

Taskbaseret forløb i engelsk med udgangspunkt i eventyr

Udarbejdet af lærere på Skolen på Islands Brygge:

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Pixabay. (2017). Fairy tale background [Illustration i akvarel].

https://cdn.pixabay.com/photo/2017/09/26/19/15/background-2789789_960_720.jpg

Fairy tales

I dette forløb til engelsk på 6.-7. klassetrin skal eleverne omskrive et eventyr til et rollespil samt skrive eget eventyr. Forløbet med to hovedtasks strækker sig over i alt 7 lektioner à 45 minutter. Kommunikationens omdrejningspunkt i den første task er en forhandling om manuskriptskrivning og rolle- og replikfordeling til rollespillet. I den anden task drejer kommunikationen sig om formidlingen af en fortælling så læseren genkender den som et eventyr. Det centrale ordforråd i forløbet er navnene på de væsner, miljøer, udfordringer og genstande, der befolkner eventyrverdener.

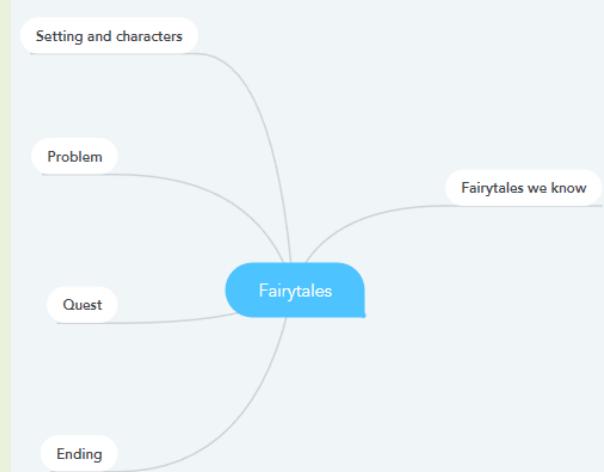
Oversigt over forløbets aktiviteter, tidsestimat og bilag

FASE	TASK/ AKTIVITET	TID	BILAG
FØR-TASK	Aktivitet 1: Brainstorm på genren Aktivitet 2: Guess a <i>fairy tale</i> Aktivitet 3: Quiz og byt med genretræk Aktivitet 4: Ordsortering og sætningsopbygning Aktivitet 5: Læs et eventyr	15 min. 30 min. 15 min. 30 min. 45 min.	Link 1: MindMeister Bilag 1: <i>Guess a fairy tale</i> Bilag 2: <i>Answer key to fairy-tale guessing</i> Bilag 3: Quiz og byt med genretræk Bilag 4: Ordliste Bilag 5: Sorteringsark Bilag 6: Sorteringsfacit Bilag 7: De fire udvalgte eventyr
HOVEDTASK	Hovedtask A: Omskriv eventyr til rollespil	45 min.	Bilag 7: De fire udvalgte eventyr
EFTER-TASK	Aktivitet 6: Opfør rollespil	45 min.	Bilag 7: De fire udvalgte eventyr
FØR-TASK	Aktivitet 7: Sætningskonstruktion Aktivitet 8: Quiz, digt videre og byt	30 min. 15 min.	Bilag 8: Opgaveark med 10 sætninger Bilag 9: Arbejdsark med 5 tomme rubrikker
HOVEDTASK	Hovedtask B: Skriv dit eget eventyr	45 min.	Bilag 10: Skriveordre

Flg. videns- og færdighedsmål-par er omdrejningspunkt for forløbet:

Læse efter 4. klassetrin/ 4. fase	▪ Eleven kan forstå hovedindholdet af enkle, fortællende tekster. ▪ Eleven har viden om billedstøtte og ordlister til læseforståelse.
Samtale efter 7. klassetrin/ 2. fase	▪ Eleven kan indgå i en enkel, spontan samtale om kendte emner. ▪ Eleven har viden om enkle indlednings- og afslutningsgambitter.
Skrive efter 7. klassetrin/ 2. fase	▪ Eleven kan skrive små fortællinger. ▪ Eleven har viden om sætningsforbindere.
Tekst og medier efter 7. klassetrin/ 2. fase	▪ Eleven kan sammenligne typer af fiktive tekster på engelsk. ▪ Eleven har viden om enkle genretræk ved fiktionstekster.
Sprogligt fokus efter 4. klassetrin/ 4. fase	▪ Eleven kan anvende de hyppigst forekommende ord og fraser. ▪ Eleven har viden om ordklasserne navneord, udsagnsord, tillægsord og forholdsord.

Aktivitet 1/ før-task-fase: Brainstorm på genren (15 min.)

LEKTION 1	
Aktivitet 1 (før-task-fase)	Brainstorm på genren
Arbejdsform	Plenum
Tidsforbrug	15 min.
Beskrivelse af aktiviteten	
<p>Læreren starter en snak i plenum om emnet <i>fairy tales</i>.</p> <p>Eleverne byder ind med deres viden (fx fra danskundervisningen) om eventyr, bl.a. genretæk, titler, chunks osv.</p> <p>Læreren skriver elevernes bud på tavlen eller smartboardet (fx ved hjælp af MindMeister). Mindmappen kan endda inddeltes i underkategorier baseret på eventyrets tekststruktur.</p> 	
Tilsigtede sproglige resurser (ord/chunks)	Ordforråd om genren eventyr fx: <i>fairy tale, setting, characters, problem, quest, ending</i>
Materialer	Tavle/smartboard Link til MindMeister: https://www.mindmeister.com

Aktivitet 2/ før-task-fase: Guess a fairy tale (30 min.)

Aktivitet 2 (før-task-fase)	<i>Guess a fairy tale</i>
Arbejdsform	Makkerpar
Tidsforbrug	30 min.
Beskrivelse af aktiviteten	
<p>Læreren sørger for, at eleverne bliver inddelt i makkerpar og at hver makkerpar får arbejdsarket Guess a fairy tale (bilag 1).</p> <p>Eleverne arbejder i par, hvor de på skift læser en kort beskrivelse af et eventyr op og sammen forsøger at gætte hvilket det er. Den der ikke læser, kan skrive nøgleordene op som gør eventyret genkendeligt.</p> <p>Når makkerparret er færdigt, får de udleveret arbejdsarkets facilitliste (bilag 2) og tjekker deres svar.</p>	
Tilsigtede sproglige resurser (ord/chunks)	Nøgleord, der gør det pågældende eventyr genkendeligt fx i eventyret Jack and the Beanstalk: <i>poor boy, lucky beans, castle in the sky, giants</i>

Materialer	Guess a fairy tale (bilag 1) Answer key to fairy-tale guessing (bilag 2)
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Aktivitet 3/ før-task-fase: Quiz og byt med genretræk (15 min.)

