

Fable

The Shepherd Who Cried “Wolf!”

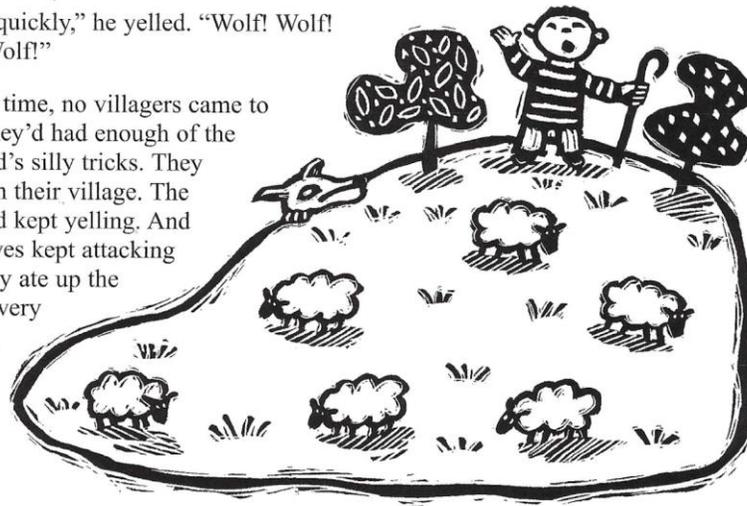
Once upon a time there was a shepherd who liked to play a trick on the villagers who lived nearby. He’d pretend that his flock of sheep was being attacked by wolves. “Come quickly,” he’d yell as loudly as he could. “Wolf! Wolf! Wolf! Wolf!”

Each time, every time, the villagers raced to rescue the shepherd’s flock. But each time, every time, there were no wolves to be found. The villagers would turn and walk home. The shepherd would fall on the ground and roll around, screaming with laughter.

But one day wolves really did attack the shepherd’s flock.

“Come quickly,” he yelled. “Wolf! Wolf! Wolf! Wolf!”

But this time, no villagers came to help. They’d had enough of the shepherd’s silly tricks. They stayed in their village. The shepherd kept yelling. And the wolves kept attacking until they ate up the sheep, every last one.



Moral Liars are not believed, even when they tell the truth.



What Time is it, Wolf? Game



Reader's Theatre

Juan and his mom discuss "The Shepherd Who Cried "Wolf!"

Hints:

- Remember when you did a read aloud (Readers' Theater) back on Day 29 "Disability Etiquette"? In Readers' Theater people read their parts out loud. They can use body language to help the watchers know the characters better.
- You need 2 characters (people), one to read Juan's part; another to read Mom's part. Body language directions are inside ().

Juan: (*Frown*)

UH-OH, Mom, in Aesop's (**E**-sawpz) story you just read aloud, the mean shepherd was so unkind! But as I listened I remembered how I act when I get in trouble. I take a deep breath, wait until my heart stops pounding so much, and force myself to tell what I did. (Take a deep breath, put hand on heart, open mouth.)

Mom: (*Smile*)

Even though Aesop lived a very long time ago in the far-away country of Greece, his story's message still makes sense. **Always telling the truth isn't easy. We have to use self-control to choose what we say, Juan.** 🗣️

Juan: (*Make a "thumbs up" sign with one hand*)

Yes, it's really hard! And do you know what, Mom?

Mom: (*Look puzzled; tap the side of the forehead*)

No, what? I haven't any idea, Juan.

Juan: (*Run in place*)

Sheep still run away from wolves today. That's what goes on in one of my favorite outdoor games "What time is it, wolf?"

"What time is it, Wolf?"

How to Play

This game should be played with family members only.

1. Pick an outside playing space. Decide on two areas:
 - a. The Woods -- the main area



What Time is it, Wolf? Game



- b. The Woods Edge – the end zone at one end of the main area
- All the players except one stand in a line on The Woods Edge. They are the sheep.
2. One person, the wolf, stands at the opposite end of The Woods.
 3. To begin the game, the wolf turns his/her back to the sheep.
 4. In unison (together), the sheep ask, “What time is it, Wolf?”
 5. The Wolf responds by saying an hour from 1 through 12. (Example: “It is two o’clock.”)
 6. The sheep then move forward toward the Wolf by the number the wolf said in the time. (Example: The sheep move 2 steps toward Wolf.)
 7. This continues until Wolf responds to the sheep’s question with “Lunch Time!” When this takes place, all of the sheep must run back to the Wood’s Edge before getting tagged by Wolf.
 8. If a sheep is tagged, s/he joins Wolf as a wolf. Each time the newest wolf answers the sheep’s “What time is it, wolf?”
 9. Play continues until all of the sheep have been converted into wolves.

After the Game

Think about a time when it was important but hard for you to tell someone what you did. If you can, share what happened with the rest of your family. 💡