

Level 3

Suitable for:	young learners aged 5–7 years who have completed 200–300 hours of study in English
Type of English:	British
Headwords:	up to 1000
Words per page:	up to 30
Key grammar:	Past simple, imperative, future (will), verb + infinitive.

Summary of the story

Jack is a poor boy who lives in the forest with his mother. One day she tells him they are so poor that he must take the cow to market to get some food. On the way Jack meets a man who gives Jack five magic beans in exchange for the cow. His angry mother throws the beans into the garden. Overnight the beans grow into a huge beanstalk and Jack climbs up. At the top he finds a castle where a giant and his wife live. The giant likes to eat children so Jack hides in the oven. Jack goes up the beanstalk three times. When the giant is sleeping, Jack steals a bag of gold, a magic hen, and a golden harp. The third time, the giant wakes up and chases Jack down the beanstalk. Jack and his mother cut down the beanstalk and the giant falls to his death.

Background to the story

Jack and the Beanstalk is a well-known fairytale. The story first appeared about 1820, and there are many versions. Another name for the story is *Jack the Giant Killer*.

Topics and themes

Animals The story, with a cow and hen, can be used as a starting point, to investigate other farm animals. A mural of cut-out animals could follow on from the story.

Food The story can be used as part of this topic to reinforce various items of food that are mentioned. The pupils could draw and talk about other huge plates of food the giant might like to eat.

Hobbies Plants / Flowers / Trees. The story can be used as an introduction to this topic. Beans can be planted in a pot in the classroom.

My house As an extension to this topic, the pupils can imagine the inside of the castle with the various rooms and items of furniture. The teacher could prepare a large mural with the outline of the castle divided into rooms, together with the agreed furniture items. The pupils colour, cut and stick furniture in the rooms.

Magic The story has a magic harp and hen. What magic objects would the pupils like? To do what?

Size The giant is large.

Weather / seasons Starting from the vocabulary sun / clouds / hot, the topic of weather can be expanded. The cycles of the year, months and days. Younger pupils will probably only be able to assimilate seasons. The teacher needs to judge the conceptual readiness.

Making use of the Reader

Art and craft Make a beanstalk. *Materials:* wire netting, newspaper, flour and water, brushes, scissors, paint, cardboard. *Time:* A series of 30 minute slots in the lesson over several weeks, depending on the speed of the pupils. The stalk is

made of wire netting and papier mâché, the leaves of cardboard. It should be about the height of the teacher.

Make a giant. *Materials:* clothes, newspaper, brushes, varnish. *Time:* Several 30 minute slots over 2 weeks. Timing will depend on the number of pupils and their pace.

Clothes The pupils can have fun dressing up in giant's clothes, or pretend to be giants by putting on small clothes.

Drama This involves creating simple dialogues for the main characters and a narrator's script for the teacher. Not all pupils will have a speaking role, some will be animals and make sounds. The drama can be built up first through paired role play in front of the class and action story telling. The pupils will make wall posters as backdrop scenery and cardboard hats and props as well as bringing items and clothes from home. *Time:* Several 30 minute slots over several weeks. The pupils' pace will dictate when they are ready. An example is creating the scene where the giant comes in and smells the boy. The wife tries to put him off looking for Jack.

Game One child goes out of the room, the others hide something which he / she must find when they come back in by asking 'Where is it?' 'Is it here?' The others answer 'yes' or 'no', until it is found. They could use the full rhyme from the book.

Music Make up a sing-song style using the words 'Fee Fi Fo Foy'. Explain they don't mean anything, they are just 'fear' words. They could make their own up to rhyme with (teacher's name) or word 'girl' eg Fee Fi Fo Firl! The pupils could repeat parts of the text in deep (giant) voice or high (choosing the wife or Jack's) voice.

Using the accompanying audio

Whole class When the pupils are thoroughly familiar with the story, having heard it with the teacher and role played and / or dramatized it, they can listen to the audio recording. As they listen they should look at the pictures and point to the various characters in the book as they are mentioned. In order to introduce this idea, it would be best to do this in small groups with the teacher, while the rest of the class is working on another activity.

During listening – whole class prediction Play the audio story through in its entirety. The second time through, stop just before a dramatic event in the story, (for example, page 5, or the arrival of the giant, page 13) and ask the pupils to tell you what happens next, then listen to see if they were right. Record (audio or video device) the pupils dramatizing the story.