LEKTION 2	
Aktivitet 3 (før-task-fase)	Quiz og byt med genretræk
Arbejdsform	Hele klassen deles gentagne gange op i vilkårlige makkerpar
Tidsforbrug	15 min.
Beskrivelse af aktiviteten	
<p>Læreren sørger for, at hver elev får en quiz-og-byt lap (bilag 3) med spørgsmål og svar. Eleverne danner makkerpar. Den ene elev stiller sit spørgsmål, som den anden svarer på, og vice-versa. Efterfølgende bytter de spørgsmål og finder hver en ny partner.</p> <p>Eksempel på spørgsmål og svar:</p> <p><i>What four words do most fairy tales start with?</i></p> <p><i>Once upon a time</i></p>	
Tilsigtede sproglige resurser (ord/chunks)	Eventyrordforråd og formelagtige udtryk fx: <i>dragon, princess, witch, one upon a time</i>
Materialer	Quiz og byt med genretræk (bilag 3)

Aktivitet 4/ før-task fase: Ordsortering og sætningsopbygning leg (30 min.)

Aktivitet 4 (før-task fase)	Ordsortering og sætningsopbygning															
Arbejdsform	Plenum og grupper af 3-4															
Tidsforbrug	30 min.															
Beskrivelse af aktiviteten																
<p>Læreren inddeler klassen i grupper hver bestående af 3-4 elever.</p> <p>Til hver gruppe uddeler læreren både en liste (bilag 4) med et udvalg af ord fra forløbets fire eventyr og et sorteringsark (bilag 5) med overskrifter til tre ordklasser: navneord, udsagnsord og tillægsord.</p> <p>I plenum demonstrerer læreren både hvordan eleverne skal sortere ordene efter de tre ordklasser og hvordan de skal opbygge en sætning ved at sammenstykke ord fra hver ordklasse og tilsætte en passende grammatik.</p> <p>Fx</p> <table border="1"> <thead> <tr> <th>Navneord</th> <th>Udsagnsord</th> <th>Tillægsord</th> </tr> </thead> <tbody> <tr> <td><i>princess</i></td> <td><i>placed</i></td> <td><i>beautiful</i></td> </tr> <tr> <td><i>coffin</i></td> <td><i>buried</i></td> <td><i>sturdy</i></td> </tr> <tr> <td><i>dwarf</i></td> <td><i>touched</i></td> <td><i>charming</i></td> </tr> <tr> <td colspan="3"><i>The dwarfs placed the princess in a sturdy coffin.</i></td></tr> </tbody> </table>		Navneord	Udsagnsord	Tillægsord	<i>princess</i>	<i>placed</i>	<i>beautiful</i>	<i>coffin</i>	<i>buried</i>	<i>sturdy</i>	<i>dwarf</i>	<i>touched</i>	<i>charming</i>	<i>The dwarfs placed the princess in a sturdy coffin.</i>		
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Med afsæt i tildelte materialer arbejder eleverne i deres gruppe. Først inddeler de ordene i de tre ordklasser. Har eleverne svært ved kategoriseringen af ordene, kan de få hjælp af en analog eller digital ordbog.

Derefter taler de sammen om brugen af ordene samtidig med at de skiftes til at lave sætninger, der hver indeholder ord fra de tre ordklasser.

Tilsigtede sproglige resurser (ord/chunks)	Navneord, udsagnsord og tillægsord fx: <i>princess, coffin, dwarf, placed, buried, touched, beautiful, sturdy, charming</i>
Materialer	Ordliste (bilag 4) Sorteringsark (bilag 5) Sorteringsfacit (bilag 6) Analog og/eller digital ordbog

Aktivitet 5/ før-task-fase: Læs et eventyr (45 min.)

LEKTION 3	
Aktivitet 5 (før-task fase)	Læs et eventyr
Arbejdsform	Grupper på 3-4
Tidsforbrug	45 min.
Beskrivelse af aktiviteten	
<p>Læreren inddeler klassen i grupper hver bestående af 3-4 elever, sørger for at hver gruppe får et af de udvalgte eventyr og præsenterer de nedenstående læseroller.</p> <p>Eleverne i grupper inddeler tildelte eventyr i tre eller fire afsnit afhængig af gruppens størrelse og fordeler læserollerne iblandt sig. Rollerne går på skift hver gang der læses et nyt afsnit.</p> <p>Læsestrukturens tre roller:</p> <p>Oplæser: Læser højt for resten af gruppen</p> <p>Genfortæller: Genfortæller med egne ord, på engelsk, hvad der sker i det læste afsnit</p> <p>Detektiv: Finder nøgleord og genretæk i det læste afsnit</p> <p>Består gruppen af 4 elever, kan detektivrollen deles op, således at den ene elev leder efter nøgleord og den anden efter genretæk.</p>	
Tilsigtede sproglige resurser (ord/chunks)	<p>Nøgleord, der gør det pågældende eventyr genkendeligt</p> <p>fx i eventyret Snow White: <i>white as snow, red as blood, black as ebony, magical looking-glass, pale with rage and envy, the woods, poisoned apple, seven dwarfs, glass coffin</i></p> <p>The Three Little Pigs: <i>lazy pig, not so lazy pig, the wisest pig, fragile straw hut, wooden house, brick house, wolf, chimney</i></p> <p>Rapunzel: <i>man and woman, splendid garden, powerful enchantress, fresh and green rampion, girl with magnificent long hair, tower in the forest, the king's son, desert</i></p>

	The Swineherd: <i>poor prince, a very beautiful rose tree with a single flower, a singing nightingale, princess, a filthy swineherd, pigsty, a pretty little kitchen pot, a wooden rattle, kisses, angry emporer</i>
Materialer	De fire udvalgte eventyr (bilag 7)

Hovedtask A: Omskriv et eventyr til rollespil (45 min)

