The Three Billy Goats Gruff Activity Pack

- Differentiated worksheets, crafts and card sets

Learning language through stories and craft
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For links to story telling videos, songs and other resources to complement this pack visit:
www.kidsclubenglish.com AND/OR www.facebook.com/storyclubenglish

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This pack is designed to complement the story ‘The Three Billy Goat’s Gruff’. This story lends itself particularly well to learning useful everyday functional language such as expressing desires, denying requests, granting requests and giving simple descriptions. However, there is a much wider variety of language practice that you could incorporate. See some suggestions below:

<table>
<thead>
<tr>
<th>Main characters</th>
<th>Setting</th>
<th>Key phrases</th>
</tr>
</thead>
<tbody>
<tr>
<td>small billy goat</td>
<td>valley</td>
<td>I'm hungry.</td>
</tr>
<tr>
<td>medium billy goat</td>
<td>river</td>
<td>Who's that?</td>
</tr>
<tr>
<td>big billy goat</td>
<td>grass</td>
<td>Who are you?</td>
</tr>
<tr>
<td>troll</td>
<td>hill</td>
<td>It's only me.</td>
</tr>
<tr>
<td></td>
<td>bridge</td>
<td>I'm the (small/medium/big) goat.</td>
</tr>
<tr>
<td></td>
<td>rocks</td>
<td>I want to eat grass.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Feelings / description</th>
<th>Feelings / description</th>
<th>Feelings / description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hungry</td>
<td>hooves</td>
<td>I'm hungry.</td>
</tr>
<tr>
<td>horrible</td>
<td>feet</td>
<td>Who's that?</td>
</tr>
<tr>
<td>ugly</td>
<td>horns</td>
<td>Who are you?</td>
</tr>
<tr>
<td>small voice</td>
<td>hair</td>
<td>It's only me.</td>
</tr>
<tr>
<td>medium voice</td>
<td>teeth</td>
<td>I'm the (small/medium/big) goat.</td>
</tr>
<tr>
<td>big voice</td>
<td></td>
<td>I want to eat grass.</td>
</tr>
</tbody>
</table>

Prepositions
- on, under, above, below, next to, near, far, across, over, up, down

'Be'
- I'm the (small) goat.  I'm too small.  My brother is bigger.

Craft/Game instructions and play:
- Is it ...? Yes it is. No, it isn’t?
- Where’s the...? It’s here. It’s there.

This one. That one.

Can I have...? Yes, you can. Here you are. Thank you. You’re welcome.

Can you see? I can see...

Choose a card. Choose an action. Choose an animal.

Touch your (toes). Point to the (troll). Go to the (big goat).

It’s my turn. It’s your turn.

How many.....have you got? I’ve got.....
How many.....are there? There are ...../ There is....
What is it? It’s a.... / What are they? They’re....
The Three Billy Goats Gruff

Colouring sheets

There are different sheets to choose from depending on what language and skills you want to practise.

- Goats and troll bridge scene
- Main characters (goats and troll)
- Setting and characters (valley, river, bridge, grass, big goat, medium goat, small goat)

These sheets should be used to consolidate target vocabulary from the story and/or practise colour vocabulary.

Activity suggestions:

1. Look, find and colour
   - Ask the child to colour something in the picture, e.g., 'Colour the troll', 'Colour the river', 'Color the big goat is brown', 'The bridge is blue'.
   - Ask the child to describe what they are colouring, e.g., 'Which goat is the small goat?', 'Point to the bridge'.

2. While colouring
   - Incorporate more language practice:
     - The children ask you for each colour you ask for it.
     - Designate 'colour monitors'. Each child is responsible for colouring. The children have to ask each other.
     - Dictate which colours the children have to use, e.g., 'Use RED, blue, yellow', etc.

3. Act and colour
   - Add a different dynamic to the activity by incorporating different actions or gestures that correspond to the picture.
   - The children show their pictures and say what colours they have used.
   - Play a hold-up game: 'Hold up your picture if the river is BLUE', 'Hold up your picture if the small goat is YELLOW', etc. Children race to identify the colours and hold up their pictures.
   - Say the names of different colours and the children point to the relevant colour on their picture: 'Point to RED', 'Touch BLUE', etc.
   - The children keep their picture secret and then try to guess what colours their partner has: 'Have you got GREEN?', 'Yes, I have.', 'Is the big goat YELLOW?', 'No, it isn't.'
The Three Billy Goats Gruff

1. The first step is to draw the bridge and the hill.
2. Then, draw the goats on the bridge and the hill.
3. Finally, add the background elements like trees, grass, and water.

