

Level
2

Aladdin and the Lamp

Summary of the story

Aladdin lived in China with his mother. They were poor. A rich and bad old man gave Aladdin a magic ring and asked Aladdin to work for him. Aladdin had to go into a cave and find him an old lamp. But the bad old man would not let Aladdin out of the cave because Aladdin kept the lamp. Aladdin got out with the help of a genie in the magic ring. Aladdin and his mother became rich. Aladdin grew up and one day in the market, he saw a beautiful girl, whom he wanted to marry. She was the Emperor's daughter. With the help of the genie, the emperor agreed to the marriage and Aladdin and his bride lived in a big castle. One day the bad old man came to the castle and asked Aladdin's wife for any old lamps. She gave him the old lamp because she did not realize it was a magic lamp. Immediately the old man moved the castle away into a forest. However, Aladdin, helped by the genie in the ring, moved it back again. He also got the lamp back. After that Aladdin, his wife and mother lived happily ever after.



Background to the story

The story comes from the *Tales of the Arabian Nights* which appeared in the west in the middle of the eighteenth century. There is evidence that it was first recorded in the eighth century.

Topics and themes

Buildings. Castles and caves feature here.

Clothes. The clothes in Aladdin have their own style. Can the pupils describe this style?

The future. Ask the pupils what they would like to do when they are older. Do they want to be rich and live in a castle? Do they want to be famous? Make a list of the sort of things they want to do.

Colours. Red and green are the colors of the genies.

Family. Aladdin is close to his mother throughout the story. This could lead to a discussion about mothers/sons, and beyond.

Fairy tales. The old man is rich but bad. Was it right that he lost his magic lamp? He had given Aladdin a magic ring and asked him to fetch the lamp. Aladdin kept it instead.

Magic. This story would encourage pupils to think about wishes that we sometimes make e.g. wishing on our birthday cake candles; throwing money into a fountain and wishing; wishing on a rainbow; wishing on a new moon etc. Ask the pupils to tell you some of the times when they wish and make a list on the board of what these are. Take a straw poll of these and find out which one is the most popular.

Making use of the Reader

Create two lists of things the class would like to wish for. Fun and frivolous things such as a big party, lots of chocolate, no school! Serious and useful things such as no hunger, no more burning of rainforests, an end to illness. Talk about each of these things as you put them on the board. When you have two lists ask the pupils to vote for one thing in each list and see which two things are the most popular.

Describe your own genie and where he/she would live. What does he/she look like? Is it a particular color like the genies in the story? How old is it? What clothes does it wear? Let your pupils draw their genie.

Map work. Let the pupils look for China on a map, in an atlas or on a globe. Talk about how far away it is from your country. Talk about how you would get to China from your school. If you live in China, write about what China is like.



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Discussion. If the pupils were to throw something old out, what would it be and why would they throw it out? Let children talk about this in pairs or groups and then come together and you could ask individual pupils to tell the rest of the class. Take a few lessons and let all the pupils eventually tell the class what they would throw away and why. Make a class list. You may need to give them the English vocabulary here.

Using the accompanying video or audio cassette

Before watching or listening to the cassette (if the children have already read the book) elicit the names of the main characters from the story and write them on the board.

Divide the pupils into three groups, for each of the red genie, the green genie and Aladdin. Each group must stand up when they see or hear their character. This will result in very energetic and active viewing or listening.

During watching and listening - whole class prediction. Play the video or audio cassette story through in its entirety. The second time through, stop just before a dramatic event in the story for example, page 5, when the genie flew out, or page 10, when Aladdin's wife gave the old man the magic lamp and ask the children to tell you what happens next, then view or listen to see if they were right.

Simultaneous reading and listening in groups will help the children with pronunciation and intonation.

Record the children dramatizing the story on audio or video cassette. They could also re-tell the story in their own words as if they were Aladdin's mother or the lamp itself.

Notes on the activities in the factsheet

Activity 1. Labeling. Pupils should look through the reader and find the right names and label the pictures. They can color them too if they wish.

Activity 2. Coloring by numbers. Pupils should color the picture according to the numbers.

Activity 3. Crossword. Pupils should look at the sentences and put the correct word into the space,

Activity 4. Wish list. Pupils should think about six things they would like to ask a genie. You should discuss all their ideas first and put the words they will need on the board.

Answers to the activities

In the Reader

Before you read

These are prediction activities so the pupils guess the answers but you can help them a little.

1a. Either man could be Aladdin (if the pupils realize it is a male name).

Mother is the only woman in the picture.

The rich man is the man with all the jewels.

The jewels are in the bag and in the box.

2a. Yes, in the bag.

b. Yes, next to the rich man.

c. Yes, Aladdin is smiling.

d. Yes, there is an old man who may be bad or good.

After you read

The genie flew out of the lamp.

The bad old man was very angry.

I'd like a new house.

I'm going to marry her.

Aladdin was scared because it was very dark.

In the factsheet

Activity 1

1b, 2d, 3e, 4c, 5a, 6f

Activity 3

lamp, castle, cave, dark, daughter, rich, ring.

The word down the middle is Aladdin.



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Name.....

Activity 1

Match the picture to the right word.



1. Aladdin
2. His mother
3. The Emperor
4. The bad old man
5. The green genie
6. The red genie



Activity 2

Color the picture.

- 1 = brown
- 2 = blue
- 3 = green
- 4 = black
- 5 = yellow
- 6 = red



Aladdin and the Lamp

Name.....

Activity 3

Answer the question and fill in the word.

What did Aladdin get from the cave?

A — — —

Where did the Emperor live?

In a — — —

Where was it dark?

In the — — —

What was Aladdin scared of?

The — — —

The princess was the Emperor's

Aladdin and his mother became very

The old man first gave Aladdin a magic

What does it say down the middle of the crossword? — — — — —

Activity 4

Now you can rub the magic lamp six times. What do you want the genie to do?

1.

2.

3.

4.

5.

6.