LEKTION 4	
Hovedtask A	Omskriv et eventyr til rollespil
Type	Beslutningstagen
Arbejdsform	Grupper 3-4 (samme grupper som i lektion 3)
Tidsforbrug	45 minutter
Beskrivelse af tasken	
Læreren meddeler, at eleverne i grupper skal omskrive deres tildelte eventyr til et rollespil og at rollespillet skal opføres for resten af klasse i næste lektion.	
Læreren rammesætter omskrivningsarbejdet med følgende opmærksomhedspunkter:	
<ul style="list-style-type: none"> Alle gruppemedlemmer skal have en talende rolle. Rollefordelingen må gerne ændres således at fx Rødhætte er en ung dreng med rød læderjakke. Eventyrets kendetegn såvel som genetræk skal dog beholdes for, at spillet vil kunne genkendes og derved forstås af deres publikum. 	
Eleverne i grupper drøfter omskrivningen og skriver et manuskript til rollespillet.	
Når grupperne er færdige med skrivearbejdet, forbereder de rollespillets opførelsen ved at øve sig.	
Mål	Eleverne skal tage stilling til hvordan de vil omskrive det tildelte eventyr til et rollespil.
Kløft	Kløften hos produktionsgruppen er, at de skal blive enige om hvem der gør hvad, og hvem der siger hvad i rollespillet.
Incitament	Eleverne skaber selv manuskriptet til rollespillet, som skal opføres i næste lektion for hele klassen.
Resultat/produkt	Eleverne har skrevet et manuskript til et rollespil.
Evaluering	Rollespillet vurderes ud fra, i hvor høj grad det underliggende eventyr er genkendeligt.
Sprogbrugssituation	Eleverne skal forstå og producere sprog, der er afpasset den eventyrlige handling, de vælger at omskrive til rollespillet.
Materialer	De fire udvalgte eventyr (bilag 7)

Aktivitet 6/ efter-task-fase: Opfør rollespil (45 min)

LEKTION 5	
Aktivitet 6 (efter-task fase)	Opfør rollespil
Arbejdsform	Plenum med skiftende grupper (samme grupper som i lektion 3 og 4)
Tidsforbrug	45 min.
Beskrivelse af aktiviteten	
<p>Eleverne i grupper fremfører deres rollespil for hele klassen.</p> <p>Resten af klassen skal gætte hvilket eventyr, der blev opført, og komme med positiv kritik.</p>	
Tilsigtede sproglige resurser (ord/chunks)	Sprog/ordforråd, der indgår i de tidligere aktiviteter
Materialer	Eleverne medbringer eget manuskript til rollespillet og nødvendige rekvisitter samt det tildelte eventyr (bilag 7).

Aktivitet 7/ før-task-fase: Sætningskonstruktion (30 min.)

LEKTION 6	
Aktivitet 7 (før-task-fase)	Sætningskonstruktion
Arbejdsform	Eleverne arbejder hver for sig
Tidsforbrug	30 minutter
Beskrivelse af aktiviteten	
<p>Læreren uddeler et opgaveark med et udpluk af ti sætninger fra de fire udvalgte eventyr samt et arbejdsark med fem tommer rubrikker.</p> <p>Eleverne skal først finde og markere navneord, udsagnsord og tillægsord i de ti sætninger fra opgavearket.</p> <p>Derefter skal de selv skrive fem sætninger på arbejdsarket. I hver sætning skal der indgå minimum ét navneord, ét udsagnsord og to tillægsord. Sætningernes betydningsmæssige indhold skal komme fra eventyr og tydeligt kunne placeres i disse kategorier: <i>Setting, the characters, the problem, the quest and the ending</i>.</p> <p>Til sidst skal de klippe deres fem sætninger ud til den næste aktivitet.</p>	
Tilsigtede sproglige resurser (ord/chunks)	Sætningskonstruktion ved brug af navneord, udsagnsord og tillægsord fx <i>The prince walked through a big dark forest.</i> Billedsprog ved brug af tillægsord fx <i>A big dark forest</i>
Materialer	Opgaveark med et udpluk af ti sætninger fra de fire udvalgte eventyr (bilag 8) Arbejdsark med fem tomme rubrikker (bilag 9)

Aktivitet 8/ før-task-fase: Quiz, digit videre og byt (15 min.)

Aktivitet 8 (før-task-fase)	Quiz, digit videre og byt
Arbejdsform	Hele klasse deles gentagne gange op i vilkårlige makkerpar
Tidsforbrug	15 minutter
Beskrivelse af aktiviteten	
<p>Læreren oplyser eleverne, at de skal tage deres fem sætninger frem og gøre sig klar til at deltage i quiz, digit videre og byt.</p> <p>Eleverne skal gå rundt mellem hinanden og finde en makker. Makkerne skal på skift læse én af deres sætninger for den anden. Makkeren skal derefter digte videre på sætningen ved at gøre brug af sin viden om sætningskonstruktion. Med hensyn til sætningens indhold skal makkeren forsøge at blive inden for konteksten af eventyrgenren og gætte hvilken del af eventyret der er tale om: <i>Setting, the characters, the problem, the quest and the ending</i>.</p> <p>Fx:</p> <p>Elev A: <i>The prince walked through a big dark forest.</i></p> <p>Elev B: <i>Then he saw an evil dragon flying above the trees. (the problem)</i></p> <p>Efterfølgende bytter makkerne sætninger og finder begge to en ny makker og gentager øvelsen.</p>	
Tilsigtede sproglige resurser (ord/chunks)	Sætningskonstruktion ved brug af navneord, udsagnsord og tillægsord fx <i>The prince walked through a big dark forest.</i> Billedsprog ved brug af tillægsord fx <i>a big dark forest</i>
Materialer	Elevernes fem sætninger

Hovedtask B: Skriv dit eget eventyr (45 min)

LEKTION 7	
Hovedtask B	Skriv dit eget eventyr til
Type	Beslutningstagen
Arbejdsform	Eleverne arbejder hver for sig
Tidsforbrug	45 minutter
Beskrivelse af tasken	
<p>Læreren oplyser eleverne om, at de skal skrive deres eget eventyr og at de skal gøre brug af den viden, de har tilegnet sig gennem forløbet.</p> <p>Eleverne får udleveret en skriveordre (bilag 10), der angiver de kriterier, som deres eventyr vil blive vurderet ud fra. Kriterierne er:</p> <ul style="list-style-type: none"> • Det skal have en længde på 250-350 ord. • Der skal gøres brug af genretræk som for eksempel formelagtige udtryk (fx <i>once upon a time</i>), eventyrlige tal (fx 3, 7 og 13) og/eller overnaturlige væsner (fx <i>dragon, witch, fairy</i>). 	

