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Competency - 5 Extracts necessary information from various types of texts. Competency Levels – 5.5 Reads and uderstands simple folk tales. 5.6 Extract the general idea of a text.

Pre Learning Activity

Dear students, Watch the following video first and read the story below.



How Andare ate the king's sugar

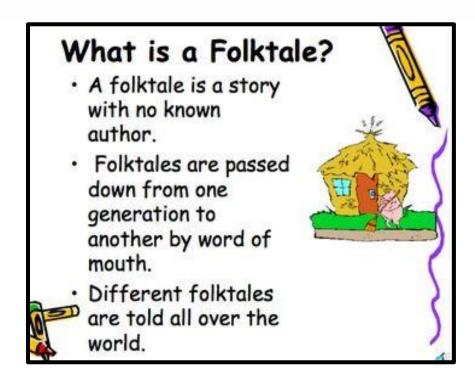


Long long ago when the Sinhalese kings were ruling Sri Lanka, there lived a famous court jester by the name of Andare. By his many tricks and witty jests he amused the king and the queen at all times of the day. He was therefore allowed much liberty at the court. One morning, when he went to the palace, he saw some sugar spread on a mat put out to dry in an inner courtyard. He pretended not to know what it was and asked the king, who happened to be there at the time," What is this stuff, your Majesty, that's on the mat?" "It is a kind of white sand Andare," Andare immediately thought of a cunning plan to eat the sugar. When he returned home that evening he told his wife and son of the

sugar in the palace and his plan to eat it up. The following morning, he gave some instructions to his son and set off to the palace. Once again sugar was put out to dry. The king was there, too. They were soon in deep conversation when Andare's son appeared on the scene with signs of great distress. "What's the matter, my son?" asked the jester. "Oh, father dear, father dear, our mother dear has just died," sobbed the lad. "And she called out to you several times before she died. "Oh father, what shall we do?" Andare thereupon fell on his knees and, wringing his arms like a mad man, began to weep in a torrent, yelling out, "What is the use of my life now? Let there be sand in my mouth! I too want to die!" With that, he rolled about on the mat gulping down handfuls of the "white sand!" Little Andare too followed the father's example and soon the sugar on the mat was almost over. The king was both astonished and amused at the scene. He knew that Andare had once again played him a handsome trick. "Take home" he said to his jester "what is left of the sand. Place a little of it in your dead wife's mouth, and see what comes of it. Perhaps she may come back to life, Andare!"

Now write the story in point form. Start like this...

• In the past there was a court jester, called Andare in Sinhalese kingdom.



Now read the following story and do the activities given on it.

THE LION and THE MOUSE One day a lion was asleep and a little mouse ran over the lion's back. The lion woke up, put his paw on the mouse and opened his big mouth. He wanted to eat the mouth. "oh, king," cried the mouse" I am so sorry! I will never climb on you again! Maybe one day I will also help you." The lion laughed at the silly mouse." Ha, ha, ha! You will help me- ha, ha!" but he let him go. One week later, hunters caught the lion. They tied the lion to a tree and went to find a wagon to carry him away. The little mouse heard the lion roar. When he saw the big lion tied to the tree, he said,"I am going to help you!" slowly he ate away the ropes. "I told you I can help you" said the little mouse and he was right.

MORAL: The small and weak can help the big and strong.



Activity 01

Tick $\sqrt{\text{true or false}}$

	true	false
1. The lion ate the mouse		
2. Hunters caught the lion.		
3. The mouse helped the lion		
4. The mouse wanted to eat the lion		
5. The small and weak can help the strong		

Activity 02

Fill in the blanks

- 1. The mouse was <u>.....</u> not big.
- 2. They tied the lion to a <u>....</u>, not a wagon.
- 3. The lion didn't want to play with the mouse, he wanted to <u>.....it</u>.
- 4. The mouse ate the ropes <u>.....</u> not quickly.

Activity 3

Write the missing words

1. m se	2. L n	3. w ke	4. li le
5. k ng	6.1 ght	7. h rd	8. m th
9. ca y	10. asl p		

Activity 04



Re arrange the story "The lion and the Mouse"

- 1. The lion and the mouse became friends thereafter.
- 2. One day the lion was caught in a net. He roared. The mouse ran up to him.
- 3. The mouse chewed and chewed on the ropes. At last, the lion was free.
- 4. The lion laughed very hard. How could a tiny mouse ever help a great big lion?

