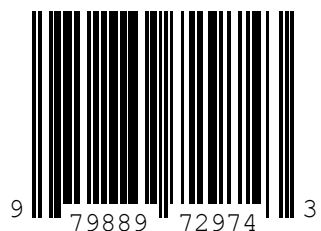


FAIRY TALES



GRADE 1 UNIT 7 | DIGITAL COMPONENTS

EDITION 1



Grade 1

Unit 7

Fairy Tales

Digital Components

Acknowledgement:

Thank you to all the Texas educators and stakeholders who supported the review process and provided feedback. These materials are the result of the work of numerous individuals, and we are deeply grateful for their contributions.

Notice: These learning resources have been built for Texas students, aligned to the Texas Essential Knowledge and Skills, and are made available pursuant to Chapter 31, Subchapter B-1 of the Texas Education Code.

If you have further product questions or to report an error, please email openeducationresources@tea.texas.gov.

Table of Contents

Lesson 1: Elements of Fairy Tales for “Cinderella”1

Lesson 1: Elements of Fairy Tales for “Sleeping Beauty”2

Lesson 2: Fantasy vs. Reality Chart3

Lesson 2: Elements of Fairy Tales for “Rumpelstiltskin”.4

Lesson 3: Venn Diagram5

Lesson 3: Elements of Fairy Tales for “Rapunzel”.6

Lesson 4: Elements of Fairy Tales for “The Frog Prince”.7

Lesson 6: Elements of Fairy Tales for “Hansel and Gretel”8

Lesson 6: Model Narrative9

Lesson 6: Heroic and Evil Character Comparison Chart.10

Lesson 6: The Writing Process.11

Lesson 7: Story Map.12

Lesson 8: Elements of Fairy Tales for “Jack and the Beanstalk”13

Lesson 9: Editing Checklist14

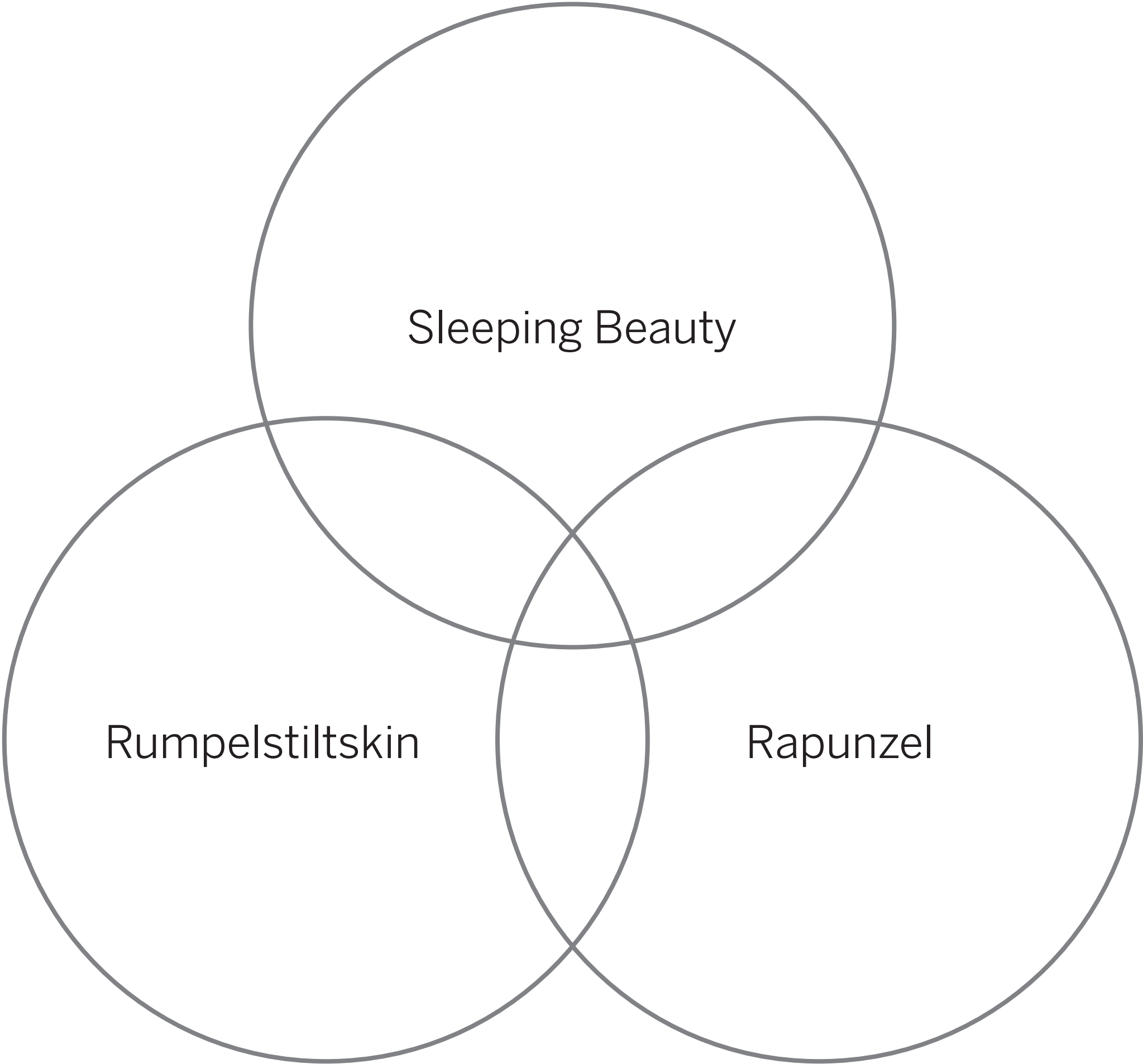
Lesson 10: Character Map15

Elements of Fairy Tales		
Cinderella		
Setting(s)	Where Cinderella’s house, palace	When “Once”
Characters	Real Cinderella stepmother stepsisters prince	Magical fairy godmother mice/horses rat/coachman
Fantasy (events) A fairy godmother appears and uses magic to make Cinderella’s wish come true, turning a pumpkin into a coach, mice into horses, and a rat into a coachman.		
Problems Cinderella is not allowed to go to the ball. The magic her fairy godmother uses wears off at midnight.		Solutions Her fairy godmother uses magic to make it possible for her to attend the ball. The prince sends his men out to find Cinderella after the ball, using a shoe she left behind.
Ending “....lived happily ever after.”		

Elements of Fairy Tales		
Sleeping Beauty		
Setting(s)	Where	When
Characters	Real	Magical
Fantasy (events)		
Problems		Solutions
Ending		

Fantasy	Reality

Elements of Fairy Tales		
Rumpelstiltskin		
Setting(s)	Where	When
Characters	Real	Magical
Fantasy (events)		
Problems		Solutions
Ending		



Elements of Fairy Tales		
Rapunzel		
Setting(s)	Where	When
Characters	Real	Magical
Fantasy (events)		
Problems		Solutions
Ending		

Elements of Fairy Tales		
The Frog Prince		
Setting(s)	Where	When
Characters	Real	Magical
Fantasy (events)		
Problems		Solutions
Ending		

Elements of Fairy Tales		
Hansel and Gretel		
Setting(s)	Where	When
Characters	Real	Magical
Fantasy (events)		