- Der skal være en hovedperson (helt), biperson og en skurk.
- Der skal være en introduktion til ***the setting and the characters, a problem, a quest and an ending***

NB: Læreren kan vurdere om der er brug for mere eller mindre tid til at skrive i skolen eller om det skal være en lektie, eleverne laver hjemme. Ligeledes kan læreren vurdere om opgavens længde skal være kortere eller længere.

Mål	Eleverne skal tage stilling til, hvordan en fortælling bedst kan formidles på skrift så læseren genkender den som et eventyr.
Kløft	Den kommunikative kløft er at eleverne skal leve op til de genreforventninger læseren kan have i forhold til et eventyr.
Incitament	Elevernes motivation for at skrive eventyret er tilfredsstillelsen ved at vække læserens genkendelse af genren.
Resultat/produkt	Eleverne har skrevet deres eget eventyr.
Evaluering	Eventyret vurderes ud fra, i hvor høj grad det lever op til læserens genreforventninger.
Sprogbrugssituation	Eleverne skal forstå og producere sprog, der gør en skriftlig fortælling forståelig som et eventyr.
Materialer	Skriveordre med evalueringsskriterier (bilag 10)

Bilag 1: Guess a fairy tale (3 sider)

Read descriptions of fairy tales and guess the fairy tale.

- 1 The fairy tale is about a little girl who is eager to make a fashion statement. She likes it when her clothes match and she always wears the same colour.

Her grandmother is very sick, and the little girl comes to visit her. The fairy tale becomes very violent when the grandmother, and then the girl, are both eaten by a wolf.

- 2 The fairy tale is about a brother and sister who get lost in the woods. They stumble upon a house made of pancakes, but when they approach it, they are captured by an evil witch with a taste for children.
- 3 The fairy tale is about a beautiful girl with an evil stepmother. The stepmother is obsessed with her looks and is jealous of her beautiful stepdaughter. She orders a hunter to kill the girl, but he cannot get himself to do it. The girl runs off into the woods, where she meets some dwarfs. The dwarfs take her in and protect her.
- 4 This fairy tale is about a very picky little girl. She wants everything just right: the chair she sits on, the food she eats, the bed she sleeps in. After stumbling upon a house in the woods, she decides to trespass. She discovers that there is porridge on the table and after complaining about the porridge being too hot or too cold, she finds a bowl that is just right and ends up eating it all.
- 5 This fairy tale is about a wooden boy doll carved by a man named Geppetto. A fairy makes the doll come alive, but with one flaw – the doll's nose grows longer when he lies.
- 6 This fairy tale is about a boy who lives with his mother. They are very poor. The boy gets some lucky beans, which quickly grow all the way up to the sky. The boy climbs up above the clouds and finds a large castle inhabited by giants.
- 7 This fairy tale is about a princess whom a terrible spell is cast upon – she will prick her finger on the spindle of a spinning wheel and die at the age of 15. No one can undo the spell, but one fairy is able to reduce it. Instead of the princess dying, she must sleep for 100 years.
- 8 This fairy tale is about a girl who loses her mother. Her father then remarries, to a woman with two daughters. When her father dies, the girl is treated badly by her stepmother and stepsisters. However, she ends up marrying a prince.

- 9 This fairy tale is about a little bird who is not very good-looking. Everyone teases him, but he grows up and becomes a beautiful swan.
- 10 This fairy tale is about a prince looking for a real princess. No one is quite delicate enough for him. When a young woman seeks shelter from the rain, claiming to be a princess, his mother tests her by placing a pea under loads of mattresses and feather beds.

In the morning, the princess is sore and tired from trying to sleep on the hard bed, and the prince and his mother realise that she must be a real princess.
- 11 In this fairy tale, an emperor who likes to wear fancy outfits hires two swindlers to create the best suit out of invisible fabric. The garment will be very beautiful, but people who are unfit for their jobs will not be able to see it.
- 12 This story is about a girl with very, very long hair. She is locked up in a tower.
- 13 This fairy tale is about a princess who drops a golden ball into a deep spring. A frog offers to get her ball back for her, and she promises to take care of the frog in return.
- 14 This fairy tale is about a kind of cookie who runs away from the woman who baked him. He ends up being eaten by a fox instead.
- 15 This fairy tale is about a poor prince whose marriage proposal is turned down by a princess. He then applies for a job taking care of the pigs outside the stables. He creates a musical pot, the beautiful sounds of which attract the princess. The princess pays ten kisses for the pot. The poor prince then creates a musical rattle, for which she pays a hundred kisses. When her father finds out, she is cast out.
- 16 In this fairy tale, a princess is impressed by a rather clumsy young man who rides goats and gives her a dead crow in a shoe as a gift.
- 17 A farmer is sent to town by his wife to make a good deal. He brings their horse for bargaining. He swaps the horse for a cow, the cow for a sheep, the sheep for a goose, the goose for a hen, and the hen for a bag of apples. But the wife is happy about what he brings home.
- 18 This fairy tale is about some pigs who are not equally intelligent. One builds a house out of straw, another builds a house out of twigs, and the third one builds a house out of brick. When a wolf goes on the hunt, only one house can protect the pigs.

Bilag 1: Answer key (to Guess a fairy tale)

1. Little Red Riding Hood
2. Hansel and Gretel
3. Snow White and the Seven Dwarfs
4. Goldilocks and the Three Bears
5. Pinocchio
6. Jack and the Beanstalk
7. Sleeping Beauty
8. Cinderella
9. The Ugly Duckling
10. The Princess and the Pea
11. The Emperor's New Clothes
12. Rapunzel
13. The Frog Prince
14. The Gingerbread Man
15. The Swineherd
16. Clumsy Hans/Silly Hans/Jack the Dullard/Blockhead Hans
17. What the Old Man Does Is Always Right
18. The Three Little Pigs

Bilag 3: Quiz og byt med genretræk (2 sider)

Quiz og byt med genretræk

Question: What four words do most fairy tales start with?

Answer: Once upon a time

Question: What line do most fairy tales end with?

Answer: And they lived happily ever after

Question: Can you mention the magical numbers that are used a lot in fairy tales?

Answer: 3, 7, 13.... Sometimes also 9 and 11

Question: Can you mention one or more fairy tale creatures?

Answer: Dragon, Goblins, Dwarves etc.

Question: What are the royal titles often used in fairy tales?

Answer: King, Queen, Prince & Princess

Question: What can a lot of animals in fairy tales do, that doesn't happen as often in real life?

Answer: They can speak

Question: What is the hero often promised when he rescues the princess?

