PREPARING FOR THE EXPERIENCE

Long before television, movies, radio, video games and even books, people told stories to entertain and teach. The stories were about real or imagined events, but the main point was to share information and enjoyment. Traditionally, stories change with each new telling and each new audience, because each storyteller will add their own special talents and experiences to the mix, as will each listener.

Fables are stories with a very high purpose: to teach a lesson about honorable behavior, often without letting the listener know they have been educated. Through the use of fictitious characters, often animals, the listener is gently led to decipher the meaning of the message on their own. No one is teaching them; they are being encouraged to examine the behavior presented in the tale and decide what is right or wrong. Fables always end with a moral, an important rule for living. Through examples, they guide listeners toward valuing honesty, honor and good behavior instead of dishonesty.

THINK ABOUT IT

How did Diane use her body and voice to portray various characters in the stories?

What lessons did you learn through the experience of the stories?

DIG DEEPER

To learn more about storytelling, check out The Music Center’s Artsource Curriculum: “Geri Keams - Native American Storyteller”
https://www.musiccenter.org/education/Teacher-Resources/Artsource-Curriculum/Available-ArtSource-Units/Geri-Keams---Native-American-Storyteller/

TRY THIS CHALLENGE

There are many well-known sayings, or morals, that come from Aesop’s fables. Some examples include “Honesty is the best policy,” “United we stand, divided we fall,” “Misery loves company,” and “You can’t please everybody.” Select one saying and develop a story that illustrates that moral.