Notes on using the photocopiable activities

Activity 1 The pupils join up the numbers of each object and colour them in. Then they write in the words.

Activity 2 (Bingo) The teacher provides photocopies for the pupils. The pupils choose 5 numbers to colour in and cut out and stick onto cardboard. They also need 5 'markers' or pieces of card bigger than the numbers. The teachers calls out numbers randomly, and the first pupil to have covered all their markers has won.

Activity 3 The pupils look for the words.

Activity 4 All the questions and answers are in the story.

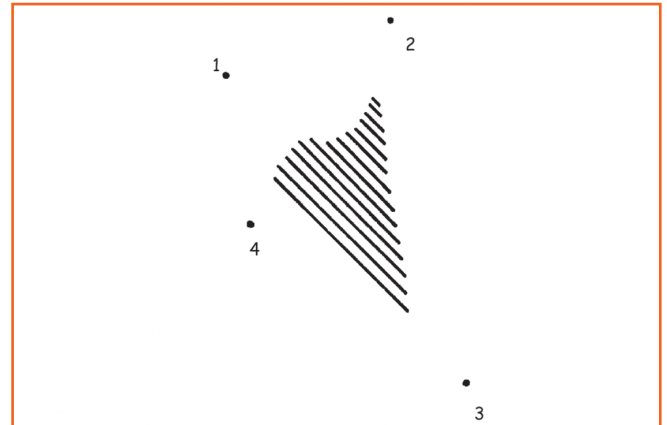
Jack and the Beanstalk

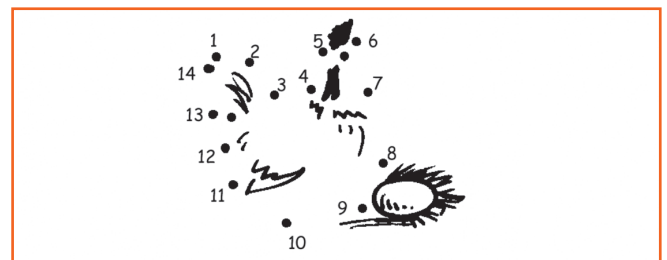
Name

Activity 1

Follow the numbers with a pencil and make three pictures.
When you have finished, write in the words for the pictures.