Problems		Solutions
Ending		

Model Narrative	
Introductory statement	Cinderella Once upon a time, Cinderella wanted to go to a ball at the castle, but she was not allowed to, had no way of getting there, and had nothing to wear.
Body	Then, her fairy godmother appeared and helped Cinderella get ready for the ball. Cinderella went to the ball and met the prince. When she left, she lost her shoe but the prince used it find her.
Concluding statement	The prince and Cinderella married and lived happily ever after.

Heroic and Evil Character Comparison			
	Story	Character	Reason
Heroic			
Evil			



PLAN



DRAFT



EDIT

TITLE	
CHARACTERS	SETTING
PLOT	BEGINNING
	MIDDLE
	END

Elements of Fairy Tales		
Jack and the Beanstalk		
Setting(s)	Where	When
Characters	Real	Magical
Fantasy (events)		
Problems		Solutions
Ending		

	
	
	1, 2, 3
	
	
	

Character Map	
The Fisherman	Describe the Character
	Feelings
	Action
	Reason for Action

ISBN: 979-8-89072-974-3

© 2024. Texas Education Agency. Portions of this work are adapted, with permission, from originals created by

Amplify Education, Inc. (amplify.com) and the Core Knowledge Foundation (coreknowledge.org).

This work is licensed under a

Creative Commons Attribution-NonCommercial-ShareAlike

4.0 International License.

You are free:

to Share—to copy, distribute, and transmit the work

to Remix—to adapt the work

Under the following conditions:

Attribution—You must attribute any adaptations of the work in the following manner:

This work is based on original works of the Texas Education Agency, as well as prior works by Amplify Education, Inc. (amplify.com) and the Core Knowledge Foundation (coreknowledge.org) and is made available under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License. This does not in any way imply endorsement by those authors of this work.

Noncommercial—You may not use this work for commercial purposes.

Share Alike—If you alter, transform, or build upon this work, you may distribute the resulting work only under the same or similar license to this one.

With the understanding that:

For any reuse or distribution, you must make clear to others the license terms of this work. The best way to do this is with a link to this web page:

<https://creativecommons.org/licenses/by-nc-sa/4.0/>

Trademarks and trade names are shown in this book strictly for illustrative and educational purposes and are the property of their respective owners. References herein should not be regarded as affecting the validity of said trademarks and trade names.

This work is based on prior works of Amplify Education, Inc. (amplify.com) and the Core Knowledge Foundation (coreknowledge.org) made available under a Creative Commons Attribution- NonCommercial-ShareAlike 4.0 International License. This does not in any way imply endorsement by those authors of this work.

Printed in the USA