Answer: Half the kingdom and the princess' hand in marriage

Question: Do you know the titles of 3 fairytales in English?

Answer: E.g.: The swineherd, Cinderella, The 3 little pigs, Little red riding hood, Jack and the beanstalk, etc.

Question: Can you mention 3 main characters that usually appear in fairytales?

Answer: E.g.: King, prince, princess, dragon, witch, troll, dwarf, etc.

Question: What is your favourite fairytale, and why?

Answer:

Bilag 4: Ordliste (ord fra de fire udvalgte eventyr)

Instrument	Lazy	Collapse	Pigsty
Curious	Pricked	Wicked	Ascended
Autumn	Magnificent	Chimney	Fierce
Seize	Placed	Stubborn	Desire
Betrayed	Thought (To think)	Blind	Superb
Carry	Swineherd	Splendid	Wandered
Pale	Clapped	Braids	Envious
Earnest	Preparing	Joyful	Witch
Marry	Appear	Dying	Beautiful
Feast	Servant	Slithered	Impressive
Fly	Watched	Winter	Furious
Snow	Foolish	Woods	Escape
Heaped	Pretty	Enormous	Buried
To whisper	Old	Emperor / Empress	Silver
Glass	Fortune	Mocking	Working

Bilag 5: Sorteringsark

Bilag 6: Sorteringsfacit

Navneord (nouns)	Udsagnsord (verbs)	Tillægsord (adjectives)
Winter	Working	Beautiful
King / Queen	Thought (To think)	Pale
Blood	Betrayed	Envious
Servant	Dare	Curious
Feast	Pray	Earnest
Heart	Carry	Lazy
Dwarf	Preparing	Wisest
Summer	Scowling	Stubborn
Games	Slithered	Foolish
Autumn	Escape	Fierce
Desire	Dying	Furious
Enchantress	Descend	Enormous
Tower	Ascended	Magnificent
Fortune	Wandered	Charming
Witch	Marry	Wicked
Kingdom	Buried	Mocking
Prince / Princess	Appear	Poor
Emperor / Empress	Fly	Pretty
Melody	Answer	Impressive
Instrument	To whisper	Dirty
Snow	Pricked	Sturdy
Glass	Tell	Old
Coffin	Asked	Superb
Woods	Clapped	Silly
Pigsty	Placed	Sweet
Wolf	Seize	Golden
Brother	Watched	Red
Chimney	Touched	White
Princess	Started	Blind
Braids	Collapse	Joyful
Silver	To build	Willing
Swineherd	Heaped	Splendid

Bilag 7: De fire udvalgte eventyr (11 sider)

Snow White

Collected by Brothers Grimm

It was in the middle of winter, that a certain queen sat working at her window, and, as she was looking out upon the snow, she pricked her finger, and three drops of blood fell upon it. Then she gazed thoughtfully down on the red drops which sprinkled the white snow and said, "Would that my little daughter may be as white as that snow, as red as the blood, and as black as the ebony window-frame!" And so the little girl grew up; her skin was a white as snow, her cheeks as rosy as blood, and her hair as black as ebony; and she was called Snow-White.

But this queen died; and the king soon married another wife, who was very beautiful, but so proud that she could not bear to think that anyone could surpass her. She had a magical looking-glass, to which she used to go and gaze upon herself in it, and say—

"Tell me, glass, tell me true!

Of all the ladies in the land,

Who is fairest? tell me who?"

And the glass answered, "Thou, Queen, art fairest in the land"

But Snow-White grew more and more beautiful; and when she was seven years old, she was as bright as the day, and fairer than the queen herself. Then the glass one day answered queen, when she went to consult it as usual—

"Thou, Queen, may'st fair and beauteous be,

But Snow-White is lovelier far than thee?"

When the queen heard this she turned pale with rage and envy; and calling to one of her

servants said, "Take Snow-White away into the wide wood, that I may never see her more."

Then the servant led the little girl away; but his heart melted when she begged him to spare her life, and he said, "I will not hurt thee, thou pretty child." So he left her there alone.

Then poor Snow-White wandered along through the wood in great fear. In the evening she came to a little cottage, and went in there to rest.

The queen, now that thought Snow-White was dead, and believed that she was certainly the handsomest lady in the land; so she went to her glass and said—

"Tell me, glass, tell me true!

Of all the ladies in the land,

Who is fairest? tell me who?"

And the glass answered—

"Thou, Queen, may'st fair and beauteous be,

But Snow-White is lovelier far than thee?"

Then the queen was very much alarmed; for she knew that the glass always spoke the truth, and she was sure that the servant had betrayed her. And as she could not bear to think that any one lived who was more beautiful than she was, she disguised herself as an old pedlar woman and went her way into the woods to search for Snow white. She soon found a cottage and knocked on the door: "Fine wares to sell!" She cried.

Snow-White looked out of the window, and said, "I dare not let anyone in"

"Do as you please," said the old woman, "but at any rate take this pretty apple; I will make you a present of it."

"No," said Snow-White, "I dare not take it."

"You silly girl!" answered the other, "what are you afraid of? do you think it is poisoned? Come! do you eat one part, and I will eat the other."

Now the apple was so prepared that one side was good, though the other side was poisoned. Then Snow-White was very much tempted to taste, for the apple looked exceedingly nice; and when she saw the old woman eat, she could refrain no longer. But she had scarcely put the piece into her mouth when she fell down dead upon the ground.

"This time nothing will save thee," said the queen; and she went home to her glass, and at last it said—"Thou, Queen, art the fairest of all the fair." And then her envious heart was glad, and as happy as such a heart could be.

When evening came, and the dwarfs returned home, they found Snow-White lying on the ground; no breath passed her lips, and they were afraid that she was quite dead. They lifted her up, and combed her hair, and washed her face with wine and water; but all was in vain. So they laid her down upon a bier, and all seven watched and bewailed her three whole days; and then they proposed to bury her; but her cheeks were still rosy, and her face looked just as it did while she was alive; so they said, "We will never bury her in the cold ground." And they made a coffin of glass so that they might still look at her, and wrote her name upon it in golden letters, and that she was a king's daughter. Then the coffin was placed upon the hill, and one of the dwarfs always sat by it and watched. And the birds of the air came, too, and bemoaned Snow-White. First of all came an owl, and then a raven, but at last came a dove.

