

Level  
3

# Jack and the Beanstalk

### 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 and 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 mache, 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.



# Jack and the Beanstalk

**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 Fir! The pupils could repeat parts of the text in deep (giant) voice or high (choosing the wife or Jack's) voice.

## Using the accompanying video and audio cassette

**Whole class.** When the pupils are thoroughly familiar with the story, having heard it/seen it with the teacher and role played and/or dramatized it, they can watch it or listen to it on cassette. As they watch or 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 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, or the arrival of the giant, page 13) and ask the pupils to tell you what happens next, then view or listen to see if they were right.

Record the pupils dramatizing the story on audio or video cassette.

## Notes on using the activities in the factsheet

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

**Activity 2.** 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.

## Answers to the activities

### In the back of 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.
3. Giant.

#### In the factsheet

**Activity 1** 1. Bag of gold. 2. Magic harp. 3. Golden hen.

#### 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).

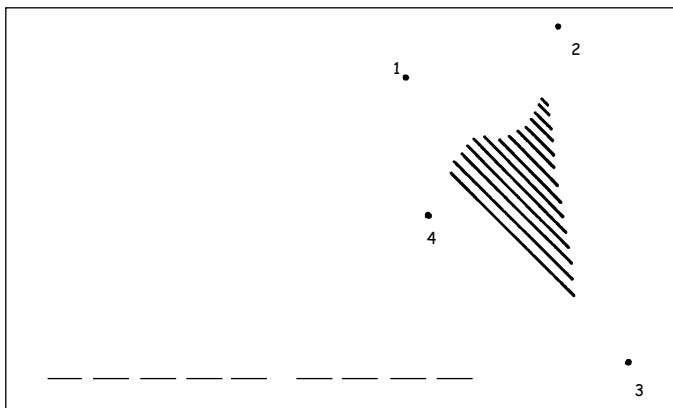
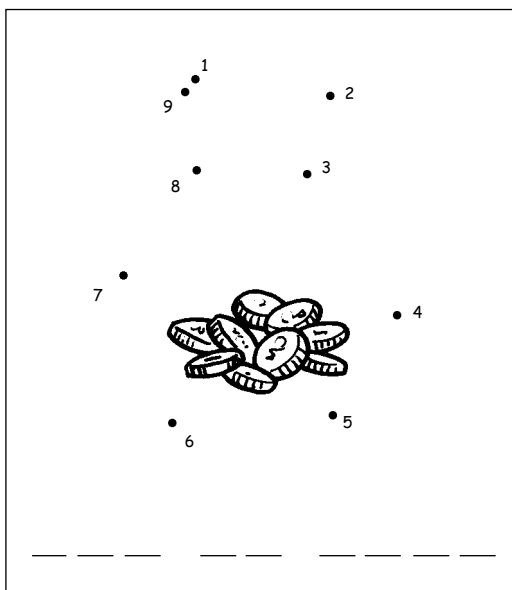


# Jack and the Beanstalk

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.

1	2	3	4	5
6	7	8	9	10

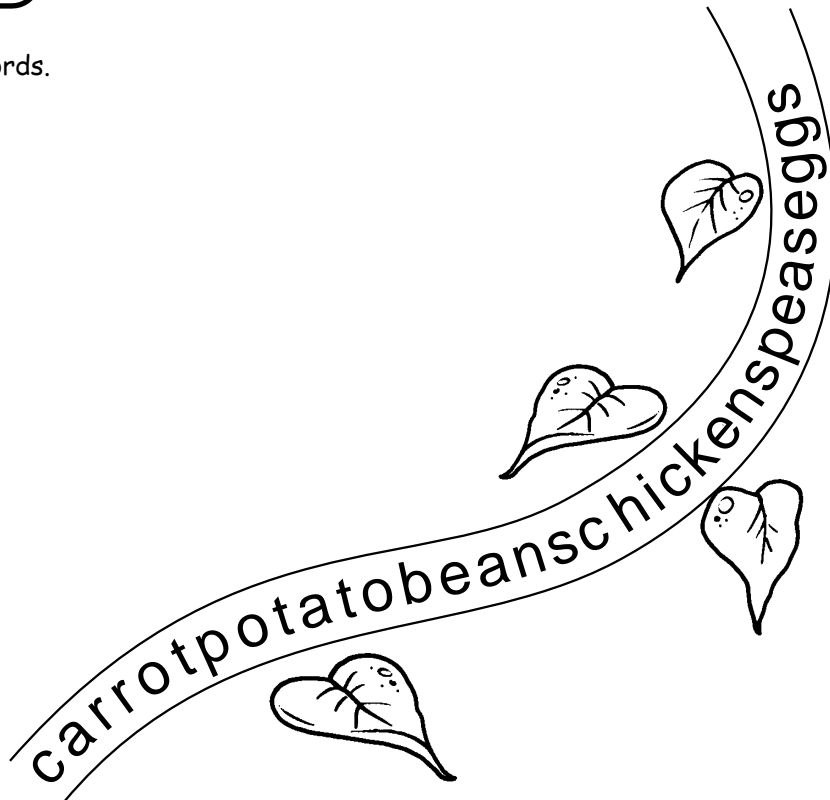


# Jack and the Beanstalk

Name.....

### 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!' \_\_\_\_\_

