

Fables



Level 4

What is a Fable?

Fables are morality tales that seek to teach the reader a lesson. A fable is a story with a problem and a solution. It usually involves animals who talk and act as if they were morally responsible human beings. The most famous fables are those by Aesop, an early Greek writer.

- * A fable starts by introducing the characters and setting.
- * Then it relates a problem that the characters are having.
- * The plot unfolds.
- * The problem is solved, and the reader learns a principle of life as a result. In other words, the story has a moral.

Your teacher will show you some of Aesop's fables. Take a look at them, and find the features we discuss above.

Prewriting

- * Start by thinking of your characters and story line.
- * Use the Characterization Grid and Story Map to help you get your thoughts on paper.
- * Show your work to your teacher before starting your draft so that she can check your prewriting for thoroughness.

Drafting

- * Write your fable, either on the computer or on paper.
- * Don't worry about making it perfect the first time you write. You can rearrange your ideas and add details during the editing phase.

Editing

Once you have written your fable, you should edit it. Another word for this is "self-proofing." Start by reading it aloud to yourself.

- * Did you put in all the details you want to make your characters interesting?
- * Does the story make sense and flow? Do you lose the thread of the story anywhere?
- * Do you see any contradictions in your plot?
- * Check your grammar.
- * Fix anything that sounds strange to you. Then write a final copy to turn in to your teacher.