And thus Snow-White lay for a long, long time, and still only looked as though she were asleep; for she was even now as white as snow, and as red as blood, and as black as ebony. At last a prince came and called at the dwarfs' house; and he saw Snow-White and read what was written in golden letters. Then he offered the dwarfs money, and earnestly prayed them to let him take her away; but they said, "We will not part with her for all the gold in the world." At last, however, they took pity on him, and gave him the coffin; but the moment he lifted it up to carry it home with him, the piece of apple fell from between her lips, and Snow-White awoke, and exclaimed, "Where am I!" And the prince answered, "Thou art safe with me." Then he told her all that had happened, and said, "I love you better than all the world; come with me to my father's palace, and you shall be my wife." Snow-White consented, and went home with the prince; and everything was prepared with great pomp and splendor for their wedding.

To the feast was invited, among the rest, Snow-White's old enemy, the queen; and as she was dressing herself in fine, rich clothes, she looked in the glass and said, "Tell me, glass, tell me true! Of all the ladies in the land, Who is fairest? tell me who?" And the glass answered, "Thou, lady, art the loveliest here, I ween; But lovelier far is the new-made queen."

When she heard this, the queen started with rage; but her envy and curiosity were so great, that she could not help setting out to see the bride. And when she arrived, and saw that it was no other than Snow-White, whom she thought had been dead a long while, she choked

with passion, and fell ill and died; but Snow-White and the prince lived and reigned happily over that land, many, many years.

The Three Little Pigs

Collected by Brothers Grimm

Once upon a time there were three little pigs. They left their mother and father to see the world. All summer long, they played games and had fun in the woods.

Everyone loved the three little pigs. Wherever they went, people gave them a warm welcome. But summer soon ended, and people were drifting back to their usual jobs, and preparing for winter.

Autumn came and it began to rain. The three little pigs started to feel they needed a real home. Sadly they knew that the fun was over now and they must set to work like the others, or they would be left in the cold and rain, with no roof over their heads.

They talked about what to do, but each decided for himself. The laziest little pig said he would build a straw hut. "It will only take a day," he said. The others disagreed.

"It's too fragile," they said, but he lazy pig refused to listen.

Not quite so lazy, the second little pig went to search for planks of seasoned wood.

"Clunk! Clunk! Clunk!" It took him two days to nail them together. But the third little pig did not like the wooden house.

"That's not the way to build a house!" he said. "It takes time, patience and hard work to build a house that is strong enough to stand up to wind, rain, and snow, and most of all, protect us from the wolf!"

The days went by, and the wisest little pig's house took shape, brick by brick. From time to time, his brothers visited him, saying with a chuckle:

"Why are you working so hard? Why don't you come and play?" But the stubborn bricklayer pig just said "no".

"I shall finish my house first. It must be solid and sturdy. And then I will come and play!" he said. "I shall not be foolish like you! For he who laughs last, laughs longest!"

It was the wisest little pig that found the tracks of a big wolf in the neighborhood.

The little pigs rushed home in alarm. Along came the wolf, scowling fiercely at the laziest pig's straw hut.

"Come out!" ordered the wolf, his mouth watering. I want to speak to you!"

"I'd rather stay where I am!" replied the little pig in a tiny voice.

"I'll make you come out!" growled the wolf angrily, and puffing out his chest. He took a very deep breath. Then he blew right onto the house. And all the straw the silly pig had heaped against some thin poles, fell down in the great blast.

Excited by his own cleverness, the wolf did not notice that the little pig had slithered out from underneath the heap of straw, and was running to his brother's wooden house. When he realised that the little pig was escaping, the wolf grew wild with rage.

"Come back!" he roared, trying to catch the pig as he ran into the wooden house. The other little pig greeted his brother, shaking like a leaf.

"I hope this house won't fall down! Let's lean against the door so he can't break in!"

Outside, the wolf could hear the little pigs' words. Starving as he was, at the idea of eating two pigs now, he blew on the door.

"Open up! Open up! I only want to speak to you!", the wolf said.

Inside, the two brothers wept in fear and did their best to hold the door fast against the blows. Then the furious wolf braced himself a new effort: he drew in a really enormous breath, and went ... WHOOOOO! The wooden house collapsed like a pack of cards. Luckily, the wisest little pig had been watching the scene from the window of his own brick house. He quickly opened the door and let his brothers in. And not a moment too soon, for the wolf was already hammering furiously on the door. This time, the wolf had doubts. This house had a much more solid air than the others. He blew once. He blew again and then for a third time. But nothing happened. The house did not budge an inch.

Exhausted by his efforts, the wolf decided to try one of his tricks. He found a nearby ladder and climbed on to the roof to have a look at the chimney.

However, the wisest little pig had seen this, and he quickly said: "Quick! Light the fire!" With his long legs thrust down the chimney, the wolf was not sure if he should slide down the black hole. It would not be easy to get in, but the sound of the little pigs' voices below only made him feel hungrier.

"I'm dying of hunger! I'm going to try and get down." And he let himself drop. But landing was rather hot, too hot! The wolf landed right into the fire.

The flames licked his hairy coat and his tail became a flaring torch. "Never again! Never again will I go down a chimney" he squealed, as he tried to put out the flames in his tail. Then he ran away as fast as he could.

The three happy little pigs, dancing round and round the yard, began to sing:
"Tra- la- la! Tra- la- la! The wicked black wolf will never come back...!"

From that terrible day on, the wisest little pig's brothers set to work with a will. In less than no time, up went the two new brick houses.

Now safe and happy, the wisest little pig called to his brothers:
"No more work! Come on, let's go and play!"

Rapunzel

Collected by Brothers Grimm

There were once a man and a woman who had a window at the back of their house from which a splendid garden could be seen. It was full of the most beautiful flowers and herbs. It was surrounded by a high wall, and no one dared to go into it because it belonged to an enchantress, who had great power.

One day the woman was looking down into the garden, when she saw the most beautiful rampion - Rapunzel, and it looked so fresh and green that she had the greatest desire to eat some. This desire increased every day, and as she knew that she could not get any of it, she began to look pale and miserable. Then her husband was alarmed, and asked, "What ails you, dear wife?". She replied, "if I can't eat some of the rampion, I shall die." The man, who loved her, decided to descend into the garden. In the gloom of evening, he let himself down. But when he had clambered down the wall he was terribly afraid, for he saw the enchantress standing before him. "How can you dare", she said with an angry look, "descend into my garden and steal my rampion like a thief".

"My wife saw your rampion from the window, and felt such a longing for it that she would have died if she had not got some to eat." He answered.