5. Once upon a time, a great big lion caught a tiny mouse.

6. "You are so funny that I will let you go" said the lion. Then he lifted his paw and the mouse ran away.

7. "Please let me go, one day I will help you." said the little mouse.

Activity 05

Answer the questions.

- 1. Who are the animals mentioned in the story?
- 2. What was the lion doing when the mouse bumped into him?
- 3. Why didn't the lion kill the mouse?
- 4. How did the mouse help the lion?
- 5. Find the similar words from the passage for the given words

(a) got up	(c) small
(b) rat	(d) wept

Activity 06

05. Find in the text a word that means.....

Animal's hands

A device for hunting and fishing

.....

A person or animal that hunts

.....

.....

A full, deep prolonged cry uttered by a lion

.....

A vehicle used for transporting goods or another specified purpose

.....

Post Learning Activity

Read this story and state the moral in this story in your own words (You can write few sentences). Use a dictionary if necessary.

The Boy Who Cried Wolf

Once, there was a boy who became bored when he watched over the village sheep grazing on the hillside. To entertain himself, he sang out, "Wolf! Wolf! The wolf is chasing the sheep!"

When the villagers heard the cry, they came running up the hill to drive the wolf away. But, when they arrived, they saw no wolf. The boy was amused when seeing their angry faces.

"Don't scream wolf, boy," warned the villagers, "when there is no wolf!" They angrily went back down the hill.

Later, the shepherd boy cried out once again, "Wolf! Wolf! The wolf is chasing the sheep!" To his amusement, he looked on as the villagers came running up the hill to scare the wolf away.

As they saw there was no wolf, they said strictly, "Save your frightened cry for when there really is a wolf! Don't cry 'wolf' when there is no wolf!" But the boy grinned at their words while they walked grumbling down the hill once more.

Later, the boy saw a real wolf sneaking around his flock. Alarmed, he jumped on his feet and cried out as loud as he could, "Wolf! Wolf!" But the villagers thought he was fooling them again, and so they didn't come to help.

At sunset, the villagers went looking for the boy who hadn't returned with their sheep. When they went up the hill, they found him weeping.

"There really was a wolf here! The flock is gone! I cried out, 'Wolf!' but you didn't come," he wailed.

An old man went to comfort the boy. As he put his arm around him, he said, "Nobody believes a liar, even when he is telling the truth!"



Dear students,

Use following links to do more activities.

https://www.e-thaksalawa.moe.gov.lk/moodle/mod/resource/view.php?id=45934

https://www.e-thaksalawa.moe.gov.lk/moodle/mod/resource/view.php?id=45935

Assesment

Read the following story and answer the questions.

<u>Mahadenamutta</u>

Mahadenamutta means all-knowing sage; ironically, he did not know anything and all his judgements were erroneous. He was an old man who lived in a village with his faithful five disciples whose wisdom matched with their master. Mahadenamutta was the village judge. So he held a prestigious place in the village, and people came to him to seek justice. He, on the other hand, executed the most unlikely defected from its genesis judgement to those cases. Better or for worse we never hear the side of the village folks.

One day a villager came across a problem. His one and only goat, from whom he got milk for his breakfast, got his head stuck inside a pot and struggled to get out of it. Failing which, the villager came running for a wise solution from this renowned old judge. The judge regally, sitting on the elephant surrounded by his ever faithful disciples, thus spoke.

Asking irrelevant questions that did not even remotely have reflection on this scene, dangling with it just to pretend the gravity of the scene, he ordered the poor man to cut the neck of his beloved goat.

The villager dared to disobey. Then he instructed the man to smash the pot to release the head of the goat. Nodding triumphantly at the crowd, he ordered the carcass to be taken to his house.

- 1. What is meaning of the name "Mahadenamutta"?
- 2. How many disciples did Mahadenamutta have?
- 3. What did people expect from Mahadenamutta?
- 4. Why did Mahadenamutta ask questions irrelevant to the problem?
- 5. Do you think that Mahadenamutta was a wise man?

(Marks - 2 x 5 = 10)

6.	Say wl	nether these statements true (T) or false (F).	
	I.	Mahadenamutta was a young man.	
	II.	II. Mahadenamutta's and his disciples' wisdom levels were same	
	III.	Mahadenamutta knew everything.	
	IV.	The villager had many goats.	
	V.	At the end villager lost both the goat and the pot.	

 $(Marks - 2 \ge 5 = 10)$

