

## Ending

How does your fable end? What's the solution to the problem? At least one of the characters must learn the valuable lesson, or moral.

## Fable Name

## Events

Make up a situation where your character learns the moral.

## Setting

When/where the story takes place

## Animals' names

Names should suit the moral/story/setting

e.g. Slither, the snake – desert  
Tightwad Weasel – pasture  
Sly Fox – forest  
Messy Mouse – barn  
Goldie Fish – ocean/pond  
Hairy Bear – cave  
Fluffy Bunny – hole in ground