Then the enchantress allowed her anger to be softened, and said to him:

"I will allow you to take away with you as much rampion as you will, but then, you must give me the child which your wife will bring into the world."

The man consented to everything, and when the woman had a child soon after, the enchantress appeared at once, gave the child the name of Rapunzel, and took it away with her.

Rapunzel grew into the most beautiful child under the sun. When she was twelve years old, the enchantress shut her into a tower, which lay in a forest, and had neither stairs nor door, but at the top was a little window. When the enchantress wanted to go in, she placed herself beneath it and cried,

"Rapunzel, Rapunzel,
let down your hair to me."

Rapunzel had magnificent long hair, and when she heard the voice of the enchantress she let the hair fall twenty meters down, and the enchantress climbed up by it.

After a year or two, it came to pass that the king's son rode through the forest and passed by the tower. Then he heard a song, which was so charming that he stood still and listened. This was Rapunzel. The king's son wanted to climb up to her, and looked for the door of the tower, but none was to be found. He rode home, but the singing had so deeply touched his heart, that every day he went out into the forest and listened to it. Once when he was standing behind a tree, he saw that an enchantress came there, and he heard how she cried:

"Rapunzel, Rapunzel,
let down your hair to me."

Then Rapunzel let down the braids of her hair, and the enchantress climbed up to her. I too will try my fortune, said he, and the next day when it began to grow dark, he went to the tower and cried,

"Rapunzel, Rapunzel,

let down your hair to me.”

Immediately the hair fell down and the king's son climbed up. At first Rapunzel was frightened when a man came to her. But the king's son began to talk to her quite like a friend, and told her that his heart had been so stirred that it had let him have no rest. Rapunzel lost her fear, and when he asked her if she would take him for her husband, she thought, he will love me more than old witch does, and she said yes.

“I will willingly go away with you, but I do not know how to get down” she said. Bring with you a sheet of silk every time that you come, and I will make a rope with it, and when that is ready I will descend. They agreed that until that time he should come to her every evening, for the old woman came by day. The enchantress remarked nothing of this, until once Rapunzel said to her, tell me, how it happens that you are so much heavier for me to draw up than the young king's son. “You wicked child”, cried the enchantress. “I thought I had separated you from all the world, and yet you have deceived me”. In her anger she clutched Rapunzel's beautiful hair, seized a pair of scissors and snip, snap, cut it off. And she was so pitiless that she took poor Rapunzel into a desert where she had to live in misery. On the same day that she cast out Rapunzel, the enchantress fastened the braids of hair, which she had cut off, to

the hook of the window, and when the king's son came and cried,

“Rapunzel, Rapunzel,
let down your hair to me.”

She let the hair down. The king's son ascended, but instead of finding Rapunzel, he found the enchantress, who gazed at him with wicked looks. “Aha”, she cried mockingly, “you would fetch your dearest, but Rapunzel is lost to you. You will never see her again.”

The king's son was beside himself with pain and leapt down from the tower. He escaped with his life, but the thorns into which he fell pierced his eyes. Then he wandered quite blind about the forest and did nothing but weep over the loss of his dearest wife. He roamed about in misery for years, and at

length came to the desert where Rapunzel lived in wretchedness. He heard a voice, and it seemed so familiar to him that he went towards it, and when he approached, Rapunzel knew him and fell on his neck and wept. Two of her tears wetted his eyes and they grew clear again. He led her to his kingdom where he was joyfully received, and they lived for a long time afterwards.

The Swineherd

By H.C. Andersen

There once was a poor prince. His kingdom was very small, but it was big enough for him to get married, and he really wanted to marry someone.

It was very bold of him when he asked the emperor's daughter, 'Will you have me?' But that is what he did, because he was well known everywhere, and there were a hundred princesses who would have gladly accepted his proposal. Let us see what this particular princess said. In the place where the prince's father was buried, a very beautiful rose tree grew. The tree bloomed only once every five years, and when it did, it had only a single flower. But that flower was the most beautiful rose you could imagine! Its scent was so sweet that it made those who smelled it forget their cares and sorrows.

The prince also had a nightingale that could sing in such a way that it seemed like every sweet melody in the world was in her little throat. The prince wanted to give both the rose and the nightingale to the princess, so they were put into big silver boxes and sent to her. The emperor brought the boxes into the big hall where the princess was playing with the ladies of the court. When she saw the boxes with the presents, she clapped her hands happily.

'Ah, I hope it is a little kitten!' she said. But then the rose tree with the beautiful rose appeared.

'Oh, how prettily it is made!' said all the court ladies.

'It is more than pretty,' said the emperor. 'It is charming!'

But the princess touched it, and she almost started to cry.

'Ew, papa!' she said. 'It is not *made* at all... It is natural!'

'Ew! It is natural!' said all the ladies.

'Let's see what the other box holds before we get in a bad mood,' said the emperor.

So the nightingale appeared and sang so charmingly that, at first, no one could say anything bad about it.

'*Superbe! Charmant!*' said the ladies, because they all used to speak French, even though they weren't very good at it.

'The bird reminds me of the musical box that our late empress had,' said an old knight. 'Oh yes! The colours are the same, and it sounds the same as well.'

'Yes, you're right!' said the emperor, and then he began to cry at the thought of his dead wife.

'I sure hope the bird isn't natural like the rose,' said the princess.

'Actually, it is,' said those who had brought the presents. 'It is a real bird.'

'In that case, let it fly away,' said the princess, and she refused to see the prince.

However, the prince was not about to give up. He painted his face brown and black, pulled his cap over his ears and knocked on the door.

'Good day, my lord emperor!' he said. 'Is there any work for me at the palace?'

'As a matter of fact, there is,' said the emperor. 'I need someone to look after the pigs, because we have quite a lot of them.'

So the prince was hired as the new imperial swineherd. He had a dirty little room close to the pigsty, and there he sat and worked the whole day. When evening came, he had made a

pretty little kitchen pot. He hung little bells all around it, and when it boiled, the bells played the old melody:

Oh, my dear Augustin, Augustin, Augustin

Oh, my dear Augustin, all is lost!

But what was even more amazing was that when someone put a finger into the steam rising from the pot, they could smell all the food that was being made in every kitchen in every house in the whole town. Quite a different thing from the pretty rose!

At the time, the princess happened to be out for a walk with her ladies, and when she heard the sweet melody from the pot, she stopped and stood still. She looked very pleased, because it happened to be the only song she knew how to play herself.