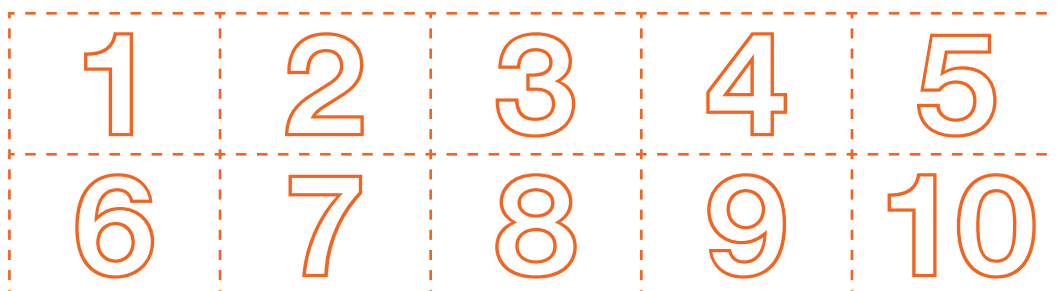






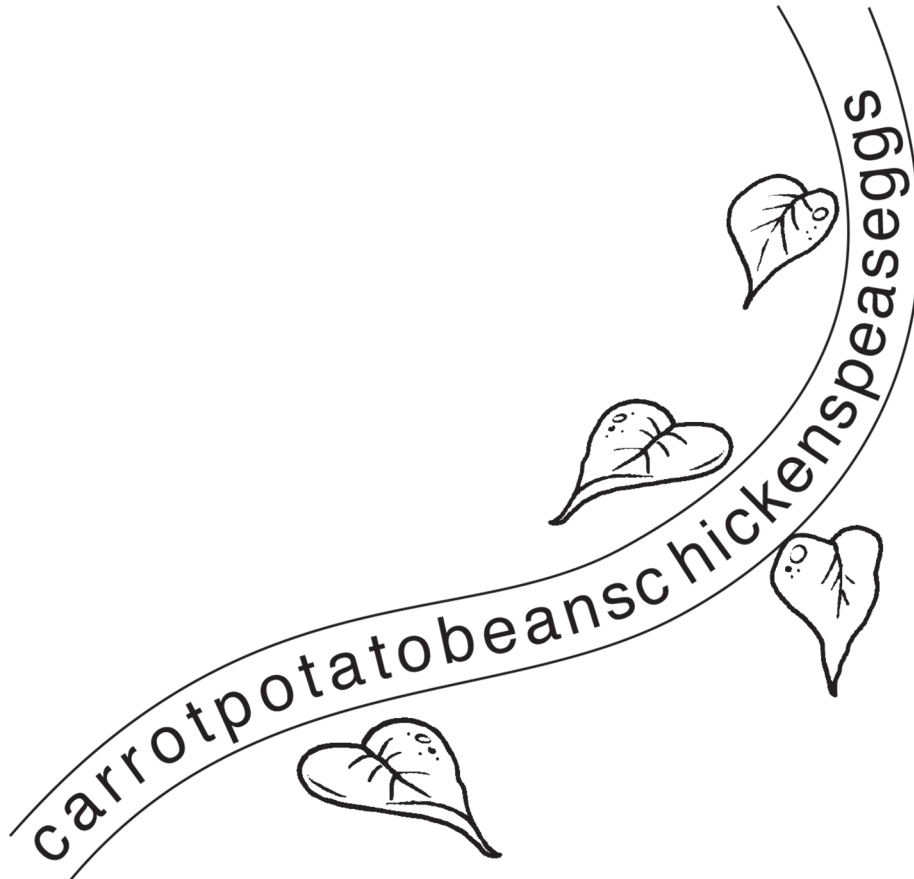
Activity 2

Choose 5 numbers and colour them in. Stick them on a piece of card, ready to play a game. You also need 5 pieces of card to put over your numbers when the teacher calls them out. The first pupil to put pieces of card over all their numbers wins.



Activity 3

Find the words.



Activity 4

Who said these things in the story?

Write the name next to the sentence.

- 1 'We've got no money Jack.' _____
- 2 'Your cow is old and ugly.' _____
- 3 'But they're magic beans.' _____
- 4 'Silly boy.' _____
- 5 'I want to eat him for my dinner!' _____
- 6 'Oh dear, oh dear!' _____

Jack and the Beanstalk

Chants help pupils become familiar with the sounds and rhythm of English. The language in each chant recycles language from the Reader.

Suggested procedure

Pupils listen to the chant one or two times, clapping their hands or tapping their desks in time with the rhythm. Pupils then say the chant, verse by verse, with you, beating the rhythm as they speak, until they are familiar with the words and the rhythm.

You can then split the class into 2 or 3 groups and each group can say one verse of the chant in turn.

Chant 1

Five beans!
Five beans!
Five beans
For your cow
Your cow is old and ugly
Take five beans
For your cow

Five beans!
Five beans!
Five beans
For my cow?
We've got no money and no food
I can't take five beans
For my cow

Five beans
Magic beans
Five beans
For your cow
Jack took the beans, the magic beans
He's got no money
He's got no cow

Chant 2

Fee, Fi, Fo, Foy!
I can smell a little boy

Fee, Fi, Fo, Foy!
Find him, catch him, eat him up

Fee, Fi, Fo, Foy!
Yum, yum, boy for dinner

Chant 3

Jack, Jack the giant's sleeping
Take his bag of gold

Jack, Jack the giant's sleeping
Take the golden egg

Jack, Jack the giant's sleeping
Take the golden harp

And run, Jack, run!

Answer Key

In the Reader

Before you read

- 1 There are five beans. Bean seeds grow in the garden.
- 2 All the answers are possible except for the axe and the cow.

After you read

- 1 Discuss if the pupils were right.
- 2 Check the matching is correct by pointing the correct picture out as you say the word. Pictures from left to right are: cow, castle, harp, giant, axe.
- 3 Giant.

In the photocopiable activities

Activity 1

- 1 Bag of gold.
- 2 Magic harp.
- 3 Golden hen.

Activity 3

carrot, potato, beans, chickens, peas, eggs

Activity 4

- 1 Jack's mother (page 4).
- 2 The old man on the road (page 5).
- 3 The old man on the road (page 7).
- 4 Jack's mother (page 8).
- 5 The giant (page 13).
- 6 Jack's mother (page 28).