Activity suggestions:
1. Make the bridge and the hill interactive by adding movable parts.
2. Incorporate a role-play activity where students can act out the story.
3. Use the activity to teach counting and number recognition.
4. Integrate vocabulary related to the story, such as "bridge," "goats," "bridge," and "goats."

Instructions:
1. Choose a color for each goat.
2. Color the bridge and the hill.
3. Color the background elements.
4. Color the goats.
5. Add details to the bridge and the hill to make them look realistic.
From Head to Toe
Sort by size

This worksheet helps kids develop basic maths skills while also offering opportunities to
practise key language from the story. The worksheet is available in black and white or colour.

Activity suggestions:
The children can simply work individually to cut and paste the images into their worksheet but below
are some ideas for how you can adapt the activity for more language practice.

1. Before cutting and pasting:
   - Play a series of games where the children cut and paste:
     - Listen and point - call out the names of the story elements. The children point
to the images on their worksheet.
     - Count how many - challenge the children to count the number of each
individual image on their worksheet or set of worksheets at their table. How
many trolls are there in your group? How many big goats?

2. Colour dictation before cut and paste:
   - Use the black and white version to conduct a colour dictation. Some ways to
conduct the dictation include:
     - Using complete phrases: "Can you find the big goat? Where's the
bridge?", "Can see a medium goat", "Colour the big troll green.
     - Re-tell the story and elicit the characters/elements to colour and
     - Tell the children which item to colour but get them to say at the end
they want to: practise request language.
     - Mime the size and elements, get the children to join in.

3. Interactive find and paste:
   - Cut up the images at the bottom of each worksheet before class.
   - Scatter them in a part of the room or place them in a different part.
   - Children decide which item they need to paste. They ask you before
and stick it to their worksheet, e.g., "Can I have the big goat, please?" "The
troll is medium".

Worksheet key:

The Three Billy Goats Gruff
Sort by size

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The Three Billy Goats Gruff
Cut and paste sequencing

Activity suggestions:

The children can simply work individually to cut and paste the images into their worksheet but below are some ideas for how you can exploit the activity for more language practice.

1. **Before cutting and pasting**

   Play a series of games before the children cut and paste:
   - Listen and point - call out the names of the characters or events and children point to the images on the worksheet.
   - Sequence and mime - ask children to complete the story in order but instead of cutting and pasting, stand up and act out one of the characters in the story.
   - Stick flashcards or sequencing cards (found in this pack) and the children have to run and touch or point to the image that comes next.

2. **Colour dictation before cut and paste**

   Use the black and white version to conduct a colour dictation. You could focus on the characters, setting and/or story phrases. Some ways to conduct the dictation include:
   - Using complete phrases: ‘I’m just the medium goat. I want to eat grass.’, ‘Where’s the small goat?’; ‘The troll falls in the water. Splash!’
   - Create parts of the story and elicit the characters to colour.
   - Focus on number recognition, e.g., ‘Which picture goes in box number 3?’

3. **Interactive find and paste**

   1. Cut up the images at the bottom of each worksheet and place in a bowl.
   2. Scatter them in a part of the room or place each image to different spots in the room.
   3. Children decide which image they need to paste. They need to go and find the image before they find it and stick it to their worksheet, e.g., ‘Can I help please?’; ‘The goats are hungry. They want to eat grass’. 
The Three Billy Goats Gruff Stick puppet theatre

There are stick puppets of the troll, bag, medium goat, small goat and the bridge. There are also theatre scenes of the hilltop, bridge and a room. You could print the bridge and make a 3D model of it for hiding the troll under. You could also print a theatre scene including the bridge or use without the bridge scenes. All puppets are available in black and white and colour. Easy cutting guidelines are included to help puppet beginners cut out. After cutting, the children can attach a craft stick or a straw to each one.