'Why, that's the one I know!' said the princess. 'That swineherd must be very well educated! Go inside and ask him the price of the instrument.'

So one of the ladies of the court put on a pair of big, sturdy boots and went into the pigsty.

'What will you take for the kitchen pot?' asked the lady.

'I will take ten kisses from the princess,' answered the swineherd.

'God, no!' said the lady.

'I will not sell it for less,' said the swineherd.

'Well, what did he say?' asked the princess as the lady of the court made her way through the mud outside the pigsty.

'Oh, I'm afraid to say!' said the lady.

'Then whisper it into my ear,' said the princess.

'Oh my, what a rude fellow!' she said when she heard the price the swineherd had asked for. They started walking away, but after a little while, they could hear the bells playing behind them.

Oh, my dear Augustin, Augustin, Augustin

Oh, my dear Augustin, all is lost!

'Hang on,' said the princess. 'Ask him if he will take ten kisses from one of you ladies instead.'

'No, thank you!' said the swineherd. 'Ten kisses from the princess, or I keep the pot myself!'

'Well, all right,' said the princess and turned to her ladies. 'But all of you must stand in a circle around us so no one else can see what we're doing.'

So the ladies of the court took up position around the couple and spread out their dresses.

The swineherd got his ten kisses, and the princess got the kitchen pot.

Oh, what a joy the pot turned out to be! It boiled the whole evening and all of the next day, and the princess knew what was being cooked in every kitchen in every house in the whole city, from the chamberlain's meal to the cobbler's. The princess and her ladies danced and clapped and laughed.

'We know who will be having soup, and who will be eating pancakes for dinner today, and we know who is eating cutlets, and who is eating eggs. How very interesting!'

'Yes, but you mustn't tell anyone about the pot!' the princess told her ladies.

The swineherd — that is to say, the prince, but they all thought he was just a filthy swineherd — was not the sort to sit around all day doing nothing. So he made a wooden

rattle, and when it was spun around quickly, it could play all the waltzes, gallops and polkas in the world.

'Oh, how wonderful!' said the princess as she and her ladies passed by the pigsty. 'I have never heard a more beautiful composition! Go and ask him the price of the instrument, but tell him he won't get any more kisses!'

'Now he wants *a hundred* kisses from the princess!' said the lady who had been inside to ask the swineherd about the rattle.

'I think he might be insane!' said the princess. She walked on, but when she had gone a little way, she stopped again. 'We ought to support the arts,' she said. 'I am the emperor's daughter, and you can tell him that I will give him ten kisses today like I did yesterday, and the rest he can get from the ladies of the court.'

'But we don't want to!' said the ladies.

'Oh, poppycock!' said the princess. 'If I can kiss him, you can too. Don't forget where your food and wages come from!'

Once again one of the ladies put on a pair of heavy boots and waded through the mud into the pigsty.

'A hundred kisses from the princess,' said the swineherd. 'Or else there's no deal!'

'Gather around!' said the princess, and the ladies of the court formed a circle around them while the kissing was going on.

'Oh my! I wonder what's going on down by the pigsty!' said the emperor, who had just stepped out onto the balcony. He rubbed his eyes and put on his glasses. 'Oh, it's the ladies of the court! I should go see what they are up to!' So he pulled up his slippers at the heel and set off toward the pigsty.

You wouldn't believe how much he hurried!

But as soon as he entered the courtyard, he slowed down and went quietly on. The ladies of the court were so caught up in counting kisses that they didn't notice him approaching. He stood up on his toes.

'What's all this?' he said when he saw that there was kissing going on, and he started beating them over their heads with his slipper just as the swineherd got his eighty-sixth kiss.

'Get out of here!' said the emperor, for he had gotten quite angry. The princess and the swineherd were both taken to the edge of his empire and left outside.

So there they were, with the princess crying, the swineherd cursing under his breath, and the rain pouring down.

'Oh, how miserable I am!' cried the princess. 'If only I had gone for that lovely prince! Oh, unhappy day!'

And the swineherd went behind a tree, washed the black and brown colour from his face, threw off his dirty clothes, and stepped back out wearing his princely clothes. He looked so impressive that the princess couldn't help but give a curtsy.

'I have come to dislike you greatly,' he said. 'You did not want an honourable prince! You did not appreciate the rose and the nightingale, but you were willing to kiss a swineherd for a toy. Good riddance to you!'

And with that, he went back inside his own little kingdom and shut the door in her face, so now she really had reason to sing:

*Oh, my dear Augustin, Augustin, Augustin
Oh, my dear Augustin, all is lost!*

Bilag 8: Opgaveark med ti sætninger

Sentences from the four selected fairy tales

- 1) And so, the little girl grew up; her skin was as white as snow, her cheeks as rosy as blood, and her hair as black as ebony; and she was called Snow-White.
- 2) When the queen heard this, she turned pale with rage and envy.
- 3) We will never bury her in the cold ground.
- 4) The three little pigs started to feel they needed a real home.
- 5) Luckily, the wisest little pig had been watching the scene from the window of his own brick house.
- 6) One day the woman was looking down into the garden, when she saw the most beautiful rampion - Rapunzel, and it looked so fresh and green that she had the greatest desire to eat some.
- 7) In her anger she clutched Rapunzel's beautiful hair, seized a pair of scissors and snip, snap, cut it off.
- 8) He had a dirty little room close to the pigsty, and there he sat and worked the whole day.
- 9) Once again one of the ladies put on a pair of heavy boots and waded through the mud into the pigsty.
- 10) And the swineherd went behind a tree, washed the black and brown colour from his face, threw off his dirty clothes, and stepped back out wearing his princely clothes.

Bilag 9: Arbejdsark med fem tomme rubrikker

Write five sentences. Each sentence should minimally contain one noun, one verb, and two adjectives. The content of the sentences should come from fairy tales, and it should be clear where in the storyline it comes from

(The setting)

(the characters)

(the problem)

(the quest)

(the ending)

Bilag 10: Skriveordre

Skriv et eventyr. Dit eventyr vil vurderes ud fra følgende kriterier:

- Det skal have en længde på 250-350 ord.
- Der skal gøres brug af genretreæk som for eksempel formelagtige udtryk (fx *once upon a time*), de eventyrlige tal (fx 3, 7 og 13) og/eller overnaturlige væsner som (fx drager).
- Der skal være en hovedperson (helt), bipersoner og en skurk.
- Der skal være en introduktion til ***the setting and the characters, a problem, a quest and an ending***