Activity suggestions:
Making the puppets:

1. Give each child glue and a set of craft sticks.
2. Pre-cut the image squares and other shapes on a flat surface.
3. Tell the children which puppets to make. Make sure they look at the correct image, collect it and make the puppet with the black and white version. They will have coloured this stage too. E.g. Can you find the troll? Where’s the bridge? Learn their names.
4. Continue making until complete.

Focus on receptive skills

1. Give each child glue and a set of craft sticks.
2. Pre-cut the image squares and other shapes on a flat surface. Please group these from your nominated different children to each one in charge of an image.
3. The children take turns asking for one then making the stick puppets. Do the small goat, please? Here you are, Thank you. You’re welcome.
4. After they have finished one, they can ask for another.
5. Continue until enough puppets have been made for the drama activity.

Playing with the puppets:

SEE THE THEATRE SCRIPT FOR IDEAS OF LANGUAGE TO USE IN STORY RE TELLING

There are also many different ways you could use these in other drama activities. A few ideas are:

- Give each child a puppet. As a whole class, act out the story using the puppets.
- Children work in pairs or small groups. Tell the story using the book/flashcards as prompts and the children follow along with the puppets, repeating dialogue at your prompting.
- Watch the Three Billy Goats video available at www.threebillygoatsgruff.com and the children follow along with their puppets.
- Play along with children’s favourite songs.
- Sing action songs. You could play a game of ‘Thump, Thump, Thump’ (instead of Simon says) and the children practice the actions with the stick puppets, e.g. “The troll says jump, jump, jump.” “The troll says turn the window big, big.” “Thump, Thump, Thump to the bridge!”

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The Three Billy Goats Gruff

Story wheel models

1. Story telling
   - Tell the story to the children. This tells the teacher about checking their understanding of vocabulary and understanding of the story. This can be repeated in parts. The story can be told by different children.

2. Find and show
   - The children sit in a circle and show their understanding of the story through pictures.

Find and stick pictures - individual

- Due to individual students, they must cut these images for themselves and give them to the teacher.

Find and stick pictures 1 - multiple copy sets

- These images are multiple copy sets. Due to individual students, they must cut these images for themselves.

Find and stick pictures 2 - multiple copy sets

- These images are multiple copy sets. Due to individual students, they must cut these images for themselves.

Find and stick pictures 3 - multiple copy sets

- These images are multiple copy sets. Due to individual students, they must cut these images for themselves.

Find and stick pictures 4 - multiple copy sets

- These images are multiple copy sets. Due to individual students, they must cut these images for themselves.

Find and stick pictures 5 - multiple copy sets

- These images are multiple copy sets. Due to individual students, they must cut these images for themselves.
18 card sequence

The Three Billy Goats Gruff
Sequencing cards

These sequencing cards feature key events in the story. There are 18 images in total. You can choose between using all 18 images (the first two sheets), or using only 9 images (the third sheet), either set can be used to represent all events in the story.

Use these cards in sequencing activities to represent key events in the story.

You can also use these cards in a variety of games to promote language practice. See the suggestions below.

Activity suggestions:

1. Pelmanism / Pairs
   - Print two sets and use the cards as a memory matching game. You could do this as a whole class or in small groups.
   - Place all the cards face down on the table or floor.
   - Each child takes turn taking over two cards. Encourage them to say a sentence for each card (e.g. "I am the small goat, I want to eat grass."). "Don’t eat me. My brother is bigger!"
   - When one child finds a pair, they win that set.
   - The game continues until all the pairs have been found.

2. Snap
   - Give each child a set of cards for each child.
   - In groups of 3 or 4, children shuffle their cards together and deal out all cards equally.
   - Each child places their pile of cards face down in front of them.
   - Each child takes it in turns to take the top card from their pile and place it face up in a centre pile.
   - If two consecutive cards are the same, everyone has the chance to say 'SNAPE!' and place their hand on the centre pile. The first person to do this must say the story event, vocabulary items in the images, or a story phrase. They win the centre cards. They add them face down, to the bottom of their pile.
   - Play continues until one person has won all the cards.

3. Rock, paper, scissors
   - In pairs, children place their cards face down in front of them.
   - They play rock, paper, scissors and the winner takes the top card. They must make a story phrase represented by the image, or vocabulary items in the image. They win the card.
   - Play continues until both players’ cards have been used / won.

Adaptable games and activities

For young language learners
The Three Billy Goats Gruff

FLASHCARDS

All available in A5 and A4